

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. A team will consist of a minimum of 8 players. Players can be picked up from Mini-Tee Ball ONLY.
3. The pitcher must keep one foot on the pitching rubber until the ball is hit. The outfielders must stay in the outfield grass until the ball is hit.
4. If a violation of Rule #3 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.
5. Infielders cannot play in a position greater than 4 foot in front of their standard position however there is no limit laterally and can advance once the ball is hit.
6. 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.
7. All players will get 5 swings to get the ball in fair play.
8. For a ball to be in play, it must travel beyond the 20ft arc.
9. A full swing must always be taken. An obvious half swing is a dead ball, and all runners return to their base.
10. Catchers must stand in spots on either side of home plate until the ball is hit. They must always wear a batting helmet while catching.
11. A play shall continue until the umpire calls "Time" initiated by an infielder. 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" may not be called by an outfielder.
12. 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.
 - When home plate is touched.
13. A team is permitted to bat each player in the lineup one time per inning. The lineup per inning will consist of the team with the least players, but all players must be in batting lineup and bat entire game.
14. A batter throwing the bat after hitting the ball will be called out and the play is called dead after one warning. There will be 1 team warning given per team and game.
15. Plays by pitcher to any base MUST be thrown, runner will not be out if pitcher runs the ball to the base.



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- Only exception – If ball is hit in the direct direction of the base, the fielder may run and tag the base, runner, or hand-off. If the play is at home plate, fielder may run and tag home or runner.
16. If a ball is overthrown to first base, then it's considered a dead ball and runners advance one base from their previous base, no extra bases are awarded, and batter stays at 1st base.
 17. Games will consist of (4) innings or a 1:15 time limit. No new inning will be started after 1 hour of play.
 18. A 12-run rule will apply after 2 complete innings.

RULES SUBJECT TO CHANGE AT HYRA DISCRETION



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