

## **TEE BALL RULES**

- 1. This is an instructional league. No score will be kept. Each team will bat their entire roster each inning. Bases are cleared after 3 outs are made.
- 2. A game will consist of 3 innings or 45 minutes, whichever comes first.
- 3. The ball shall be hit at least ten feet in order to be considered a playable hit. If the ball lands on the 10 foot arc the ball is in play.
- 4. The batter will get three tries to hit the ball into fair territory.
- 5. If the tee is knocked over it will be considered a strike.
- 6. If the hitter throws the bat, he or she will get one warning. The next time will result in an automatic out.
- 7. The fielding team can have up to 4 coaches on the field, helping the kids get into position. The coaches must stand near the outfield grass.
- 8. The catcher must remain behind the catcher's line until the ball is hit.
- 9. The catcher must wear a helmet.
- 10. No bunting or half swings are allowed.
- 11. The entire team must play in the field and bat in a given order.
- 12. There may be two shortstops; one halfway between first and second, and one halfway between second and third. They must play within three feet of the baseline.
- 13. Outfielders must remain on the outfield grass or twenty feet behind the bases.

- 14. First, second and third baseman should be within three to five feet of the base until the ball is hit. The pitcher must stay in contact with the pitcher's mound until the ball is hit. The pitching rubber is the closest one to home plate.
- 15. All players are to remain on the bench when not playing. All players are to be lined up on the bench in batting order.
- 16. Helmets are required for all batters and base runners.
- 17. A coach for the offense is to be positioned behind the plate. The coach will remove the tee when there is a play at home. The coach will also keep the area free of equipment and non-players when play is in progress. The coach is also responsible for calling foul balls.
- 19. Runners leading off a base shall be called out.
- 20. Runners must stay in the baseline or be called out. The baseline is deemed to be three feet on either side of the straight line between the bases.
- 21. Play continues until the defense stops the lead runner, or until a defensive infielder has possession of the ball inside the square, of the base paths (Example: An outfielder throws the ball in and the shortstop grabs the ball and is holding it inside of second base. Runners advancing must stop when the shortstop has possession of the ball.)
- 22. The defensive coaches will make all calls at the bases.
- 23. Moving players around to play the batter is not allowed.
- 24. If a runner gets hit by the ball from the batter they are out.
- 25. T-ball / Little League bats are approved.
- 26. Coaches are responsible for their actions, player conduct, and crowd control. Please lead by example, show good sportsmanship!