

**SCYA T-Ball Rules**  
**6U League**

**General**

1. Games will be 3 innings or 1 hour in length. All innings started MUST be completed in full. If the time limit is almost up, DO NOT start another inning. No new innings after 50 minutes.
2. Teams should be prepared to start on time.
3. Since game time is limited, players should be coached to hustle on/off the field at the change of innings.
4. Scores will not be kept.
5. A softie ball will be used for all games and practices. A "hard" baseball should never be used.
6. All coaches are responsible for calling fair/foul balls and outs.
7. If any rules are flagrantly violated, the opposing coach should contact the SCYA Board for review.

**Offense**

1. No swinging bats outside of the playing field – there is no on deck circle.
2. Players must use a t-ball bat and helmet.
3. To avoid game delays, players should be ready to bat (helmet on, bat in hand) and hustle onto the field for their turn.
4. All players will bat each inning. No batter will bat twice in any one inning.
5. Number of outs will not be kept as all teams will bat their entire roster every time up.
6. If a player is out, they must return to the dugout and should not remain on base.
  - **Note:** For the first 4 games of the season only, players that are out may continue to run the bases rather than returning to the dugout in order to gain the experience and knowledge of base running. Starting with game 5, all players that are out will return to the dugout.
7. Players have the option to either hit off the tee or take up to five pitches from a coach.
  - If the player hits or tips a foul ball, it is still considered one of the five pitches.
  - If the ball is not put into play after five pitches, the ball must be placed on the tee.
    - **Note:** This rule is to help players who struggle to hit a pitch. If a player seems unlikely to hit a pitch based on practice and previous experience, it is recommended to have them start from the tee to keep the game moving along so all 3 innings can be played. This is not to give advanced players an easier opportunity to hit the ball to the outfield for extra bases. Reminder, no score is kept for the game, so this is solely to put the players in the best position for their current ability and to get everyone as many repetitions as possible by playing complete games.
8. If a ball is hit into the outfield, the runner can advance until the ball has been trapped and secured by an infield player within the infield area. With this rule, a batter can achieve a double, triple, or even a home run. Runners may only take one base on balls that stay in the infield.
  - The runner must stop at the base they are at. If they have already advanced halfway to the next base when the ball is secured in the infield, they may continue to the next base.
9. No bunting or intentional "easy" swing.
10. No stealing bases (no leading off).
11. Balls hit less than ten feet will be considered a dead ball and another attempt will be made. During field setup, coaches will chalk a ten-foot arch from home plate to indicate the dead ball area.
12. Runners may not advance on an overthrow.

13. Last Batter:

- The last batter does not automatically get a home run.
- The last batter can run the bases until they touch home plate, unless they are out at first base.
- The defensive team can attempt to make one forced during the last batter.
- Once the base runners have safely advanced one base, they can continue running the bases until all bases are cleared. During this time, the defense cannot attempt to make any more outs.

14. The team on offense will designate a coach to aid in getting the ball on the tee for their players and/or stand with their pitcher should a player choose to have a pitched baseball (vs. using a tee).

15. Two adult base coaches (1st and 3rd) are allowed as long as an adult coach is on the bench at all times.

### **Defense**

1. All players must remain in their designated position until the ball is hit. The infield will consist of 1B, 2B, SS, 3B, and the pitcher. The remaining players must reside in the outfield.
2. No player will ever pitch the baseball, but one player is to be positioned on the pitcher's mound to field baseballs hit in this direction.
3. A defensive team can successfully make an unlimited number of outs. This is because all teams will bat their whole roster regardless of the number of outs. Outs must be the result of a natural baseball play (e.g., fielded by first baseman who tags first base, fielded by pitcher who throws to first baseman) and not playing out of position (e.g., third baseman fields ball and runs to tag second base).
4. Players are to be rotated from the infield to the outfield. Players should not play consecutive innings in the infield unless dictated by the number of players present for the game.
5. Players should be rotated as equally as possible to give them opportunities at all positions.
6. Two coaches may be used to assist the defense. They are to be located behind the infield and in front of the outfield.

### **Sportsmanship**

1. Good sportsmanship is required. It is expected that all team personnel (coaches, assistant coaches, and players) and spectators will conform to sportsmanlike behavior at all times.
2. Negative behavior and poor sportsmanship will not be tolerated. Those that fail to promote a healthy playing environment for the participants will be asked to leave the fields.
3. Disciplinary actions may be taken according to the SCYA Rules and Regulations.
4. Team Bench: Each team is permitted to have only 1 head coach, 1-3 assistant coaches, and their players on the team bench. Both the head coach and assistant coaches on the bench must have completed background checks.
5. Ball Diamond Rules: Coaches are responsible for their teams and spectators whenever they are at the ball diamonds. Please discard any food/drink containers left after every game or practice. Please help us keep park property in good order.
6. Remember to keep it fun! Every coach should be more concerned with the players learning how to play the game rather than who wins or loses. There is no score kept, so there are no winners or losers. **Always use ENCOURAGEMENT AND ENTHUSIASM!**

**The goal of our T-Ball League is to provide players with a fun and inclusive experience while preparing them for the rules and competitiveness of the next level.**