

TEE BALL RULES 2018 SEASON

1. Each team can have 1 manager and 3 coaches provided each are 18 years or older and have completed an approved background check with the league.
2. Each team is allowed a maximum of 3 activities per week.
3. The defensive team may have 3 coaches on the field; 1 positioned behind home plate, 1 positioned behind the pitcher's mound on the infield, and 1 positioned in the outfield grass.
4. Defensive coaches are prohibited from making contact with the ball or a player while the ball is in play.
 - a. Except for during the last batter (4.b), should a defensive coach make contact with the ball or a player, the play shall be called dead. Each baserunner shall be awarded one additional base beyond the base they were already advancing to.
 - b. Should a defensive coach make contact with the ball or a player while the ball is in play during the last batter, the play shall be called dead, and each baserunner shall be awarded home plate. The defensive team shall be awarded NO points.
5. Offensive coaches are prohibited from making contact with a batted ball or a player while the ball is in play.
 - a. Except during the last batter, should an offensive coach make contact with the ball or a player, the play shall be called dead, the batter shall be called out, and 1 point awarded to the defensive team. Any baserunners shall be returned the previously occupied base.
 - b. Should an offensive coach make contact with the ball or a player during the last batter, the play shall be called dead and the defensive team awarded 1 point for each baserunner who has not yet crossed home plate.
 - c. During coach pitch, any batted ball hitting the coach pitcher shall be called dead and the play shall be re-played.
6. There will be an equal number of batters per team per inning. If one team has a smaller number of players, that team will bat additional batters to even up the lineups in consecutive order. For instance if one team has 6 players and one has 8 the team with 6 players will have the first two players in that innings lineup bat again at the end of the regular batting order.
7. All players on the roster will be given a defensive position each inning. The defensive positions shall include only 6 infield positions (pitcher, catcher, 1B, 2B, 3B, SS). All other position players MUST be positioned in the outfield grass.
 - a. The pitcher shall be positioned in the pitching circle or the dirt around the pitcher's mound. 1B, 2B, 3B, and SS shall be positioned on the infield dirt when playing on grass or immediately in front of or behind the baseline when playing on dirt.
 - b. Each player shall rotate to a new, previously unassigned position each inning. No player shall play the same position twice in a single game.
 - c. Each inning will feature a new batting order, the last batter must be a new batter each inning.
 - d. For the tee ball tournament the rotation rule/batting order rule is lifted for the last two games of the tournament (the consolation game and the final championship game). For all other rounds of the tournament the players must rotate positions.
 - e. While rotating the players for the last two rounds will not be required please be cautious of creating an environment that could upset any kid(s) or parents.
 - f. If a team has less than 6 players, the positions shall be as follows:
 - g. If five players they shall have a catcher, a pitcher, a 1st baseman, a 2nd baseman and a 3rd baseman.
 - h. If four players they shall have a catcher, a pitcher, a 1st baseman and a 3rd baseman.
8. If a team has three players or less the game will be considered a forfeit. If it is a regular season game it can be rescheduled at the discretion of the opposing teams coach. If it is a tee ball tournament game, there will be no rescheduled game.
9. Coach pitch shall be mandatory for every batter the entire season.
 - a. When the coach is pitching to a batter the batter gets three pitches. If they have not hit the ball after the 3rd pitch the tee will be brought out for them to hit off of.
10. Ground rules.
 - a. A chalk arc must be made prior to every game. This arc will start 11 feet from home plate up the first baseline and then arc on to fair territory towards the third baseline also 11 feet from home plate.
 - b. All fair/foul balls are normal baseball rules. Any ball that stays in fair territory before 1st and 3rd bags including on the lines and on top of home plate are fair balls.
 - c. When the batter is hitting off the tee please remember this is baseball and they are trying to learn. Please use your best and fairest judgement when the ball is struck. If any part of the ball is struck by the bat it is to be ruled a good hit and the player must run no matter how short the hit may be. If the bat misses the

ball entirely and hits only the tee and the ball falls into play, it is a dead ball please give that batter another fair chance at a successful at-bat.

- d. Home team in each game will bat last like regular baseball.
 - e. Each time the ball is hit the runners will advance one base. There is no stealing in tee ball and players are **NOT** allowed to advance an additional base on an overthrow.
11. Players that hit a Home Run, going over the fence, will be allowed to clear the bases.
12. Except for during the last batter of the inning points will be recorded as follows.
- a. Any runner either tagged or forced out will be one point for the defensive team per baseball out made.
 - b. All baseball outs made can happen at any base on the field including home plate, force outs are in play.
 - c. Every player that is out must be returned to the dugout and must not be allowed to stay on base.
13. During the last batter of the inning, points will be recorded as follows.
- a. Outs made at home plate will account for one point for each baserunner and batter that has not yet crossed home plate when the plate is touched by the defensive player with ball in hand. All runners left on base will be treated as a force out, no tag is required at home plate.
 - b. Any runner that is either tagged or forced out on the base paths will account for one point, all runners behind that said runner are still in play.
 - c. If the batted ball is caught on the fly, all runners and batter are immediately out and account for one point each.
14. Proper and improper outs/points.
- d. The player who fields the ball must throw the ball to a base, unless the player can make it to the base or runner with reasonable effort being made to record the out. For example, a pitcher picking up a batted ball on the first/third baseline and can make a reasonably quick tag to the runner is a successful out. In short, please encourage your players to make the easiest out possible including throws. It's not tag and they shouldn't make plays to a base where another defensive player is waiting for his/her throw.
 - e. Except for the catcher, on a ball picked up past the arc (rule 10-a) that fielder must make a throw to the catcher to record the out at home plate. Any ball picked up past the arc by anyone other than the catcher and not thrown to the catcher will be immediately ruled a dead ball and all runners will safely advance to the base/bases. In the event of the final batter, the play shall also be called dead and the defensive team awarded no points. Any ball inside of the arc is allowed to be picked up by any fielder and then touch on home plate to record the out/outs.
 - f. Points shall be awarded to the defensive team for each out recorded. Runs are not recorded. The team who records the most defensive put-outs will win the game.
 - g. For the final batter of the inning the defensive team shall be awarded one point for each baserunner who did not cross home plate, including the batter or individually put out on base.
 - h. Ties at the base between baserunners and defensive players shall be ruled safe for the baserunner. Tee-ball does not have umpires until the tournament. Coaches shall make these calls in good faith.
 - i. At the end of each half inning each teams coach is required to discuss with each other the amount points made that half inning to avoid conflict at the end of the game.
 - j. It shall be the responsibility of the winning team's coach to report final scores via email or Jevin.
15. During regular season, games shall have a one hour time limit or play three innings, whichever comes first.
- a. There shall be no extra innings in regular season games and games may end in a tie.
16. Tournament games shall be 3 innings with no time limit.
- b. During the tournament, if after 3 innings during of play the score is tied, teams shall continue to play full innings until a winner is determined.
17. Adverse weather (cold, snow, rain, lightning)
- a. It is the coach's discretion to cancel or delay a game or practice in the event of cold, snow, or rain if it may adversely affect the children.
 - b. In the event of severe weather, including thunder and lightning, players **MUST** be removed from the field of play and removed from possible harm. Play may not resume until 30 minutes has passed between lighting strikes.
 - c. In the event of adverse weather, a board member may elect to cancel all league activities in the park for that day.
 - d. If a regular season game is called due to adverse weather, and at least 1 full inning completed, the game score shall be final by reverting the score of the last completed full inning of play.
 - e. Resuming play after a weather delay shall resume exactly as it was when delayed (same batter and baserunners).
 - f. Regular season games canceled due to adverse weather that have not completed at least one inning of play shall be rescheduled for a later date.
 - g. Tournament games canceled or delayed due to weather shall be rescheduled for a later date if the game may be played prior to the next round. If unable to reschedule, the higher seeded team shall advance.
18. There shall be no game protests in tee-ball.