

The following applies to Blast TBall/Tee 3 Pitch.

In Blast T-ball and T-3 Pitch as part of UMSAs Learn to Play Program each practice/game night will consist of pre-game skill development each and every week.

Rationale:

- i) to make the games more fun for kids;
- ii) to assist in the development of skills through more involvement from all participants;
- iii) to make the game more exciting to watch for parents and families.

The “Home Run Line” Rule

The “Home Run Line” (HRL) effectively eliminates the outfield. Teams will operate with only 6 players on the field instead of 9. The positions available to play are Pitcher, Catcher, 1st base, 2nd Base, 3rd Base and Short Stop. This means that there will be no players stuck standing in the outfield with nothing to do. This will also allow teams to be formed with fewer players. Teams can be made up with 9 to 10 players rather than 12. The homerun line is 5ft. past the bases, marked by pylons.

Rules:

The minimum number of players required to play in any given game is five (5). A maximum of six (6) defensive players will be permitted on the playing field.

No spectators are permitted in the playing field except those designated as base umpires (coaches) up to a maximum of two (2).

A home run is a ball that touches the ground past the home run line.

Base umpires/coaches will determine if a ground ball lands past the homerun line.

A fly ball caught past the home run line is an out.

Benefits:

- More hits means more defensive plays for the infield!
- Innings will be quicker which should result in more innings played per game.
- The home run line will become a major factor and the home run will be an exciting play for all players and fans to look forward to.
- Coaches can be more effective with their practice time as there are fewer kids to work with.

Section 11. Additional Playing Rules for T3-PITCH only.

11.1 Each game will consist of a maximum of 4 innings. No new inning to start after 75 minutes.

11.2 The number of players coming to bat each inning will be determined by the team fielding the most players. Each player bats at least once each inning. There will be a continuous batting order throughout the game.

11.3 Each batter must attempt a FULL swing at the ball. The batter can only be called out after he or she hit's a fair ball.

11.4 Infield rotation is continuous. No player will repeat any position other than possibly sitting. No player can sit a second time until all players have sat once.

11.5 LAST BATTER:

- A) The offensive team must announce to the defensive team when the last batter is at bat for the inning.
- B) The last batter, and all base runners on the base when the last batter comes to bat, can only be put out at home plate by the catcher touching home plate with possession of the ball.
- C) On an overthrow to the catcher, after the last batter has hit a fair ball, the batter/base runners advance two bases from the last base touched.
- D) If the bat is thrown by the last batter, the ball is dead, no runs will score and the inning is over.
- E) If there is a collision between the batter or a base runner and a fielder after the last batter has hit a fair ball, the batter and base runners advance two bases from the last base touched.

11.6 No rolling the ball. An attempt must be made to throw.

11.7 No sliding - automatic out.

11.8 No lead-offs; no stealing bases. A lead-off occurs when a base runner leaves a base before the batter swings at the ball. The runner leading off is automatically out. All play is dead. All other base runners and the batter maintain their original positions prior to the leadoff occurring. The count on the batter remains the same.

11.9 COACHES:

- A) When your team is at bat your team must have three (3) separate coaches - one at first, one coach at third and one coach to pitch to the batter (3 times) and then if necessary, set-up the "T" for the batter (2 attempts). The coach at home plate must position him/herself behind the screen before the pitch is made and must stay out of the playing area until the ball is dead. EFFECT: Rule is to ensure that home plate coach is not the first or third base coach and the home base coach does not interfere with the play.
- B) Coaches may not physically assist base runners while the ball is in play. PENALTY: The base runner is out, the play is dead and all players must return to their original bases.
- C) When your team is in the field, two coaches may verbally assist the players. Both coaches must be ten feet behind the baseline prior to the ball being hit and must remain behind the line at all times while the ball is alive. Coaches may not physically assist fielders in making a play on the ball. PENALTY: All base runners are safe and advance to the base they were going to plus one base.
- D) In an attempt to speed up play, we are suggesting that coaches take no more than 4 minutes to set up their team defensively. When a team is at bat, no more than 30 seconds be taken to set a batter.

Section 12. Additional Playing Rules for BLAST T-BALL only.

As an introduction to the newest members of UMSA we will start the year playing Blast T-Ball. *For the first few weeks of practices only the first base (blast base) will be used.*

All defensive players will be distributed throughout the infield. The ball will be placed on the tee and the first batter hits the ball and runs to the (blast) base. If the batter reaches the base (the only base used) before a defensive player either catches the ball in the air (automatic out) or fields it and yells "BLAST", he/she scores a run. If the ball is caught or fielded and "BLAST" is yelled before the runner gets to the base then the runner is out. This mini game will be

played/practiced prior to opening day!

From opening day on, the game will be regular t-ball rules as follows:

12.1 Using the safety base (orange and white) for first and a regular base for second and third. Home plate will be the blast base (previously used as first) this will signify that they have scored a run.

12.2 There is no maximum run count.

12.3 Each game will consist of 3 innings. No new inning to start after 55 minutes.

12.4 The number of players coming to bat each inning will be determined by the team fielding the most players. Each player bats at least once each inning. There will be a continuous batting order throughout the game.

12.5 Each batter must attempt a FULL swing at the ball. The batter can only be called out after he or she hit's a fair ball.

12.6 Infield rotation is continuous. No player will repeat any position other than possibly sitting. No player can sit a second time until all players have sat once.

12.7 LAST BATTER:

A) The offensive team must announce to the defensive team when the last batter is at bat.

B) The last batter, and all base runners on the base when the last batter comes to bat, can only be put out at home plate by the catcher touching home plate with possession of the ball.

C) On an overthrow to the catcher, after the last batter has hit a fair ball, the batter/base runners advance two bases from the last base touched.

D) If the bat is thrown by the last batter, the ball is dead, no runs will score and the inning is over.

E) If there is a collision between the batter or a base runner and a fielder after the last batter has hit a fair ball, the batter and base runners advance two bases from the last base touched.

12.9 No rolling the ball. An attempt must be made to throw.

12.10 No sliding - automatic out.

12.11 No lead-offs; no stealing bases. A lead-off occurs when a base runner leaves a base before the batter swings at the ball. The runner leading off is automatically out. All play is dead. All other base runners and the batter maintain their original positions prior to the leadoff occurring. The count on the batter remains the same.

12.12 COACHES:

A) When your team is at bat your team must have three (3) separate coaches - one at first, one coach at third and one coach at home plate to set the "T".

B) Coaches may not physically assist base runners while the ball is in play. PENALTY: The base runner is out, the play is dead and all players must return to their original bases.

C) When your team is in the field, two coaches may verbally assist the players. Both coaches must be ten feet behind the baseline prior to the ball being hit and must remain behind the line at all times while the ball is alive. Coaches may not physically assist fielders in making a play on the ball. PENALTY: All base runners are safe and advance to the base they were going to plus

one base.

D) In an attempt to speed up play, we are suggesting that coaches take no more than 4 minutes to set up their team defensively (this can be done if one coach takes the infield and the other coach takes the outfield). When a team is at bat, no more than 30 seconds be taken to set a batter.