

T-Ball Rules

Youth Sports



Equipment

- a. Players must wear proper clothing and equipment to participate – closed toed shoes or rubber cleats, athletic pants, or shorts (baseball pants recommended), and a Greeley Rec Youth Sports Jersey. While fielding, players must have a glove no bigger than 12 inches.
- b. Baseballs, Bats, Batting Helmets, Tees will be provided by the Greeley Rec for every practice and game.
- c. Teams which practice at Twin Rivers will return practice equipment after each practice to its appropriate location. All other head coaches will be responsible for picking up equipment at the beginning of the season from the Rec Dept. and returning it at the end of the season.

Game Format

- a. Play will not exceed 50 minutes. The clock begins at the start of the designated game time. A new inning may not begin after 45 minutes.
- b. Each half inning will consist of 5 at bats, regardless of the outcome.
- c. Bases are set at 55' feet from the back of home base.
- d. Players will bat from a Tee placed on top of home plate.
- e. Teams must have a minimum of 5 players.

Playing Time

- a. Every eligible player on the team roster will play every defensive outing and will be given a spot in the batting lineup if present for the game.
- b. No player can play the same position the whole game. Players must rotate fielding positions each inning. An individual player cannot play first base & pitcher combined more than two innings or play outfield for more than 1 inning in a row.
- c. Batting order must be set at game time and cannot change. If a player leaves during the game, that position in the order is skipped. If a player comes late, they can be added to the order.

Outs

- a. All offensive players are eligible to be recorded out.
- b. To be recorded out at least one of the following must happen.
 - a. Offensive player does not bat the ball into play after 5 attempts. Foul balls count as attempts.
 - b. Defensive player touches the base that the baserunner is trying to reach while possessing the ball before the baserunner does. This is a force out.
 - c. Defensive player tags the offensive baserunner with the ball in their glove before they reach the base.
 - d. A defensive player catches a ball batted into the air before it touches the ground.

Base Running/ Fielding

- a. Any time a ball batted into play is inside the baselines/diamond, the baserunner(s) shall stop at the next base they encounter while advancing.
- b. If the ball passes the baselines/diamond, the baserunner(s) can advance as many bases as possible until the ball returns past the baselines/ diamond. A baserunner is not required to return to the

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previous base occupied upon the ball crossing the baseline if the baserunner was already attempting to advance to the next base prior to the ball crossing the baseline.

- c. If baserunners are still advancing upon the ball crossing the baselines/diamond, it is not a dead ball. The defensive team may play the ball and attempt to record an out.
- d. A baserunner is permitted to leave the base only when the ball is put in play. No stealing or leading off in any circumstances. Baserunners may not advance on defensive overthrows.
- e. Headfirst sliding is an automatic out. Sliding while wearing shorts (as opposed to pants) is an automatic out.
- f. Batting players/baserunners must always wear a helmet when outside the dugout.

Fielding Positions

- a. A maximum of 6 players are allowed in the infield, and 4 players in the outfield. Outfielders must stand 20' from any base path and suggest they fill any gaps between infielders. If utilizing a catcher position, player must stand within 1 ft of the backstop during any live at bat.
- b. Outfielders must throw the ball to infielders to make an out. They cannot tag runners.
- c. No player may prevent an opposing player from reaching the bag safely.
- d. There is no infield fly rule.

Hitting

- a. Batters will have five attempts to hit the ball off the tee. Foul balls count as attempts.
- b. Tee will be placed on Homeplate.
- c. No bunting is permitted and will count as an attempt.
- d. Ball must pass the drawn 15' arch to be in play; otherwise, it will be a foul ball.
- e. Throwing the bat is not permitted and will be an automatic out.

Coaches

- a. While batting, team is allowed to have a first base coach, third base coach, and coach setting up the tee at home plate.
- b. While fielding, team is allowed two coaches on the field during play, these coaches can not touch any ball put in play. Instead, they are there to keep players engaged and in ready positions. Coaches should divide the field into zones and position themselves to help keep players engaged and alert.
- c. While in the dugout, teams may have a maximum of four coaches, and a minimum of one.

Miscellaneous

- a. Jewelry: Metal rings, earrings, piercings, and non-breakaway necklaces / bracelets shall not be allowed

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All rules are created by Greeley Recreation staff and adapted from Little League Baseball and USSSA Baseball rules.