

Yorkville Youth Athletic Association T-Ball League Rules 2010

Expectations and Objectives:

The T-Ball League is generally the first introduction to organized baseball for all players. It must be understood that this is a training league. The primary objective is to ensure that each player has had a "positive experience" with baseball, desires to play the following year, and has been taught the fundamentals listed below. Positive reinforcement is critical towards achieving this objective. Coaches should consider the individual needs of each player, and making positive comments as much as possible. Throughout the season, players should be taught the very basics of baseball. By the end of the season players should have learned the following information and skills:

1. *The names of the defensive positions*
2. *How to execute the throw (step with the foot opposite of the throwing arm)*
3. *Effective fielding technique (down and ready, and use of two hands)*
4. *How to hold the glove in a position to catch the ball (fingers up or fingers down)*
5. *How to hold the bat when batting (bat back at shoulder height)*
6. *What to do after the ball is hit (both as a batter and as a base runner)*
7. *How, why, and when to run to the next base (when the ball is hit on the ground vs. being hit in the air)*
8. *Where to throw the ball if it is hit in play (to the base in front of the lead runner)*

Rules

I. GENERAL AND ADMINISTRATIVE

A. **The Field** - The field shall have 55 foot base paths and the center of the pitchers circle (when available) shall be 45-feet from the back corner of home plate.

B. **Pitcher's Circle** - The circle around the pitchers mound (when present) will be approximately (12) twelve-feet in diameter.

C. Umpires

1. Yorkville Youth Athletic Association will supply at least one umpire for each game.

2. If no umpire is available, each team should supply one umpire.

3. The umpire will have the final say on all calls. No coach, player, or parent will argue or dispute any call made by an umpire for any reason.

D. Equipment

1. Yorkville Youth Athletic Association will supply the safety balls, bats, helmets and bases for each game.

2. Players will provide their own gloves.
3. Players may use their own bat and helmet if they wish to, provided the equipment meets or exceeds appropriate league safety standards.
4. Players may not wear cleats of any kind, or turf shoes, or soccer cleats. Players must wear sneakers.
5. During the games all players must wear the uniform shirt, pants and hat provided by Yorkville Athletic Association. The uniform shirt will be tucked into the pants during the game.

E. Attendance Records

1. All coaches must keep attendance records.
2. If a child misses two games, the T-Ball League Director should be notified of the absences.

F. The Coaches

1. Each team will have at least one coach on the field during the game.
2. Offensive coaches: There will be one coach or assistant coach positioned at first base. There will be another coach or assistant coach positioned at third base. The head coach should be positioned near home plate to assist the batters as necessary.
3. Defensive coaches: There may be as many as two defensive coaches on the field during the game. They must be positioned at least six feet outside or beyond the base paths. Defensive coaches may not interfere with play in any manner.

G. The Game

1. Every child must play in every game when the child is present.
2. A team must field (8) eight players from its roster each game. If one team is shorthanded, players from the other team may be used to fill out the shorthanded team.
3. There will be no official score kept nor will there be any standings kept in the T-Ball League.
4. During the defensive half on an inning, all players of the defensive team must be in the field.
5. Infield: There will be only six infielders - First base, second base, shortstop, third base, and two pitchers positioned inside or near the pitchers circle. There will be no catcher.

6. Outfield: All players not in the infield will be in the outfield. Outfielders will be positioned at approximately equal depth beyond or behind the base paths and bases.
7. Shortfielder: There will be no use of a "short fielder."
8. Time Limit: The time limit for a game is (60) sixty minutes.
9. Number of innings: There will be a maximum of (6) six innings per game.
10. Last complete inning: The umpires and director will decide if another complete inning can be played within the time limit allotted.
11. Game Responsibility – Coaches are responsible for fielding a team to all Yorkville Youth Athletic Association scheduled games, regardless of the number of players who will attend. Coaches do not have the authority to cancel any game for any reason. Any disputes with fellow coaches, umpires, directors, rules or Yorkville administration, shall be discussed with parties involved and Yorkville Youth Athletic Association Executive Director at the proper appointed time. The only time a coach may remove a team from the field is in the event of imminent danger.

H. The Inning

1. An inning consists of (3) threes outs or (10) ten at-bats, whichever comes first.
2. Retiring the tenth batter: When the tenth batter comes to bat, the umpire will say in a loud voice - tenth batter – there are now two outs automatically (whether there was one or two outs prior to him getting up), the players will play for the normal out. The umpire will call time out, as usual, when the play is over. A new half inning will begin and the batting team is retired.

II. OFFENSE - BATTERS AND BASE RUNNERS

A. Batters

1. The batter will stand completely inside the batter's box.
2. Helmet: The batter will wear a batting helmet.
3. Throwing the bat: After the batter hits the ball, he will drop the bat near home plate in a safe manner. The batter will not "throw" the bat.
4. Three swings: Each batter will get only (3) three opportunities (swings) to put the ball in play.
5. Making contact: In order for a swing to result in a hit, the batter must make at least partial contact with the ball.

6. Contact with the tee only: If during a swing, the batter makes contact only with the tee, the ball will be ruled "dead" and the swing will count as a strike no matter where the ball lands.
7. Taking a full swing: The batter is required to take full and complete swings at the ball.
8. Intentional bunting: Bunting is not permitted.
9. (10) Ten-foot Rule: If a batter makes contact with the ball and the ball does not travel at least (10) ten-feet from the batting tee in fair territory, the ball will be ruled a foul ball and a strike.

B. Base Runners

1. Leading: A base runner must stay in contact with the base until after the batter makes contact with the ball.
2. Helmet: The base runner will wear a batting helmet.
3. Tagging up: After a fly ball is caught, a base runner may attempt to advance to the next base after he has returned to his original base. (Tagging up)
4. Sliding: Intentional sliding into a base is prohibited.
5. Balls hit to the outfield: Base runners may advance as far as possible at their own risk on any ball hit to the outfield that reaches a fence, bench, or bleachers. The ball remains in play.
6. Overthrow: Any overthrow that accidentally hits the fences, player, coach, spectator, or any object situated along either of the sidelines in foul territory will automatically be ruled as a one-base advance for all base runners.

III. DEFENSE - INFELDERS, PITCHERS AND OUTFIELDERS

A. Infielders

1. Number of Infielders: There will be a maximum of (6) six infielders. They will play the following positions. First Base, Second Base, Shortstop, Third Base and (2) two Pitchers.
2. Minimum Distance for Pitchers: The (2) two pitchers may not be closer than approximately (40'-45') forty to forty-five feet from the batting tee until after the batter makes contact with the ball. If a pitcher's circle is present, both pitchers will be positioned inside the pitcher's circle until after the batter makes contact with the ball.
3. Minimum Distance for Other Infielders: The First Baseman,

Second Baseman, Shortstop, and Third Baseman may not be closer than (55') fifty-five feet from the batting tee, or (5') five-feet inside the base paths until after the batter makes contact with the ball.

4. The umpire is not to act as the catcher in a play at the plate. The pitcher may cover home plate to make the play. If the ball is thrown to the umpire he will catch the ball, allow the runner who is halfway between third and home to score, then call the play over.

B. Outfielders

1. Number of Outfielders: All players on the defensive team who are not infielders will play in the outfield during the defensive half-inning.

2. Minimum Distance for Outfielders: Outfielders will remain at least (6') six-feet behind or beyond the bases and base paths until after the batter makes contact with the ball.

3. Short Fielder: An outfielder may not be used to cover a base when an infielder is not available. No short fielders are permitted.

4. Positioning Outfielders: All outfielders must be positioned at approximately equal depth, at least (6') six-feet beyond or behind the bases and base paths until after the batters makes contact with the ball.

IV. SPECIAL GROUND RULES

A. **Field Boundaries** - A batted ball which reaches a fence, bench, bleacher, sidewalk, tree, bush or other obstruction is still in play. The base runners may advance at their own risk as far as they can, and they may be thrown out.

B. Interference with the Ball or the Fielder

1. When a batted ball is hit beyond the deepest fielder and then its path or roll or flight is subsequently intentionally or accidentally interfered with, or altered by anyone, the hit will be ruled a home run by the umpire. This is not a judgment call.

2. Any ball, hit in the air, to any field, that could have been fielded on the fly by an outfielder, where the flight of the ball is interfered with by a non-player, or the outfielder is interfered with by a non-player, shall be ruled a dead ball. The umpire will rule "no pitch" and the batter will return to his at-bat as though the play had not happened. Base runners will return to their original bases.

3. Any ball, hit on the ground, to any field, that could have been fielded by any outfielder, where the path or roll of the ball is interfered with by a non-player, or the outfielder is interfered with by

a non-player, shall be ruled a (2) two-base hit, and all the base runners may advance (2) two bases.

V. PENALTY SECTION

A. **Penalty for Sliding** - After a warning has been issued to a player for this infraction, any player on either team who subsequently slides into a base to avoid being tagged will be called out.

B. **Penalty for Leaving the Base Early ("Stealing" or "Leading")** - After a base runner has been warned once in a game about leading or leaving the base early, he will thereafter be called out for this infraction.

C. **Penalty for Throwing The Bat** - After a team has been warned for this infraction, both teams are on notice, and any bat throwing by either team will result in the batter being called out immediately by the umpire. Base runners will return to their original bases.

D. **Penalty for Bunting** - Any batter who attempts to bunt the ball will be called out by the umpire.