

2009 MCYBSA League Specific Rules Boys and Girls T-Ball 6U

1.0 GAME DURATION

- 1.1 The time limit for a T-ball game will be one (1) hour and fifteen (15) minutes. The time limit will be strictly enforced. Tied games will not be played out except for tournament games.
- 1.2 The official scorekeeper must notify the umpire when the last batter of the inning is up at bat.

2.0 PLAYING FIELD DIMENSIONS AND REQUIREMENTS

- 2.1 Distance between bases is sixty (60) feet.
- 2.2 Distance from front edge of pitching rubber to base edge of home plate is forty six (46) feet.
- 2.3 Distance from base edge of home plate to foul ball arc is twenty (20) feet.
- 2.4 A hash mark will be lined half way between 1st and 2nd base and 2nd and 3rd base and 3rd and home plate.

3.0 TEAM ROSTERS, COACHES, ELIGIBILITY AND PARTICIPATION

- 3.1 Subject to the three (3) inning participation requirement, free substitution is permitted but each player must occupy the same batting position.
- 3.2 This division will play with ten (10) defensive players.
- 3.3 The MCYBSA board recommends that managers place every player , in every position over the course of the season. This recommendation is so that all boys and girls get the opportunity to play all positions at this age level.

4.0 COACHES

- 4.1 A defensive coach will be allowed behind the first and third base line to help with outfielders. They shall not come in contact with the ball or players nor shall they cross the baseline. If this happens, the play becomes dead and the coach will remain in the dugout for the rest of the game. The umpire's decision is final.
- 4.2 A coach is permitted to help get the batter set prior to the swing but shall not interfere with the play.
- 4.3 A coach must be available to move the tee after each live ball. This must be done once the batter leaves the batter's box and they cannot interfere with the umpire. The coach or parent cannot interfere with the play or the batter is out.

5.0 T-BALL PLAYING RULES

- 5.1 A nine (9) batter rule per inning will apply. All runs scored after the ninth run on the same play will count as scored.
- 5.2 "Time" shall be called by the umpire when the defensive infield player has control of the ball and the base runners have stopped their forward momentum, if the base runners momentum has not passed the half way hash mark between 2nd and 3rd base and home when time is called, these base runners must return to the base that they previously left. If a play is attempted, then the over throw rule will apply. The umpire's decision is final.
- 5.3 Bunting is not permitted. An attempted bunt will be a strike. The umpire's decision is final.
- 5.4 There will be only two coach's time outs per inning, except for injury.
- 5.5 The infield fly rule does **not** apply.
- 5.6 Over throw rule: A live ball is declared dead when a logical baseball/softball play is attempted by the defense and the result of the attempt is an overthrow. There will be no advancement on overthrows. An infielder's or outfielder's throw must be in the direction of a base. When an infield player (pitcher, catcher, short stop, first, second or third base person) is no longer in control of the ball, an overthrow is called by an umpire, play will stop and the dead ball rule will apply. Failure to throw to a base to conclude a logical play results in a live ball and play is allowed to continue. Example: over throw to 1st or 3rd base is a dead ball, time is called by the umpire and the base runners can not advance. Over throw to a logical play at 2nd base, the base runner can advance 1 base only. The umpire's decision is final.
- 5.7 A strike shall be called when the batter hits the tee under the ball and misses the ball completely. In order for the ball to be in play, it must travel beyond the foul arc. When the ball is contained in the arc, it shall be called a strike; the ball is dead and treated as a ground foul ball. A ball contained within the arc, foul or fair, on the third strike is an out and the base runners may not advance.
- 5.8 Infielders must position themselves at normal depth in relation to the bases. Normal depth is defined as follows:
- First base – within 15 feet of first base.
 - Second base – within 15 feet of second base.
 - Third base - within 15 feet of third base.
 - Shortstop – within 15 of baseline between 2nd and 3rd base.
 - Pitcher – must have one foot on the pitching rubber.
- The intent of this rule is to teach the players to position themselves properly in the infield and to prohibit a team from using abnormal positions to take unfair advantage of a batter or runner.
- 5.9 An appeal play may be initiated by the manager or acting manager to the umpire.
- 5.10 A runner may not leave his/her base until the ball is hit. If the runner leaves the base before the ball is hit, the runner will be declared out by the umpire.
- 5.11 The half inning is complete after the last batter crosses home plate or when any defensive player receives the ball and tags home plate or makes the third out of the inning. The tee upright is not considered part of home plate.
- 5.12 Bat throwing will not be tolerated. See rule 6.3 of the MCYBSA Playing Rules.