



YMCA CENTRAL STARK COUNTY T-BALL RULES

The purpose of this league is to instill the love of the sport of baseball in our youth by developing the skills they need to succeed. Tee-Ball is meant to be non-competitive and fun for all the players, parents, and coaches. Coaches are here to teach players the fundamentals of the sport, coach bases and act as umpires during games. Parents are reminded to act with respect towards others, ultimately setting a good example for all the children in the league. Coaches will have responsibility to control any spectators that become angry during the course of a game. This league is for the players and the actions of coaches and parents will have a lasting impression on how the children view the game of baseball and team sports.

- **Teams**

- A T-Ball team shall have no more than 15 players on a roster (8-12 is recommended).
- Coaches are selected on a volunteer basis and are required to complete a background check and other applicable trainings.
- Coaches will act as umpires for each game and assist players by giving instruction and directing them as games are played.
- Game schedule will be available online www.quickscores.com/ymcastark
 - Teams listed as “Home” bat last.
- Players are required to bring their own glove and water bottle(s)
 - Rubber cleats or sneakers are appropriate footwear. **NO METAL CLEATS**
 - Teams will be provided batting helmets, bats, baseballs, and tees.

- **Game Play.**

- Regulation games are around 1 hour or 4 innings, whichever comes first.
 - We will not begin a new inning under 20 minutes remaining.
- No records, statistics, or scores will be kept. The emphasis is on fun, sportsmanship, and learning the game.
- Teams will hit one time through the batting order before they switch. Outs will be enforced.
 - **ALL** hitting will be done from the tee.
 - Teams will clear the bases each time 3 outs are made then continue through the batting order.

- **Hitting**

- A continuous batting order will be used.
 - Players that arrive late will be placed at the end of the batting order.
- The entire team bats in an inning even if 3 outs occur. Teams will switch sides once we complete the batting order.
- Helmets must be always worn by batters and base runners.
- Please keep players from behind the batter; sitting along designated sideline when waiting to hit.
- The ball is not pitched but hit off a tee located back of home plate.
- The tee must be set so it is straight up in a vertical position (no slanting).. Batters are not permitted to bunt or swing easy at the ball. If this happens the batter will be called back to the plate to attempt their swing again.
- An imaginary 10ft arch shall be used in front of home plate. A ball must be hit out of this area before it is playable.
- A player who throws the bat after hitting the ball will be called out automatically and no base runners may advance. Please stress the importance of safety to your players and to set the bat down after each hit.
- A coach of the team batting will be the home plate umpire. They will place the ball on the tee for the batters.
- The tee is also considered home plate. Runners can step on tee or home plate to score.
- The last hitter in the lineup will hit a “Home Run” and the bases will be cleared.

- **Base Running**

- There is no stealing bases or leading off. Bat must contact the ball before advancing.

- Base runners may not advance on overthrows any time the ball leaves the infield playing area, even if it remains in fair territory in the outfield.
- Once the ball is in possession of a fielder, play stops and runners go to the next nearest base.
- If a base runner is called out he/she must leave the base and return to the bench. (We expect this rule to help players learn the fundamental rules as well as reward the defense for making a good play).
- **Fielding**
 - There is no infield fly rule.
 - Each team may play all players in the field. There can be additional outfielders.
 - The pitching position and first base must be occupied by a different player as much as possible.
 - Each player **must** play at least one inning in the infield.
 - All infielders must position themselves far enough from home plate to ensure safety of all players.
 - Coaches are allowed in the field area for the defensive team. At no time should the coach physically participate in the play. While the game is in action no physically moving players in position, touching the ball, etc.
 - Play is stopped and the ball is ruled dead when:
 - Any attempted throw by an outfielder to home plate or to the pitcher.
 - On a throw by an infielder to 1st base if the ball is not caught at first base and crosses into foul territory. This rule is to encourage the fundamental of throwing to first base without punishing the players for an overthrow or missed catch.
 - If there is an overthrow at first, second or third base, runners may advance **one** additional base only.
- **Miscellaneous**
 - **Remember:** This game is for the kids. **ALWAYS** keep it a fun and exciting atmosphere!
 - Game schedules can be found at www.quickscores.com/ymcastark
 - Phone, text, and email notifications will also be made by the information given during registration.
- **Weather Cancellations**
 - Cancellations of practice/games will be made 30-60 minutes prior to game/practice times when possible.
 - Please keep in mind that there may be times that the weather is fair 30 minutes to practice/game time but cancelation may occur once at the fields due to unexpected inclement weather.
 - Likewise, there may be times the weather has subsided but games may still be canceled to unplayable field conditions- even if the sun is out at game time. We appreciate your understanding.

THANK YOU for coaching and for making a positive impact on the community, families and children.