



Rules: T-Ball 6U

1. The Game

- a. T-ball is played by 5 and 6 year olds.
- b. Six (6) innings or fifty-five (50) minutes.
- c. No inning will start after time has expired.
- d. The plate umpire or his designate will hold the official clock.
- e. In the absence of an official scorekeeper the home team book becomes the official book for the game.

2. Game Play and Must Play Rule

- a. Bat the roster.
- b. Complete rosters should be submitted to scorekeepers five (5) minutes prior to the scheduled start of your game. PENALTY: one out the first inning.
- c. Free Defensive Substitution (cannot affect the batting lineup).
- d. Each player must play two (2) innings by the fourth inning.
- e. A game can start with eight (8) players as long as the ninth player arrives within 15 minutes of the start of the game. If the ninth player does not show an out will be taken each time the ninth batter is to appear at the plate.
- f. Players not present when their turn at bat occurs may be removed for the remainder of the game without penalty. The coach has the option of leaving the player's name in the line-up and being charged with an out each time that player's turn comes to bat.
- g. One Offensive time out per 1/2 inning only. One Defensive time out per 1/2 inning only.
- h. Any music played during a game during walk-ups or in between innings must be free from explicit language and content.

3. Batter

- a. Batters will have 4 attempts to hit the ball off of the tee. If the last swing makes contact with the ball, but the ball is foul, the batter gets another attempt until a missed swing or hitting a fair ball in play.
- b. If a batter begins the at bat using the tee (rather than coach pitching), he/she will complete the bat using the tee.

4. Defensive Play

- a. Defensive teams require ten (10) players, six (6) infielders and four (4) outfielders.
- b. The outfielders must be a minimum of 20' from any base path when play begins. PENALTY: Defensive coach is warned and the Offensive coach has the option of having a batter return and bat again or take the result of the play. SECOND TIME: Coach is ejected from the game.
- c. An outfielder may only make an out if a pop fly is caught. They must throw the ball to the infield to make the play.

- d. When a Coach/Pitcher is used, the defensive pitcher must allow the Coach/Pitcher access to the pitching rubber and must stand to either side of the Coach/Pitcher with at least 1 foot inside the 10' Pitching Circle.
- e. The infielders must be in the natural infield position when play begins. PENALTY: Defensive coach is warned and the Offensive coach has the option of having a batter return and bat again or take the result of the play. SECOND TIME: Coach is ejected from the game.

5. Scoring

- a. No team shall score more than five (5) runs in one inning.
- b. If there are less than three outs when five runs are scored, the teams shall change sides.
- c. A team may score ten runs in the sixth inning.
- d. Tie games will be recorded.
- e. All games played contribute to the team standings.
- f. Game is complete if a team is ahead by 15 runs after three innings, or 10 runs after 4 innings.

6. TIGHT BASES/Base Running.

- a. Base runners shall be in contact with the base until the ball is hit.
- b. If the runner does not remain in contact with the base and the ball is hit, runner is out.
- c. If the ball is not hit, runner must return to base and ball is dead.
- d. Runners must avoid contact with defensive players.
- e. Batted Ball Rule: When ball is batted in fair territory beyond the fair ball arc, if the ball remains in the infield, the batter and runners may advance one base. If a fair ball is hit beyond the infield, the batter and runner(s) may advance until the ball is possessed within the infield by an infielder, at which time the umpire calls "time." When "time" is called, it is at the umpire's discretion if runners return to last possessed base or advance to the next base.
- f. Overthrow Rule:
- g. It is the sole discretion of the Umpire (s) as to whether a runner is stopped by the defense or moving toward a base when "time" was called. Runners must return to the last base occupied prior to "time" being called.

7. Batter "If the coach elects to Pitch"

- a. If a player/coach chooses to coach-pitch a player, the player will have a total of 4 attempts to hit the ball.
 - i. If a player cannot hit a fair ball within 3 pitches from the coach, they must hit from the tee.
 - ii. The player goes to the tee with 2 strikes.
 - iii. A swing that fails to make contact with the ball or tee is a strike and the player is out.
 - liii. If the third strike is a foul, the at bat continues.

8. Coach Pitcher

- a. The ball must be thrown overhand and with very little arc. Penalty for excessive arc -- Strike on batter.
- b. ABSOLUTELY NO COACHING FROM THE MOUND. If a Coach-Pitcher gives instructions to his players, there will be ONE warning per game by the umpire. Penalty -- The second time the Coach-Pitcher must be replaced.
- c. As soon as the ball is hit into play, the Coach-Pitcher must leave the field in the opposite direction in which the ball was hit. If the umpire calls Coach Interference IN ANY WAY, the LEAD RUNNER is OUT and the remaining runners must return to the previous base occupied.
- d. If a batted ball strikes the Coach Pitcher, the ball is dead. The pitch will be counted as a STRIKE, and no runner may advance. The batter must return to bat again.
- e. If a live ball hits the Coach-Pitcher in fair territory the ball is dead and the lead runner will be out.

9. Run Down Rule

- a. A ball hit outside of the 1st base baseline must be thrown to the 1st baseman to complete the out.
- b. No player may run to make a tag on a runner unless in the discretion of the umpire the play was made as a "natural" baseball play.

10. Coaches

- a. Each team is allowed five (5) coaches and each must wear the team shirt. Team shirt cannot be altered in any way.
- b. Defensive coaches need to be inside dugout, or not beyond the length of the dugout outside. A maximum of ONE coach can be on the field, but must stand 5 feet behind the outfielders.
- c. Offense will have one coach in the dugout, two as base coaches, and one positioned to assist the batter. The coach assisting batter must move back toward the fence or dugout before the play starts. This coach shall not coach runners.
- d. All coaches/volunteers must have passed a background check through SBA to be on the field or dugout. If you're going to have a Team Mom in the dugout, then she will need to count as one of your 5 coaches.

11. Substitute Player Rule

- a. If a team is expecting to have fewer players than the number needed to field a full team (10 players), they may pull a player from another team within their division up to 10 players total.
- b. However, that player cannot play the pitcher position or play 1st base and must be put in at the bottom of the lineup for batting purposes.
- c. Player must wear original team jersey during the game.
- d. Player must come from your division.

12. Official Rules

SACHSE BASEBALL Rules: T-Ball 6U

a. The Official Rules of the SBA will in general follow the rules and regulations of USSSA. The local SBA rules are exceptions to the USSSA rules. If there is a conflict with the USSSA Rules, the local SBA rules shall take precedence. The combination of USSSA and SBA local rules comprise the Official Rules of the SBA.

13. Recommended Playing Field Distances

- a. Distance between bases – 55 feet
- b. Pitching distance – 40 feet
- c. Home plate to center of second base – 70 feet 8 1/2 inches
- d. Foul Line – 125 feet, Center Field – 200 feet
- e. Pitching Mound – N/A