



YMCA T-Ball and Coach Pitch Rules

Coach Pitch	Coach Pitch
Outfield Set Up	<ul style="list-style-type: none"> • 8-9 players on the field. • Pitcher <ul style="list-style-type: none"> • 7-9 Coach Pitch: The pitcher stands next to the coach. • 10-12 Coach Pitch: Player will pitch and then coach will come on field if needed. • The pitcher will stand next to the coach. • Catcher must wear catcher's gear
Batting Set Up	<ul style="list-style-type: none"> • Player will pitch and if the pitcher pitches four balls, the coach will pitch the number of "strikes" needed to equal an out. • Players hit by pitch will walk. • Players hit with a coach pitch will NOT walk
Field Play	Each inning will end after 3 outs, or a team brings in 5 runs
Stealing	No
Base Advancement	<ul style="list-style-type: none"> • Batter may run until the ball is thrown to the pitcher. • One base advancement on an overthrow.



YMCA T-Ball and Coach Pitch Rules

T-Ball	4U	6U
Outfield Set Up	<ul style="list-style-type: none"> • 6-7 players on the field. • NO catcher • No more than 2 coaches out on the field. 	<ul style="list-style-type: none"> • 6-7 players on the field. • Catcher optional; gear must be worn. • No More than 2 Coaches out on the field
Batting Set Up	<ul style="list-style-type: none"> • All batters must wear helmets. • Batters will have 5 chances to hit the ball off the tee. • If the ball is not hit, the player may take first base 	<ul style="list-style-type: none"> • All batters must wear helmets. • Batters will have 5 chances to hit the ball off the tee. • If the ball is not hit, the player may take first base
Field Play	<ul style="list-style-type: none"> • All players in the lineup will bat in the inning with no outs. • Reverse the lineup each inning 	<ul style="list-style-type: none"> • All players in the lineup will bat in the inning with no outs. • Reverse the lineup each inning
Stealing	No	No
Base Advancement	No	No