



WES-DEL YOUTH ATHLETIC BASEBALL RULES

T-Ball League

Board Approved: [December 13, 2023](#) Last Modified: [December 13, 2023](#)

1. LEAGUE OVERVIEW: The 6U League is a non-competitive league. Scores will not be kept, and all players will play the field and bat. These rules are in place to ensure fair play and must not be manipulated by coaches. If there is any uncertainty about a rule interpretation, the league commissioner must be consulted for clarification. During games, umpires have the final authority on all rule interpretation decisions. This is a youth recreational league (no contracts, no pro scouts). Set a positive example because young players are watching.

1.1. Schedule: Teams play one weekday games per week, with makeups for rainouts (if schedule permits). 4 Pre-season practices are mandatory. Coaches may schedule one or more practice per week in-season through the league.

1.2. Uniforms: Players must wear the full team uniform: team shirt, team cap, baseball socks, and baseball pants. Shirts must be tucked in. In cold weather, additional layers are allowed. Players out of uniform may still play unless the League Commissioner rules otherwise.

1.3. Equipment

1.3.1. Ball: A soft-core baseball will be used in this league and will be supplied by the league at equipment distribution. Game ball(s) will be supplied by the home team.

1.3.2. Bat: Only USA Certified Bats are permitted, with no restriction on barrel diameter. Wood bats are also allowed. Refer to <https://usabat.com> for approved bats. If a batter uses an illegal bat after one (1) pitch has been delivered or puts a ball in play with an illegal bat, the batter is out and all baserunners must return to their original base. A coach suspecting an illegal bat must notify the umpire before the next batter receives a pitch.

1.3.3. Glove: All defensive players must wear a **glove**. Players must provide their own gloves for practices and games. **Only** a Catcher or First Baseman is allowed to wear a mitt.

1.3.4. Helmet: The player will provide their own helmets.

1.3.5. Spikes: Metal spikes are **prohibited**.

2. CODE OF CONDUCT

2.1. Coach's and Parent's Code: Be a **positive role model**. Children learn more from your behavior than your words. Emphasize **enjoyment over pressure** in competition. Respect coaches, officials, and opponents. **Do not enter the field** unless requested by an official or coach. The use of **alcohol, tobacco, and profanity is strictly prohibited** on or around the field of play.

2.2. Player's Code: Play for the love of the game. Be **humble in victory, gracious in defeat**. Always **play fair** and **obey the rules**. Prioritize the team's success over individual goals. **Respect officials' decisions** (no unsportsmanlike conduct). Always conduct yourself with honor and dignity.



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3. Playing Field

3.1. Field Dimensions and Locations: This league will play at sixty (60) foot base paths.

3.1.1. Mound to Home Plate Distance: Coaches will pitch to batters at a distance no closer than twenty (20) feet from home plate.

3.1.2. Bases: Base paths measure sixty (60) feet from the back point of home plate to the back corner of 1st and/or 3rd base.

3.2. Dugout Assignments: The Home team will occupy the 3rd Base dugout, and the visiting team will occupy the 1st Base dugout. League schedule will identify home and visiting teams.

3.3. Field Maintenance

3.3.1. Pre-Game: The home team is responsible for field preparation this includes lining of field, setting mound distance, as well as setting bases.

3.3.2. Post-Game: Visiting team is responsible for raking the field after the last game of the day/evening unless the team is from out of town. In that case the home team will be responsible.

4. Rosters

4.1. Official Team Roster: Teams consist of no more than 9 players unless approved by the commissioner. Rosters are determined by a player draft; however, Commissioners may add or move players as needed.

4.2. Forfeited Game: This rule is not applicable to this league.

5. Game Overview

5.1. Pre-Game Warm-up: Teams should arrive at the field **(30) thirty minutes before the scheduled start time**. If there is enough time, the visiting team will have the field for the first 15 minutes, followed by the home team for the last 15 minutes before the game begins. **If there are fewer than 15 minutes remaining before game time, no infield warm-ups will be allowed.**

5.2. Length: The game lasts six innings or 75 minutes (**whichever comes first**). No new inning starts **after** the time limit. If time expires mid-inning, play continues until the completion of the current inning unless the home team is ahead while batting, in which case the game ends immediately.

5.3. Maximum Run Rule: This rule is not applicable to this league

5.4. Playing Short: There is no score kept in this league, therefore teams can field as few players as they see fit, so long as it does not compromise the safety of any players



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5.5. Drop Third Strike: This rule does not apply to this league.

5.6. Infield Fly Rule: This Rule does not apply to this league

5.7. Umpire: Umpires will be provided by the league. If an umpire does not show, it is the responsibility of the visitor team to secure a volunteer umpire for the game. Umpire should call balls and strikes from behind the pitching mound. All judgement calls by an umpire are considered final.

5.8. Official Scoring Method: This rule is not applicable in this league

5.9. Weather

5.9.1. Lightning and Thunder: If lightning is seen or thunder is heard, the field **must be cleared immediately**. Players and fans must leave the field and return to their cars (dugouts are **not** allowed). The game is suspended for **30 minutes** from the last lightning strike or thunder. If play cannot resume **before the game's halfway time limit**, the game will be postponed or rescheduled. (See §5.2 and §5.11).

5.9.1.1. NOTE: The game clock does not stop during weather delays once the game has started.

5.9.2. Rain: If the field is deemed to be “playable”, game play is allowed to continue. It is up to the discretion of **both coaches as well as League administrator** to determine how “playable” is defined.

5.9.3. Suspended Game: If a game is suspended due to weather or darkness, it will resume from the point of suspension and continue within the remaining time limit, if scheduling allows, unless a complete game (§5.11) has been reached.

5.10. Ties: This rule is not applicable in this league

5.11. Complete Game: A complete game is defined as the completion of one (1) full inning. If the one (1) inning is not completed, coaches shall notify the league commissioner so the game can be rescheduled.

6. Batting

6.1. Batting Order: Batting order can be switched up inning to inning so as long as each player has an opportunity to bat once during the inning.

6.2. Balls and Strikes: There are no walks or strikeouts. Players get up to seven pitches from a coach; if they don't hit, they will use a tee.

6.3. On Deck: All players are to be in the dugout except for the batter and the on-deck hitter. The on-deck hitter must be wearing a helmet.

6.4. Throwing-the-Bat: Batter will be taught not to throw bat.

6.5. Bunting: Bunting is **not** allowed in this league.



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6.6. Coaches on Field: While batting, the hitting team will be allowed three (3) coaches on the field of play: 1B Coach and 3B Coach, and a Coach Pitcher

6.7. Final Batter: The final batter gets a “home run,” advancing all runners. Defense may attempt outs, but the batter runs until reaching home.

6.8. Injuries and Early Departures: This rule is not applicable in this league

7. Fielding

7.1. Fielding Positions: All players will play defense each inning, using the entire roster. The defensive lineup includes one pitcher’s helper, one catcher, four infielders (1B, 2B, SS, 3B), and the remaining players as outfielders. The pitcher’s helper must stay behind the plane of the coach-pitcher.

7.2. Shifts: No fielding shifts are allowed in this league.

7.3. Stopping the Runner: Runners may not advance after a play is attempted on a runner or once the ball reaches the infield dirt from the outfield.

7.4. Coaches on Field: Two (2) coaches will be allowed on the field to help instruct during the defensive half of the inning. Coaches must position themselves in the outfield grass and not impede the view of any player.

8. Baserunning

8.1. Stealing: Stealing is not allowed in this league

8.2. Headfirst Slides: Head first slides are not allowed in this league. Coaches shall instruct kids on the proper technique of “feet-first” sliding.

8.3. Lead-offs/Leaving Base Early: There are no lead-offs in this league. Players are to keep at least one foot on the base until the ball is put into play.

8.4. Over Throws: This rule is not applicable in this league

8.5. Speed-up Rule: This rule is not applicable in this league.

8.6. Defensive Obstruction: If a batter-runner or base-runner is obstructed while within the base path, the obstructed base-runner will be deemed safe and the play is ruled dead. No further advancement of baserunners will be allowed.

8.7. Offensive Interference: If a batter or runner intentionally interferes with a thrown ball; or hinders a fielder attempting to make a play on a batted ball, he shall be declared out.



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8.8. Advancement: Runners may advance freely but must stop once a play is attempted on a runner or when the ball reaches the infield dirt from the outfield. If a runner is at least halfway to the next base when this occurs, they may continue; otherwise, they must return to the previous base. Doubles, triples, and home runs (except under §6.7 Final Batter) are only allowed if the ball reaches the outfield grass.

9. Pitching: This is a coach pitch league, therefore all rules applied to pitching are not applicable to this league. Any rules relating to maximum number of pitches, strikeouts and walks are contained within §6. Batting unless noted below

9.1. Coach Pitching: The coach pitcher will be provided by the hitting team and must adhere to the following rules:

9.1.1. The Coach-Pitcher must pitch overhand from a distance as outlined in §3.1.2.2

9.1.2. There are no called strikes, walks, or hit batters during coach pitch

9.1.3. Coach-Pitcher will pitch seven (7) pitches to the batter but may pitch more if a foul ball occurs on pitch number seven or any subsequent pitch (see §6.2. Balls and Strikes).

9.1.4. After the ball is hit, the coach-pitcher must avoid interference. If hit by a batted or thrown ball, the play is dead, runners return, and the batter continues. The pitcher's helper must stay behind the plane of the coach-pitcher but can move freely after the pitch.