

TEE-BALL RULES

**NOTE: 2-Foot Hash Marks between 1st & 2nd, 2nd & 3rd, 3rd & Home.
ALL HASH MARKS HALF WAY BETWEEN BASES.**

Prior to each game the coaches will exchange line up and batting orders which will have the players names and numbers.

1. The bases shall be sixty (60) feet apart.
2. The pitcher's rubber shall be forty-three (43) feet from home plate. A five (5) foot radius circle will be made around the pitcher's rubber. The pitcher will not leave this area until the batter hits the ball.
3. An arc of seven and one half (7.5) feet radius, centered around home plate, extends between the foul lines. The line shall not exceed a distance of 7.5 feet from home plate in any direction. Any ball hit into that area, which remains therein, would be considered a foul ball.
4. A coach may assist the batter in adjusting the batting tee to the proper height. That coach shall place the ball on the tee for each batter. The coach should move the tee off the plate and out of the way before any play at home plate.
5. No more than two (2) coaches will be allowed in the outfield to provide verbal defensive instructions and they must stay behind the outfielders.
6. Protests of games are not allowed.
7. All players in attendance must play entire game unless prevented from doing so by illness, injury, or behavioral reasons.
8. A game may be played with less than 8 players if both coaches agree.
9. If a player must leave because of sickness or injury, he/she may return, but must resume his/her original batting order position.
10. Substitution is not part of T-ball.
11. Players arriving late may play upon their arrival and may bat in their designated batting position so long as it has not passed prior to arrival, if it has, he/she must take the last batting position of the order.
12. Injured players will result in the immediate stoppage of play with the runners advancing to the base they were running to. The umpire will call time out and all runners will proceed to the proper base.
13. There will be no strikeouts.
14. Bunting is not allowed.
15. The infield fly rule does not apply.
16. Both scorekeepers will compare scores each half inning.
17. Every player at bat or on base must wear a proper fitting helmet. This also applies to practice.
18. A team will remain at bat until 3 outs are made or 9 batters have batted.
19. It is the responsibility of the head coach to bat his/her team in the correct batting order. Any person batting out of order will be out when appealed to an umpire by the defensive coach prior to the first pitch to the next batter.
20. For a ball to be in play, it must cross the 7.5-foot arc in front of home plate. Any ball stopping, whether it stops on its own or is stopped by a defensive player on the line or within the arc will be a dead ball. Ninth batter only- must be a solid hit and must leave the 7.5 arc immediately. The umpire will declare any ball dribbled off the tee a dead ball and the batter will bat again.
21. Any bat that is thrown will result in a warning to the player and the coach. On the second offense to the same player he/she will be called out.
22. In the case of an overthrow where the ball leaves the field of play, the runners will receive the base they were advancing to plus one.
23. There will be no lead offs.
24. If a runner does leave the base before a ball is hit, he/she will be called out and all other advancing runners must remain on their bases.
25. If a base runner fails to touch any base, that runner will be called out by the umpire. The call will be made immediately after the play has stopped. This is not an appeal play as defined in the "official baseball rules". The coach may not appeal. The umpire must see the infraction.
26. Ball accidentally bumped off the tee will be ruled dead ball, not foul balls.

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27. The umpire shall call the ball dead (upraised fist) when the ball is controlled by the catcher at any position in the infield. Each base runner shall be entitled to the base that he/she is the closest to at the time the ball became dead.
28. Each team shall supply one (1) umpire. The umpires will switch each half inning with the umpire from the defensive team will be at home plate and the umpire from the offensive team will be in the field.
29. All catchers must wear a helmet, leg guards, and a facemask while the batter is batting.
30. It is the coach's responsibility to:
 - * When a team is batting, all team members not batting are to be seated on the benches provided.
 - * When a team is batting, no members of that team are to be throwing or hitting Balls behind the fence.
 - * While a team is batting, only the member that is on deck may have or be swinging a bat, and only in the designated area
 - * Control the conduct of players, coaches and parents.
31. Infield positions must be filled with 6 players (catcher, pitcher, 1st baseman, 2nd baseman, 3rd baseman, and short stop). The remaining players will be distributed at the coach's discretion in the outfield. These players must be at least **20 feet behind the bases**. Absolutely no rovers are allowed.
32. The pitcher may not move outside the pitchers circle until the ball is hit. If the pitcher does move out of the pitchers circle and the batter was called out, the out will not count and he will be awarded 1st base. Any other forced out will be void and the runners will return to the base they occupied prior to the violation and advance one base if forced to do so, except for a runner who has scored in which event the run will count.
33. Each offensive team may have an adult at 1st and 3rd base coaching their runners. These adults may not touch the base runner while the ball is in play. If so the runner will be called out.
34. If a coach is hit by a batted ball, the ball is in play, but if a coach touches, runs in front of or otherwise interferes with a fielder's ability to catch a batted ball or thrown ball, the batter will be called out, the ball is dead and all runners must return to the base they last occupied. The coaches must get out of the way of the fielders attempting to make a play or catch a batted ball whether on the field, in foul territory, the pitchers area or elsewhere on the playing field.
35. Five (5) innings shall constitute a game. No new inning shall begin after ninety (90) minutes or one-and-a-half (1-1/2) hours of play. The time the third out is made constitutes the time the next inning begins.
36. In any half inning, a team shall remain at bat until three (3) outs are made or until nine (9) players have batted. In the case of the ninth batter, play will continue until the third out is made, or until the ball is controlled by the catcher at home plate. Prior to the ninth batter taking a place in the batters box, the offensive coach or scorekeeper shall announce 'NINTH BATTER!' to the umpire. Failure to do so will result in the batter being out and no runs will score.

COACH PITCH RULES

TEE BALL RULES WILL BE FOLLOWED EXCEPT:

1. Each coach will pitch to his or her own team.
2. Coaches can change who is pitching at the start of any inning.
3. The arc in front of home plate will be eliminated.
4. Swinging strikes will be called by the umpire.
5. There will be only swinging strikes, to include foul balls, as defined in the official rules of baseball, which shall be counted until the batter has a count of two (2) strikes. The batter is out after three (3) strikes.
6. There will be no walks.
7. There will be a ten (10)-pitch rule. The batter is out after ten (10) pitches.
8. There will be no bunting.
9. The pitching mound will be set at forty-three (43) feet from home plate. The coach may pitch from anywhere within the circle. The coach may only pitch overhand, but may pitch standing or kneeling.
10. The coach pitching is part of the playing field. Every effort should be made by the coach that is pitching not to interfere with the play.
11. Each team on defense shall have a player standing next to the coach. That player shall serve in the capacity of an infielder only.