

EYC T-BALL RULES  
2010

All baseball rules apply with the following exceptions:

1. Game is 4 innings
2. Diamond size is 50 feet between bases
3. Visible pitching rubber at 46 feet
4. Visible arc 25 feet from home plate
5. Official ball – must be equivalent to a Debeer B119 Tufflite. Each team provides 1 new ball per game.
6. Visible overthrow line – 10 feet behind each foul line
7. Perimeter lines between bases – must be defined.
8. No umpires are provided.
9. Host area should have a first aid kit available at field location
10. Age requirements – A player is eligible if his/her sixth (6) birthday falls on or before April 1<sup>st</sup> or the current season and his/her eighth (8) birthday is after August 1st.
11. Maximum of five (5) runs per inning per team.
12. Entire team bats each inning. When the third out is made the remainder of the lineup bats, but runs after the 3<sup>rd</sup> out don't count. (Baseball force out rule applies) Teams with a low number of players will continue batting until three (3) outs or five (5) runs are scored.
13. The following inning, the first batter is the one who follows the batter when the 3<sup>rd</sup> out or the 5<sup>th</sup> run (RBI) occurred during the previous inning, whichever came first.
14. No bunting off the tee ball stand or thrown ball. A batted ball must travel past the 25-foot arc or a foul ball is declared. No strikeouts.
15. Thrown bat: A player shall be given one (1) warning per game. The second thrown bat by the same player constitutes an automatic out.
16. Tee must be placed directly in front of home plate, with the rear point of the tee touching the front edge of the plate.
17. One (1) offensive coach at home plate with the batter who can assist the batter.
18. Two (2) defensive coaches on the field. They may help players develop game situation skills, but may not touch the ball or the players.
19. All players play a minimum of two (2) defensive innings. A guideline is to rotate players defensively, giving them the opportunity to play all positions.
20. A fair-batted ball not leaving the perimeter of the infield: batter/runner and all baserunners advance at their own risk to the next base only.
21. A fair-batted ball leaving the perimeter of the infield will be considered a live ball until the ball is returned to the perimeter of the infield.
22. If a thrown ball travels beyond the "overthrow line", each runner advances one base. If the thrown ball stays inside the "overthrow line" there is no advancement of any runners.
23. Second base overthrows: whether thrown from inside or outside the perimeter, baserunners advance at their own risk to the next base Home plate overthrows: no advancement of bases. When all baserunners either reach the next base or are called out, play is stopped.
24. Defensive position of pitcher is any place from the pitching rubber to second base in a direct line.
25. Catcher must wear a full helmet with mask, chest protector, shin guards and a cup (cup is not provided by the organization).
26. All baserunners must wear full helmet with ear protection.
27. Each batter will wear full helmet with ear protection.
28. Each player will wear a numbered shirt (area hats if provided)
29. T-ball teams may float two (2) players laterally, subject to floating rules.
30. All players will hit off of the "T" for the month of May and during the month of June, coaches will pitch to their team.
31. Each batter will be given three (3) pitches by their coach before the "T" is placed out by the coach for the batter for them to use.
32. There are no walks in "T" ball and no hit batsman.

January 7, 2010