

HUNTER YOUTH RECREATION ASSOCIATION

RULES

BOYS AND GIRLS T- BALL 6U

1. There may be up to two defensive coaches on the field. While batting, two base coaches and one batting coach are recommended.
2. The pitcher must keep one foot on the pitching mound until the ball is hit. The outfielders must stay in the outfield grass until the ball is hit.
3. If a violation of Rule #2 occurs while the LAST BATTER is at bat, all the runners advance one base and the last batter bats over (with the same count as before hit). The offensive coach may waive this call and allow the play to stand.
4. A runner may not leave the base until the ball is hit. If a runner leaves the base early, he/she will be called out. If this occurs, it is a dead ball situation and all runners return to the base they occupied at the time of the rule infraction.
5. All players will get 5 swings to get the ball in fair play.
6. In order for a ball to be in play, it must travel beyond the 30-ft arc.
7. A full swing must be taken at all times. An obvious half swing is a dead ball and all runners return to their base.
8. Catchers must stand in spot on either side of home plate until the ball is hit. They must wear a batting helmet at all times while catching.
9. A play shall continue until the umpire calls "Time." A 30-ft hash mark will indicate whether the runner advances to the next base or returns to the prior base when the umpire has determined there is "Time." "Time" must be called by a player in the infield-not an outfielder.
10. When the last batter in the lineup is about to hit, the offensive coach announces the situation to the umpire. The umpire will tell the team in the field and their coaches. Failure to announce the last batter will result in the batter being called out and any runs that scored when he/she batted will not count. The last batter creates an automatic 2-out situation. The half inning will be ended in one of three ways:
The batter hits the ball well enough that he/she reaches home before a play is made
The defensive team makes a play on a runner in the field once the ball is hit or when home plate is touched
11. A team is permitted to bat each player in the lineup one time per inning.
12. A batter throwing the bat after hitting the ball will be called out and the play is called dead after one warning.
13. If a ball is overthrown no extra bases are awarded. Runners cannot advance on a overthrown ball.
14. Games will consist of (4) innings or 1:15 time limit. No new inning will be started after 1:15 of play.
15. Any overthrow to first base will be considered a dead ball and no extra base is awarded.

RULES SUBJECT TO CHANGE AT HYRA DISCRETION



FUNDAMENTALS. TEAM WORK. FUN

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