

Summerville Family YMCA
Youth T-Ball/Baseball League Rules
Micro T-Ball and T-Ball

The Field:

- Bases are 45ft. apart

Equipment:

- Balls - game balls (Rawlings Incrediball) as supplied by the YMCA shall be used during game play.
- Bats - Under the USA Bat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker.
NOTE: Approved Tee Ball bats may also be used for Coach Pitch Divisions only with the use of approved Tee Balls (Rawlings Incrediball).
- Helmets – helmets are optional for base runners and batters.
- Other equipment may be used in the game at the discretion of the Sports Director.

Players:

- Thirteen players constitute a team. The use of a catcher is not required if a team only has eight or less players. Every player plays the entire game.
- Each team will field all players in attendance on defense.
- Batting lineups will be made up of all players in attendance.
- All batters get a turn at bat each inning. The final batter is the "last official batter". After this batter has hit the ball and the ball is played, teams must switch offense and defense.
- When a ball is hit, it is played, and the result is dictated using regular game play rules. However, because no official score is kept and all batters are afforded a turn to bat each inning, the hitter is permitted to stay on base and advance with the next play.
- If a coach wishes to suspend a player, the coach must first report the reason for the pending suspension to the Sports Director. The Sports Director will decide whether the suspension is necessary.

The Game:

- Prior to each game, both teams will line up on their respective base paths. A prayer will be said by the coach or elected player.
- Game length will be three (3) innings or 1-hour time limit.
- No inning will start after the 1-hour time limit.
- Ties will not be played out.
- Ten-run-rule is not in effect
- Stealing will NOT be allowed.
- Players may not advance until the ball is hit.
- NO Sliding is allowed.
- NO Bunting is allowed.
- Infield fly rule will NOT be observed.
- Each batter is limited to six chances to hit the ball from the tee. If the player does not hit the ball on the sixth try the player is out.
- If a coach catches a batted ball, the ball is dead and play is suspended. The player is awarded a single and players can advance one base.

- Coaches are permitted in the following areas during game play: one coach (offense) in first base coach's box, one coach (offense) in third base coaches' box, one coach (offense) assisting batters at the tee, and one coach (defense) in the outfield.
- Any coach or player ejected from a game will be suspended from their next game. If the violator is an assistant coach, both the assistant and the head coaches could be suspended from their next game. If a second offense occurs, the violation will be reviewed and the penalty set by the Sports Director. Any use of profanity, vulgar language or physical action by a coach or player during or after an ejection will result in immediate termination. An ejected individual will vacate the YMCA property and may be asked not to return.

General Rules:

- Each team will clean up their respective dugouts and sides of the playing field after completion of the game.
- Players will remain on the bench when not on the field or in the on-deck position to bat.
- Protective cups are recommended to be worn by all players during game play.
- All protested games will be submitted in writing to the Sports Director within 24 hours of the protested game. The decision of the protest will be submitted by the Sports Director within one week of the formal protest.
- Coaches, players, parents, and spectators will refrain from the use of tobacco, alcohol, profanity, and vulgar language during practices and games. Suspensions for such violations will be at the discretion of the Sports Director.
- Each team will have a maximum of three events per week. Each game and each practice constitutes as one event.
- Make-up games will be scheduled by the Sports Director and coaches will be notified as to when games will be played.

FOR YOUTH DEVELOPMENT, FOR HEALTHY LIVING, FOR SOCIAL RESPONSIBILITY

Summerville Family YMCA

Coach-Pitch Minors and Coach Pitch Majors

The Field:

- Bases are 60 feet. apart (Coach pitch major) and 45 feet apart (coach pitch minor)
- Batters boxes are 5 feet long and 3 feet wide.

Equipment:

- Batting helmets, catcher's equipment (catcher's face mask must have a throat guard) , and game balls (SOFTTOUCH LEVEL 5 for coach pitch major and SOFTTOUCH LEVEL 1 for coach pitch minor) as supplied by the YMCA shall be used during game play.
- Bats: The bat must be a baseball bat which has USA Baseball or BBCOR sticker It shall not be more than 33 inches in length; nor more than 2⁵/₈ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. **NOTE 1:** Solid one-piece wood barrel bats do not require a USA Baseball logo. **NOTE 2:** Approved Tee Ball bats may also be used for Coach Pitch Minor Divisions only.
 - T-Ball Bats - Under the USA Bat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com),
- Other equipment is at the discretion of the umpire.

Players:

- Ten players constitute a team. A team must have at least eight players to play the game. The use of a catcher is not required if a team only has eight players.
- Each team will field ten players on defense – pitcher, catcher, first base, second base, third base, shortstop, and four outfielders.
- Batting lineups will be made up of eleven players – the ten defensive players and one Extra Hitter (EH). Players may not change positions in the batting lineup. The EH can be placed anywhere in the batting lineup. The rules of substitution must be applied.
- Each player must play at least six defensive outs and have one at-bat per game. If a player does not play the required six outs and receive one at-bat, the player must start the next game, play at least 12 outs, and receive at least two at-bats.
- Any coach in violation of the player participation rule will be suspended as follows: 1st offense – 1 game, 2nd offense – 2 games, 3rd offense – removed from coaching.
- If a coach wishes to suspend a player, the coach must first report the reason for the pending suspension to the Sports Director. The Sports Director will decide whether the suspension is necessary.
- Any coach or player ejected from a game will be suspended from their next game. If the violator is an assistant coach, both the assistant and the head coaches could be suspended from their next game. If a second offense occurs, the violation will be reviewed and the penalty set by the Sports Director. Any use of profanity, vulgar language or physical action by a coach or player during or after an ejection will result in immediate termination. An ejected individual will vacate the YMCA property and may be asked not to return.

The Game:

- Prior to each game and at the close of each game, both teams will line up on their respective base paths. A prayer will be said by the umpire, coach, or elected player.
- No inning will start after the 1 hour and 15 minute time limit, or within 10 minutes of the time limit. The umpire is the official time keeper.
- Game length will be six innings or time limit.
- Ties will not be played out.
- Ten-run-rule is in effect after 3.5 innings if the home team is ahead or 4 innings if the visiting team is ahead.
- Stealing will NOT be allowed.
- Players may NOT advance on a wild pitch or a passed ball.

- NO Sliding is allowed. First offense – player is warned. Second offense – player is out.
- NO Bunting is allowed. First offense – player is warned. Second offense – player is out.
- Infield fly rule will NOT be observed.
- Runners must tag-up on a fly ball.
- If a batter throws the bat after hitting the ball, the batter and both teams will be issued a warning. Any batter on either team throwing the bat after the warning will be called out.
- If a coach catches a batted ball, the ball is dead and play is suspended. All runners advance one base and the batter is awarded a single. Any coach deliberately doing so will be warned by the umpire. A second offense warrants an ejection. If a ball hits a coach or balls in play, the batter will hit again.
- A coach will pitch all six innings. Coaches may change pitcher/coach at any time during the game.
- The coach must pitch in an overhead motion. A coach may pitch from his or her knees.
- Coach Pitch Minors: Each batter is limited to 6 pitches. Foul balls on the 6th pitch do not count as a pitch. A batter may continue to foul off the final pitch until the ball is hit into play or the batter swings and misses the pitch.
- Coach Pitch Majors: Each batter is limited to 6 pitches or swinging strikes. Foul balls on the 6th pitch do not count as a pitch. Foul balls on the 3rd strike count as a pitch. A batter may continue to foul off the 6th pitch until the ball is hit into play or the batter swings and misses the pitch.

General Rules:

- Each team will clean up their respective dugouts and sides of the playing field after completion of the game.
- Any fair ball that is hit over the fence is a homerun. Any fair ball that bounces over the fence is ruled as a ground-rule-double.
- Players will remain in the dugout area when not on the field or in the on-deck position to bat.
- The home team will keep the official score of the game. The home team will sit in the first base dugout. The visiting team will sit in the third base dugout. Both teams are responsible for keeping an updated scorebook. The home team will be responsible for reporting the final score to the Sports Department.
- Protective cups are recommended to be worn by all players during game play.
- All protested games will be submitted in writing to the Sports Director within 24 hours of the protested game. The decision of the protest will be submitted by the Sports Director within one week of the formal protest.
- Coaches, players, parents, and spectators will refrain from the use of tobacco, alcohol, profanity, and vulgar language during practices and games. Suspensions for such violations will be at the discretion of the Sports Director.
- Each team will have a maximum of three events per week. Each game and each practice constitutes as one event.
- Make-up games will be scheduled by the Sports Director and coaches will be notified as to when games will be played.

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Summerville Family YMCA
Youth T-Ball/Baseball League Rules
Kid-Pitch

The Field:

- Bases are 60ft. apart
- Pitching rubber is located 46 feet from home plate.
- Batters boxes are 5 feet long and 3 feet wide.

Equipment:

- Batting helmets, approved bats, catcher's equipment (catcher's face mask must have a throat guard), and game balls as supplied by the YMCA shall be used during game play.
- Bats - The bat must be a baseball bat which meets the USA Baseball Bat or BBCOR standard as adopted by Little League. non-wood and laminated bats shall bear the USA Baseball logo signifying that the bat meets the USA Bat – USA Baseball's Youth Bat Performance Standard. All BPF – 1.15 bats will be prohibited. Additionally, the bat diameter shall not exceed 2 $\frac{5}{8}$ inches for these divisions of play. Bats meeting the Batted Ball Coefficient of Restitution (BBCOR) standard may also be used. The bat shall not be more than 33 inches in length; nor more than 2 $\frac{5}{8}$ inches in diameter, and if wood, not less than fifteen-sixteenths (15/16) inches in diameter (7/8 inch for bats less than 30") at its smallest part. Wood bats taped or fitted with a sleeve may not exceed sixteen (16) inches from the small end. **NOTE:** Solid one-piece wood barrel bats do not require a USA Baseball logo. Additional information is available at LittleLeague.org/batinfo.
- Other equipment may be used in the game at the discretion of the umpire.

Players:

- Nine players constitute a team. A team must have at least eight players to play the game.
- Each team will field nine players on defense – pitcher, catcher, first base, second base, third base, shortstop, and three outfielders.
- Batting lineups will be made up of ten players – the nine defensive players and one Extra Hitter (EH). Players may not change positions in the batting lineup. The extra hitter can be placed anywhere in the batting lineup. The rules of substitution must be applied.
- Each player must play at least six defensive outs and have one at-bat per game. If a player does not play the required six outs and receive one at-bat, the player must start the next game; play at least 12 outs; and receive at least two at-bats.
- Any coach in violation of the player participation rule will be suspended as follows: 1st offense – 1 game, 2nd offense – 2 games, 3rd offense – removed from coaching.
- If a coach wishes to suspend a player, the coach must first report the reason for the pending suspension to the Sports Director. The Sports Director will decide whether the suspension is necessary.
- Any coach or player ejected from a game will be suspended from their next game. If the violator is an assistant coach, both the assistant and the head coaches could be suspended from their next game. If a second offense occurs, the violation will be reviewed and the penalty set by the Sports Director. Any use of profanity, vulgar language or physical action by a coach or player during or after an ejection will result in immediate termination. An ejected individual will vacate the YMCA property and may be asked not to return.

The Game:

- Prior to each game and at the close of each game, both teams will line up on their respective base paths. A prayer will be said by the umpire, coach, or elected player.
- No inning will start after the 1 hour and 45-minute time limit, or within 10 minutes of the time limit. The umpire is the official time keeper.
- Game length will be seven innings or time limit.
- Ties will not be played out.
- Ten-run-rule is in effect after 4.5 innings if the home team is ahead or 5 innings if the visiting team is ahead.
- Pitching changes shall be no more than one-minute in length or 5 warm-up pitches.
- **Stealing:** An **attempt** to steal a base will be permitted up to three (3) times per inning, per team. A runner must be in contact with the base he or she is occupying at all times, with their left foot in contact with the base and head and chest facing toward the catcher. The runner is permitted to make an attempt to steal the next base once the ball has crossed home plate. **Any attempt** to steal a base is counted toward the three (3) attempt limit. The only situation where an attempt to steal is not counted toward the attempt total is when the attempt to steal has been made AND the ball has been hit into play by the batter. If the ball is fouled by the batter during a runner's attempt to steal, the runner returns to the base they occupied and the attempt is not counted toward the attempt total. Attempting to steal second base is permitted. Attempting to steal third base is permitted. Attempting to steal home is prohibited and will result in the player being called out. All other base runners will be required to return to the base they occupied prior to the offense.
 - **An attempt**, is defined as a movement made by a runner to advance to the next base without the ball being hit into play or due to a fielding error.
 - **Sliding:** Sliding is permitted. Any attempt by a sliding baserunner to interfere with the defensive play will result in the player being called out. All other base runners will be required to return to the base they occupied prior to the offense. Interference is a judgement call made by the umpire.
 - Players may not advance on a wild pitch or a passed ball.
- Bunting is allowed.
- Infield fly rule will be observed.
- Runners must tag-up on a fly ball.
- If an overthrow goes out-of-play the runner may advance to the next base if that player is occupying a base. If a runner is in between bases, they will be awarded the next two bases.
- If a batter throws the bat after hitting the ball, the batter and both teams will be issued a warning. Any batter on either team throwing the bat after the warning will be called out.
- Pitchers are permitted a maximum of 70 pitches per game. A starting pitcher may return to the pitching position. However, the 70 pitch rule still applies. A 48-hour rest period (no pitching), beginning the "next day" is required for any player who pitches 50 or more pitches in a single game or reaches 70 pitches in more than one game over a 48-hour period.

General Rules:

- Each team will clean up their respective dugouts and sides of the playing field after completion of the game.
- Any fair ball that is hit over the fence is a homerun. Any fair ball that bounces over the fence is ruled as a ground-rule-double.
- Players will remain in the dugout area when not on the field or in the on-deck position to bat.
- The home team will keep the official score of the game. The home team will sit in the first base dugout. The visiting team will sit in the third base dugout. Both teams are responsible for keeping an updated scorebook. The home team will be responsible for reporting the final score to the Sports Department.
- Protective cups are recommended to be worn by all players during game play.
- Mouthpieces are recommended.
- All protested games will be submitted in writing to the Sports Director within 24 hours of the protested game. The decision of the protest will be submitted by the Sports Director within one week of the formal protest.
- Coaches, players, parents, and spectators will refrain from the use of tobacco, alcohol, profanity, and vulgar language during practices and games. Suspensions for such violations will be at the discretion of the Sports Director.
- Each team will have a maximum of three events per week. Each game and each practice constitutes as one event.
- Make-up games will be scheduled by the Sports Director and coaches will be notified as to when games will be played.

The following notes are IN ADDITION TO and serve as CLARIFICATION OF previously established rules set forth by the YMCA.

Summerville Family YMCA

Rule Clarifications

The following notes are IN ADDITION TO and serve as CLARIFICATION OF previously established rules set forth by the YMCA.

1. Coach-Pitch (Minors and Majors): If a “foul tip” is made on the 6th pitch (Minors and Majors), and the catcher catches the ball, an out is NOT recorded. The ball is considered “foul tipped” and the hitter earns another pitch. However, if the 6th pitch (Minors and Majors) is “fouled off” and **over the head of the hitter**, a caught ball results in an out. If the “fouled off” ball is missed, the hitter earns another pitch.

2. Coach-Pitch (Minors and Majors): RULE: No advancing on overthrows. You can only score from third on a batted ball

3. Kid-Pitch: RULE: “Pitchers are permitted a maximum of 70 pitches per game. A starting pitcher may return to the pitching position. However, the 70 pitch rule still applies. A 48-hour rest period (no pitching), beginning the “next day”, is required for any player who pitches 50 or more pitches in a single game or reaches 70 pitches in more than one game over a 48-hour period”.
 - a. Example 1: Saturday, Johnny pitches 45 pitches in a game. Monday, Johnny can pitch up to 25 pitches. Johnny would not be permitted to pitch again until Thursday.
 - b. Example 2: Saturday, Johnny pitches between 50 and 70 pitches in a game. Monday, Johnny can NOT pitch. Johnny is not permitted to pitch until Tuesday.
 - c. Example 3: Doubleheader - Saturday, Johnny pitches 45 pitches in his first game. Johnny can only pitch 25 more pitches in the following game. Johnny would not be permitted to pitch again until Tuesday.
 - d. Example 4: Johnny pitches 40 pitches in the first 4 innings. Johnny moves to third base for the 5th and 6th innings. Johnny can return to the mound in the 7th inning, but he has a 30 pitch limit.
 - e. Example 5: Johnny pitches 45 pitches on Friday night. Johnny can only pitch 25 pitches on Saturday morning. If Johnny pitches on Saturday, he would not be permitted to pitch again until Tuesday. If Johnny only pitches Friday, he would be permitted to pitch again on Monday.
 - f. Example 6: Johnny pitches between 50 and 70 pitches on Friday night. Johnny is not permitted to pitch again until Monday.

Think about the rule in 48-hour time blocks. If over a 48-hour time period a player pitches 50 or more pitches, he or she must rest (not pitch) for another 48-hour time period.

4. Coach-Pitch (Minors and Majors): If a “foul tip” is made on the third swinging strike (Majors) or the 6th pitch (Minors and Majors), and the catcher catches the ball, an out is NOT recorded. The ball is considered “foul tipped” and the hitter earns another pitch. However, if the third swinging strike (Majors) or the 6th pitch (Minors and Majors).

5. Coach-Pitch (Minors and Majors): RULE: NO RUNNING ON OVERTHROWS

6. **Basically, play with sportsmanship and within the spirit of the game. DO NOT take advantage of the physical mistakes of other teams.** Umpires should not allow teams to take advantage of the physical mistakes of other teams. Yes, there are times when that may be impossible. But, sound and fair judgment needs to be made. We all know that when a child hits the ball to the SS; the SS fields the ball cleanly; makes a throw to first; and the 1st baseman bobbles the ball or blocks the ball and it rolls behind him a few feet; that the hitter only deserves a single. However, we also know that if a child hits the ball; it goes through the SS legs into the outfield; the outfielder misses the ball and it rolls to the fence; that the runners keep running until a play is made. Recognize the difference between situations where the game is simply being played and situations where the other team is being taken advantage of.