

Bluffton Youth Sports



T-Ball Rules

LENGTH OF GAME

1. One (1) hour or four (4) innings. If an inning starts prior to the expiration of the time limit, the inning will be complete; no new inning will start after the time limit expires. An inning will consist of batting through the entire line-up for both teams. Try to put your best hitter last, so he/she can clear the bases. The time limit for the first game will begin at the scheduled start of the game. All other game time limits will begin with the start of the actual game.

NUMBER OF PLAYERS ON THE FIELD

1. There is no set rule on the number of players on the field. The number of players in the infield should be no more than nine. The coaches should always start a game regardless of the number of players. *T Ball is an introductory sport for the children.*
2. Two Coaches are allowed on the field to assist the players on defense. Coaches will not interfere with the ball while it is in play unless it is necessary.
3. No player may line up in front of the pitcher with the exception of the catcher.

THE GAME

1. The pitcher cannot tag any runner out. He/She must throw the ball to the base, including home plate. This includes force-outs.
2. Coaches will stop play by calling time out when the ball is in control within the infield baselines.
3. Runners may advance one base on an overthrow to a base.

BATTERS

1. Every player shall bat in each inning.
2. Late players will be added to the end of the line-up.
3. The coach may adjust the tee for the batter and position the batter in the box. The coach must move out of the way before play begins. Only in extreme situations should the coach assist the batter in swinging the bat. (After the batter has swung the bat and missed several times.)
4. The coach should stress to the players not to sling or throw the bat. If the batter throws the bat, the batter must return to bat again. All runners shall return to the base where they began.

BASE RUNNING

1. No base runner shall use his / her body to intentionally knock a defensive player down or interfere with his / her making a play on the ball in any way. If so, the runner is out.
2. Outs will not be counted. Players will return to the dugout on their outs but batting will continue until the entire team has batted.

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PLAYING FIELD

1. Bases shall be 60 Feet.
2. The pitcher's mound shall be 30 Feet from the point of home plate. The player playing the pitcher's position must stand on the rubber until the batter makes contact with the ball.
3. Catcher's box shall be a circle behind the batter. The catcher must be in this area while the batter is up.
4. Foul, Strike, fair ball arc shall be made on a 5 Foot radius from the point of home plate.
5. Home plate: The tee will be placed on home plate when the batter is up. The offensive coach will move the tee out of the way during play and players must touch home plate, not the tee when scoring.

EQUIPMENT

1. Defensive players must wear a glove.
2. All players shall wear the issued uniforms.
3. Shoes: Tennis shoes or baseball shoes. No metal cleats allowed.
4. Balls: Soft touch incredi-balls.
5. Bats: Bat must be marked Tee-ball
6. Hats will be worn with the bill over the face.