

MCYBSA League Specific Rules

Boys 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.
- 1.3 Mathematical elimination after 3 1/2 (three and one half) or 4 (four) innings (a team is behind by 19 (nineteen) runs or more) shall be considered the run rule as it is not possible to score more than 9 (nine) runs per half inning.

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 Each player must play (3) three innings in each (6) inning game with (2) two innings of participation occurring within the first (4) innings. Additionally, each participant must play (2) two innings in the infield for each (6) inning game, there being no requirement to play each participant (2) two innings in the infield when the game is (5) innings or less. In addition, no player will sit the bench for (2) two consecutive innings and no player may sit twice before all players have set (1) one inning.
- 3.2 This division will play with ten (10) defensive players.

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's swing misses the ball and/or hits the tee and misses the ball completely (judgment call by the umpire). In order for the ball to be in play, it must be on or past the arc line. The arc line is part of fair territory, just as the base lines are. When any batted ball is contained inside the arc line, it is a strike; the ball is dead and runners may not advance; if there were already (2) strikes, this is strike (3) three, the batter is out and no runners may advance. The only foul balls are outside the baselines; with (2) two strikes on the batter, foul balls are not outs. The batter continues to bat.
- 5.8 Infielders must position themselves in normal playing positions and at a normal depth in relation to the bases (just in front of or just behind the runners' running lane). The pitcher must have one foot on the pitching rubber. Outfielders will be evenly spaced in a umbrella formation (no stacking to one side or the other will be allowed) and can only make a unassisted out by catching a fly ball (cannot enter the infield to tag a runner or a base or to call time out; must throw the ball to the infielder). Please note: the goal of t-ball is to be instructional in the basic fundamentals of the game for the players future reference; not over-coach and win by any means necessary.
- 5.9 Batters must be in a traditional stance, square to home plate (no crooked stances intended to pull the ball one way or another will be permitted). Please note: The goal of t-ball is to be instructional in the basic fundamentals of the game for the players future reference; not over-coach and win by any means necessary.
- 5.10 An appeal play may be initiated by the manager or acting manager to the umpire.

- 5.11 A runner may not leave his/her base until the ball is hit. If the runner leaves a base early but the batter has not made contact with the ball, the umpire(s) may simply give a warning.
- 5.12 The half inning is complete after the last batter crosses home plate or when any defensive infielder receives the ball and tags home plate or makes the third out of the inning. The intent of this rule is to teach outfielders to throw the ball to the infield. The tee upright is not considered part of home plate.
- 5.13 Bat throwing will not be tolerated. See rule 6.3 of the MCYBSA Playing Rules.