



FOR YOUTH DEVELOPMENT®
FOR HEALTHY LIVING
FOR SOCIAL RESPONSIBILITY

YMCA of Greater Kansas City T-Ball Rules

SPORTS PLEDGE

Win or lose, I pledge before God, to accept and demonstrate the following positive values: **Caring, Honesty, Respect, and Responsibility**. I will do my best to be a team player, to respect my teammates, opponents, coaches, and officials, and to improve myself in spirit, mind, and body.

TEAMS

1. Team rosters will be as balanced as possible so that each team consists of 15 or less players per team. The YMCA Sports Director may make exceptions.
2. Players may not switch from one team to another after the season play begins without approval of the affected coaches and YMCA sport director.
3. Teams must have 7 eligible players suited up and a coach available before beginning a game.
4. All players must be sitting or standing directly behind the fence when their team is batting to help prevent injuries while waiting to bat.
5. Coaches are responsible for their team members and spectators behavior. Spectators are encouraged to support their team before, during, and after each game. No alcohol, tobacco, or vaping on premises.
6. If needed, each team will provide a parent/ volunteer umpire each game.

UNIFORMS

1. Each player shall wear a team jersey and hat provided by the YMCA.
2. Players are permitted to wear rubber cleated shoes or tennis shoes only. (Metal cleats are not permitted).

EQUIPMENT

1. The YMCA will provide balls (Safe/Soft, Level 1), bases, batting helmets, and a batters T. It is the coach's responsibility to return all equipment immediately following the last game of the season. We expect normal wear and tear on equipment but lost equipment will be the financial responsibility of the coach or team captain.
2. Each player must provide their own ball glove (bats are optional). If you have a player in need of a ball glove, please contact your YMCA sports director.

PLAYING RULES

1. A batted ball must travel a distance of no less than 10 feet from the T stand to be considered in play. A chalk line in front of home plate will indicate the 10ft line.
2. Up to 10 players can play in the field every inning. Positions are: pitcher, catcher, first base, second base, third base, shortstop, and four (4) outfielders. Rotating players to new positions or from the bench between innings is required so everyone gets an equal playing experience.
Pitcher must remain in the pitcher's circle located around the pitching rubber until the ball is hit.
3. The child playing catcher will be required to wear a batting helmet at all times. The catcher is required to stand at the backstop until the ball is hit. After the ball has been hit, the

catcher may move to cover home plate and assume duties of the catcher. This is to minimize injuries and protect players from possible flying bats.

4. Baselines shall be set at 55 feet unless already determined by the playing facility.
5. Base stealing is not permitted. A base runner cannot take lead offs.
6. A base runner may advance one base only on every hit in the infield. If ball is hit into the outfield then two bases may be run.
7. Sliding is not encouraged. If a child is sliding incorrectly, please show them the proper way. This is not a high priority of the child's playing fundamentals at this age level.
8. All players running the bases and at bat must wear a helmet at all times.
9. The entire team is to rotate at bat until the each player has batted each inning. Each player may bat only once per inning. Batting order should remain the same for the duration of the game. Last batter hits a grand slam to clear the bases.
10. Each batter will be allowed 6 swings during an at bat. Foul balls will be considered a swing and will count towards the total number of swings for that at bat. If a player hits a foul ball on the 6th swing he/she will be given one (1) additional swing which will then conclude the at bat.
11. Each team is allowed one coach in the infield and one in the outfield when their team is on defense.
12. The coach of the team at bat will be responsible for adjusting the tee for each individual batter and placing the ball on the Tee to commence play.
13. The coach will insure that the batter is properly positioned in the batter's box before placing the ball on the Tee.
14. The coach will be responsible for removing the tee from home plate once the ball has been hit (if there are runners in scoring position) and will return it to the home plate area for the next batter after the ball has been declared dead.
15. The ball is considered in play after it is hit into fair territory and continues to be in play until (a) a defensive player throws the ball to a teammate and makes an out, (b) the ball enters dead ball territory (c) a defensive player holds the ball above his/her head to show control after attempting to make an out.
16. Excessive bat throwing is an automatic out after proper warning and instructions.
17. No score is to be kept during the season.
18. Outs will be called at base, at which point player returns to the dugout. No matter how many outs, every player on the team will continue to hit for the remainder of the inning.
19. Force outs and tag outs will be called accordingly and progressively.

GAME LENGTH

Games shall not be more than 5 innings or one hour in length. No new inning should start after 50 minutes.

In the event of bad weather, games will be considered completed and not rescheduled if both teams have gone through the batting order twice. If teams have not been through the batting order twice, the game will be rescheduled.

TEXT ALERT SYSTEM

To sign up for free text alerts in your district, text the following to 55678.

Jackson County: YSportsJackson

Johnson County: YSportsJoCo

Northland: YSportsNL

Wyandotte County: YSportsWyCo