

# 2023 UCCRL Competitive T-ball Rules

1. Up to 10 players on the field at a time.
2. Teams may use a catcher but is not required. If team has a catcher, they must be in full catcher's gear, and not standing behind the plate. (Catcher should be in foul territory in safe position while each batter hits). Coach is required to check with the catcher before placing the ball on tee before every swing.
3. Teams may play up to maximum of 5 outfielders, or maximum 4 when playing a catcher. All Outfielders must be positioned in the designated outfield area (recommend that no outfielder be directly behind 2<sup>nd</sup> base). In addition, all outfielders must throw a playable ball to an infielder and cannot run to the base paths to attempt to make infield out.
4. There will be a 6' arch in front of home plate from foul line to foul line. A batted ball must pass the 6' arch to be considered a live ball.
5. The pitcher must stay on the pitching rubber (chalked line) 30' from the back of home plate until the ball is put in play. The Pitcher must throw any playable, batted ball to another infielder, and is NOT allowed to make an unassisted play on a baserunner. **\*\*EXCEPTION\*\*** Pitcher cannot tag any base but home, and can only tag a baserunner advancing from third to home.
6. The pitching rubber (chalked line) will be in the center of a 5' circle.
7. Bases will be at 45'
8. There should be hash marks at 23' in between bases.
9. If a base runner is not past the hash mark before a defensive player enters the pitching circle (with control of the baseball) the baserunner must return to previous base. Once defensive player enters the circle with the baseball the play is considered dead.
10. A base runner can only advance one base on a throwing error. If the runner makes the attempt to advance the defense can get the player out. If the runner advances safely more than one base the runner must return to the previous base.
11. Batter gets three strikes. If the ball is batted foul with 2 strikes the batter is still alive. If the batter fouls off two balls after having two strikes the batter is out.
12. Teams must bat entire line up
13. Teams must have 7 players to begin a game.
14. If a player bats out of order the batter is out and any baserunner that advance on the batted ball must return to previous base.
15. If a player is injured once the game begins, teams will not receive an out when it is that players turn to bat.
16. If a player leaves the field (to use the restroom) that player will not be out when it is his/her turn to bat. They will be skipped and will remain in the batting line up.
17. Each player in must play minimum of 1 innings in the infield during the first 3 innings to account for any game ending early due to the run rule, darkness, etc.
18. No player can sit defensively for 2 consecutive innings unless injured, sick, or unavailable due to restroom.
19. If a baserunner must leave the game, the last batted out will become pitch runner.
20. Game will be considered complete are 1.5 hrs or 6 innings.
21. Teams can score 6 runs max per inning
22. 6<sup>th</sup> inning teams can score 8 runs
23. If a team is down by 15 runs after the losing team bats in the 3<sup>rd</sup> inning the game is considered complete. If the winning team is up 10 runs after the losing teams at bat in the 4<sup>th</sup> inning the game is considered complete. (Same for 5<sup>th</sup> and 6<sup>th</sup> inning)
24. All coaches must have passed their official background check and Abuse Prevention Training through Babe Ruth SportsEngine to be present in the dugout or on the field of play. All coaches should also have completed and passed Coaching Certification (required for all postseason play).
25. ***\*\*THE ABOVE LOCAL RULES WILL BE USED AND ENFORCED IN ALL GAMES INVOLVING ANY UCCRL TEAMS AGAINST ANY OTHER ASSOCIATION DURING LOCAL LEAGUE PLAY. THE ONLY EXCEPTION WILL BE GAMES PLAYED IN-HOUSE WITH TEAMS OF THE SAME ASSOCIATION AND WITHIN THEIR OWN DIVISON.***