

TEE BALL RULES

1. GENERAL

MAXIMUM RUNS THAT CAN BE SCORED - 6 per inning

NOTE: Teams may field as many fielders as the opposition up to 12; and bat as many as 12 in any given game. Players that exceed the normal nine, **MUST** occupy fielding positions in the outfield.

NOTE: It is important to note that at this age level, all emphasis should be on games and modified games that are used to help develop basic motor skills.

2. PLAYING RULES

BATTING

- A) The home plate umpire is to suspend play by calling "Time" before requesting "Batter Up". Batters then assume their position in the batter's box. Batters cannot hit the ball until the umpire calls "Play Ball"
- B) A batted ball is in play when it is hit off the tee and passes over the 15 feet fair ball line. Otherwise it is considered a foul ball.
- C) The batter will continue their time at bat until the ball is hit into fair territory.

NOTE: No strikes will be called on the batter.

BASE RUNNING

- A) Base stealing is prohibited.
- B) Runners may not leave their base until the batter makes contact with the ball.
- C) Runners may not advance beyond the base they are approaching on the call of "time." "Time" may only be called by the umpire once the ball is in the possession of a player in the infield and it is deemed that no other plays will reasonably take place.
- D) No runner(s) including the batter/runner, may advance beyond the base they are approaching in the event of an overthrow.
- E) Runners approaching a base occupied by a fielder in possession of the ball are to be given out. This eliminates the necessity, but **does not preclude** the tagging of a runner.

FIELDING

- A) The fielding pitcher is not **considered** an infielder. Infielders **must** assume their initial fielding position **behind** the base paths. Outfielders must be well behind their infielders before play can resume. An appropriate distance is **approximately** 8 metres behind the infielders.
- B) The catcher is to be **approximately** 5 metres directly behind home plate and **in front** of the umpire.
- C) Pitchers **must** throw the ball to get an out. If this does not occur the batter/runner shall be awarded the base that they are running to.

Coaches are to encourage **ALL** fielders to throw the ball to a team mate rather than independently running to a base to execute the force out.

- D) The Infield Fly rule (**see rule 2.00 of the Official Rules of Baseball**) does not apply to Tee Ball. Therefore, if any fly ball is caught by an infielder, the batter is out, the ball becomes dead and **NO** runner(s) may advance or be put out.
- E) On overthrows at **any base**, the ball is automatically declared dead. **NO** runner(s) including the batter/runner, may advance beyond the base they are approaching.

TEE BALL RULES (Con't)

3. COACHING

A) Coaches are **only** permitted on field if positioned **behind** their infielders. When on field, coaches may not physically touch a hit ball, or a player in the act of fielding.

Penalty: Batter/runner is awarded first base; all other runners advance one base **only**.

B) In accordance with **Rule B** in General coaching, no debates on **ANY** calls are permitted.

C) Coaches must wear at least the club uniform shirt and cap and be neatly attired at all times. Open faced shoes of any type, are prohibited.

NO LEAGUE OR PERSONAL STATISTICAL DATA IS TO BE KEPT AT THE TEE BALL LEVEL.