



## 4U & 6U TBALL RULES

*The purpose of Tball is to develop the basic skills of fielding, throwing, and hitting. It is also appropriate to introduce the fundamentals of base running and defense. Coaches and parents are encouraged to be enthusiastic and promote an atmosphere of cooperation, teamwork, and, fun!*

*There will be no umpires supplied for the Tball age group. Coaches are to monitor and control the game based on the following rules.*

### 1. The Ball

- a. Grade 3 Tball or its rubber equivalent.
- b. The issued game ball will be the AD Starr STARR-1 ball

### 2. Playing Field Dimensions

- a. Base length will be 60 feet.
- b. Pitching Rubber will be at 35 feet.
- c. There will be an arc 15 feet in front of home plate to mark where the ball is in play.

### 3. Game Length

- a. A complete game will be called at 1 hour after the start of the game regardless of the game situation.
- b. As many innings as possible will be played in that time frame

### 4. Scores

- a. There will be no scores kept at either 4U or 6U.

### 5. Playing Time

- a. All players will play the entire game.

### 6. Rotation of Players

- a. No child will play more than 2 innings at any one position in a single game.
- b. All players must play at least one inning in the infield and 1 inning in the outfield.

### 7. Defense

- a. Each team will field all players present at the game.
- b. The infield will consist of a maximum of 6 infielders.
  - i. Pitcher, Catcher, 1<sup>st</sup> baseman, 2<sup>nd</sup> baseman, Shortstop, 3<sup>rd</sup>

- baseman
  - ii. The catcher position shall be required to wear a helmet with a mask.
  - c. All outfield players must play in the outfield grass until the ball is hit.
  - d. The pitcher is to remain on the pitcher's rubber until the ball is hit.
  - e. Teams on defense are allowed 2 defensive coaches in the outfield to give instruction to defenders.
8. The home team shall supply a batting tee for use during the game.

### 9. Batting

- a. **4U COED** - Individuals will have 5 swings to put a batted ball into play.
  - i. If the 5<sup>th</sup> swing does not result in a ball put in play, then the next batter shall be up to bat
  - ii. A ball in play shall be a fair ball that passes the 15-foot arc
- b. **6U COED** - Individuals will have 5 swings to put a batted ball into play.
  - i. If the 5<sup>th</sup> swing does not result in a ball put in play, an out shall be recorded, and the next batter shall be up to bat
  - ii. A ball in play shall be a fair ball that passes the 15-foot arc
- c. A coach from the batting team may be present at home plate to assist the batter.

### 10. Outs

- a. **4U COED** – The defense is encouraged to make outs. Runners will not be removed from the basepaths.
  - i. A half inning will be declared over when everyone of the batting team has had a chance to bat.
- b. **6U COED** – The defense will keep track of outs. When an out is made, the offensive player must return to the dugout.
  - i. A half inning will be declared over when whichever of the following conditions are met first:
    - 1. The defense records 3 outs
    - 2. Each member of the batting team has had a chance to bat.

### 11. Running the Bases

- a. **4U COED** – Runners may advance only one base on a batted ball.
  - i. If there is an overthrow to 1<sup>st</sup> base, no runner may advance.
- b. **6U COED**
  - i. Runners may advance a maximum of 1 base on any batted ball fielded by an infielder
  - ii. Runners may advance as many bases as they like on a batted ball that reaches the outfield.
  - iii. If there is an overthrow to 1<sup>st</sup> base, no runner may advance.

### 12. Last Batter

- a. The last batter must be announced to the other team. Runners may advance as many bases as they wish.
- b. The inning shall end when the ball is thrown to the catcher, and the catcher with the ball touches home plate.

### 13. No bunting, walks, leadoffs, steals, or infield fly rule.