

# T- Ball / Coach Pitch Rule

Games are 75 minutes

- When team is on defense coach can place additional outfielders, as long as all positions 1-6 are filled, player catcher is not required.
- Six (6) innings or time limited of 75 minutes.
- The following positions must be occupied: pitcher, first, second, shortstop, and third base. All other players must be in the outfield grass approximately 5-10ft off the dirt.
- Team Head Coaches are responsible for Umpiring. If call is challenged by the opposing head coach coin flip will determine the outcome. Every challenged call after shall rotate to the appropriate team. Abuse of the challenge system shall be reported to the division manager if appointed or the YBBL President

## HITTING

- Continuous batting order is required
- Hit Ball must travel 15' to be considered a hit
- Change sides when three defensive outs are made
- All hitters and runners must wear a batting helmet with face mask
- No bunting, bat must be swung,
- If after the 5th ball pitched or after two failed attempts off the tee player has not placed the ball in play the player shall be called out. If the ball is hit foul on the 5th pitch or swing off the tee the at bat will continue until a hit or strike is been made. Batters allowed 5 hittable pitches can opt for Tee on 5<sup>th</sup> pitch.
- -For player development head coach can recognize players that are ready for coach pitch. Player will get five pitches to make contact. Can opt for tee on 5<sup>th</sup> pitch
- Coach has judgment to pick up ball that does not make it 15 in front of the pitcher and roll ball to infielders to encourage more fielding development and keep fielders engaged in the game as long as it does not delay the game.
- The base coaches will assist calls on foul balls.
- Ball striking the coach, dead ball and the player takes his base.
- If a player throws a helmet or bat
- 1st Infraction = Team warning, 2nd Infraction = Player Is called out

## • RUNNING

- NO Stealing, Player is not allowed to leave a base before the ball is hit.
- If player leaves early: He will be moved back, umpire call.
- no advancement allowed on an overthrow at any base
- Foot first sliding only
- Players must avoid contact, sliding is not required.
- Advancement stops when an infielder with ball control enters the Infield dirt
- Runner has to have passed the half-way mark to acquire base, but runs at own discretion.
- Once the umpire calls time, it is the Umpires discretion to move runners. If defensive makes play on runner and is called out the runner is out
- Defensive coaches can place themselves on the field but must not hinder the game