

YMCA of McCook
Youth Softball Rules
Updated 2025



T-Ball League (Pre-K/Kindergarten)

1. Team shirts and visors will be provided by MMBA.
2. No metal cleats may be worn.
3. Each team must have seven players to start the game.
4. Score will not be kept in the T-Ball divisions. Every player will bat each inning regardless of the number of outs. If a base runner is declared out, he/she will return to their dugout.
5. The 1st team listed on the schedule will be the visiting team. Will bat first each inning and will play out of the 1st base dugout.
6. The 2nd team listed on the schedule will be the home team. Will take the field first and will play out of the 3rd base dugout.
7. The game will consist of three innings or 1 hour time limit. A new inning will not be started if there is less than five minutes left after the completion of the previous inning. Once an inning has been started, it will be completed.
8. The batting order will be reversed every other inning so that the last batter of one inning will be the first batter of the next so that every batter will have a chance to score.
9. An arc will be marked across the diamond 15' away from home plate. Any ball that is touched, rolls dead, or settles within the arc, will be declared a foul ball. No player may be positioned inside this arc prior to the ball being batted from the tee.
10. The pitcher must be on the pitching rubber when the ball is batted. If the pitcher leaves the pitching rubber before the ball is batted, the ball will be dead, and the batter is awarded 1st base.
11. The tee will be adjusted to the proper height for each batter. The coaches will use their own judgment on moving the tee for the size of the batter. The tee must be placed on home plate and the batter must be completely within the lines of the batter's box prior to batting the ball.
12. A batter may hit any number of fouls. To be called a foul, the ball must be contacted by the bat and leave the tee. The batter cannot strike out.
13. On a fair batted ball, the base runner may advance (at their own risk) until the ball is returned to the pitcher in the infield. If there is no attempt to retire the runners, play will be stopped at the time the ball enters the infield, when the intent is being made to return the ball to the pitcher, with the base runners stopping at the nearest base.
14. In the 3rd inning only, the coach may pitch, at the batter's option of tee or pitch, 3 pitched balls. If one hits the batter, they will be given another attempt. If the batter does not hit a fair ball, she will be required to use the tee until a fair batted ball is struck in that at-bat. A coach will remain with the batter while another coach pitches for obvious safety reasons.



Slugger Coach Pitch League (1st – 2nd Grade)

1. Team shirts and visors will be provided by MMBA
2. No metal cleats may be worn.
3. Each team must have seven players to start the game.
4. Score will be kept in the Sluggers divisions. The home team is responsible for providing someone to run the scoreboard.
5. Pitching will be done by the coaches. The batting team's coach will be the pitcher.
6. The 1st team listed on the schedule will be the visiting team. Will bat first each inning and will play out of the 1st base dugout. The visiting team is responsible for putting out the bases. (If it is the first game of the night)
7. The 2nd team listed on the schedule will be the home team. Will take the field first. Will play out of the 3rd base dugout. The home team is responsible for putting the bases away at the conclusion of the final game of the night.
8. Outs will be recorded. If a base runner is declared out, he/she will return to their dugout. The fielding teams coach will be responsible for making safe or out calls on the bases. Once three outs have been recorded the inning is over.
9. There is a five-run rule per inning. An additional run will be given for each remaining out.
10. There is no infield fly rule.
11. The game will consist of four innings or 1 hour fifteen-minute time limit. A new inning will not be started if there is less than five minutes left in the time limit after the completion of the previous innings. Once an inning has started, it will be completed.
12. The “pitcher” must be next to the hitting teams coach when the ball is batted. If the “pitcher” leaves the coach’s side before the ball is batted, the ball will be dead, and the batter is awarded 1st base.
13. The batter may receive up to five pitches per at bat. If the batter has not hit the ball in those five pitches, they will be considered a strike out.
14. Leading off is not permitted. Runners may only advance on a ball put in play. No Stealing. No Sliding into any bases.
15. If a batter hits a foul ball on the fifth pitch, they may get one additional pitch.
16. On a fair batted ball, the base runner may advance (at their own risk) until the ball is returned to the pitcher in the infield. If there is no attempt to retire the runners, play will be stopped at the time the ball enters the infield with the base runners stopping at the nearest base.

Machine Pitch League (3rd – 4th Grade)



1. Team shirts and visors will be provided by MMBA
2. No metal cleats may be worn.
3. Each team must have seven players to start the game.
4. Score will be kept in the Sluggers divisions. The home team is responsible for providing someone to run the scoreboard.
5. Pitching will be done by the machine. The batting team's coach will be the "pitcher".
6. The 1st team listed on the schedule will be the visiting team. Will bat first each inning and will play out of the 1st base dugout. The visiting team is responsible for putting out the bases. (If it is the first game of the night)
7. The 2nd team listed on the schedule will be the home team. Will take the field first. Will play out of the 3rd base dugout. The home team is responsible for putting the bases away at the conclusion of the final game of the night.
8. Outs will be recorded. If a base runner is declared out, he/she will return to their dugout. The fielding teams coach will be responsible for making safe or out calls on the bases. Once three outs have been recorded the inning is over.
9. There is a five-run rule per inning. An additional run will be given for each remaining out.
10. There is no infield fly rule.
11. The game will consist of four innings or 1 hour fifteen-minute time limit. A new inning will not be started if there is less than five minutes left in the time limit after the completion of the previous innings. Once an inning has started, it will be completed.
12. The "pitcher" must be next to the hitting teams coach when the ball is batted. If the "pitcher" leaves the coach's side before the ball is batted, the ball will be dead, and the batter is awarded 1st base.
13. The batter may receive up to five pitches per at bat. If the batter has not hit the ball in those five pitches, they will be considered a strike out.
14. Leading off is not permitted. Runners may only advance on a ball put in play. No Stealing. No Sliding into any bases.
15. If a batter hits a foul ball on the fifth pitch, they may get one additional pitch.
16. On a fair batted ball, the base runner may advance (at their own risk) until the ball is returned to the pitcher in the infield. If there is no attempt to retire the runners, play will be stopped at the time the ball enters the infield with the base runners stopping at the nearest base.