

6U (T-Ball)

What makes OYAA T-Ball different?

1. Max of 7 batters per inning or 3 outs (whichever comes first)

The 7th batter hits an **automatic home run**.

- Kids aren't standing in the same spot for 30–40 minutes — fewer distractions, more engagement.
- More innings = more chances to rotate positions and experience the game.
- More kids get to hit the automatic home run, which is consistently every player's favorite moment.

Teams often fluctuate between 7–12 players during the season. Batting the entire lineup every inning can leave one team stuck in the field for long stretches while the other team flies through their at-bats.

2. All players hit off a tee

- Every at-bat puts the ball in play quickly (usually within 30–60 seconds).
- Frequent, consistent tee work builds better long-term hitting fundamentals than sporadic pitching.
- Games move faster and stay fun.
- No catcher's gear is required — players can safely stand at the backstop to "play catcher."
- Slow, arched pitches often create bad swing habits at this age (upper-cut swings that don't translate later).

3. Outfielders must stay on the grass and may not charge the infield

- Prevents the "bumblebee effect" where all players swarm the ball.
- Improves safety for runners.
- Allows hits to actually be hits instead of being stopped by extra infielders.
- Encourages kids to learn real positions rather than clustering around the action.

4. One-hour game time limit

- Keeps games manageable for kids, coaches, and families.
- Matches attention spans at this age.
- Lets families explore baseball without an overwhelming time commitment.

The Bottom Line

These rules are not about limiting kids — they are about maximizing development, safety, engagement, and enjoyment at each age. When kids have more action, clearer structure, and realistic expectations, they learn faster and have more fun. And kids who have fun... keep playing baseball.

Full Rules: [📖 6U Rules](#)