

PULASKI COUNTY PARKS & RECREATION
TEE BALL RULES AND REGULATIONS

LEAGUE DIRECTOR: - Recreation Coordinator, JOHN MYERS, 674-0107

TEE BALL'S purpose is to teach boys and girls the basics of playing organized baseball, how to hit the ball by the use of a "T", knowledge of how to run the bases. It also teaches defensive skills like how to field the ball and what to do with the ball after you catch it.

It is up to the coaches of the TEE BALL league to teach the kids skills and fundamentals of the game, and to see that all participants get equal playing time.

The current edition of the "Official Rule Guide" by Dixie Youth Baseball Inc. will be the basic set of rules except where changed herein.

AGE

1. Players must have reached 5th birthday before June 1, of current year, or must not have reached 7th birthday before that date.
2. Players must turn in copy of birth certificate or other birth record copy to be kept in league files.

SPECIAL RULES:

1. No score will be kept, teams may exchange batting lineups, 10 players play on defense, all players bat, teams must warn other team when last batter is up to bat.
2. 2 coaches on the field, in outfield area to instruct players.
3. No umpire, the two teams can designate a umpire, no protests.
4. Innings: Min. 2, Max 4 to be decided before the game is started.

BATTER

1. Semi-circle in front of home plate is 10' and ball must reach this point to be a fair ball. Ball on the line is a fair ball.
2. No strikeouts; batter will continue to swing until the ball advances past the 10' arc in front of home plate. Unless a problem develops, and a batter takes up a unreasonable amount of time to hit the ball.
3. Strikes will not be called as not to intimidate hitter.
4. Batter must wear batter's helmet.
5. Batter must be in batters' box while hitting ball.
6. Throwing a bat is out. Slinging or letting go of a bat in a reckless manner is a out.
7. Bat must have tee ball written on it.

RUNNER

1. Runner has to maintain contact with the base until the ball has been hit; otherwise, the defensive team has the privilege of nullifying any portion of the play that occurred on the violation.
2. Runner may slide at all bases. No head first slides, except when runner is going back to a base.
3. All runners must wear a helmet, player should not push off helmet while running. Runner will be called out.
4. Player must touch home plate, batting tee should be picked up by coach.
5. Runner must touch all bases. If runner misses a base he/she will be called out.
6. Runner must not be touched by coach, or assisted by touch of a coach. Runner will be called out.

DEFENSE

1. Baseman should not block base from runner except on tag plays. If base is blocked on a play except a tag play, runner will be declared safe.
2. All catchers must wear a catchers helmet with mask or a batting helmet with mask. Helmet can be taken off after ball is hit from tee. Catcher should be placed behind home plate far enough back to avoid being hit with bat.
3. One player must occupy the pitching plate, and must stay in contact with the pitching rubber until batter makes contact. If pitcher leaves rubber too soon, then offensive team has option to take result of the play, or have batter return to bat again.
4. All players must play in their positions, but they will be allowed to move backwards in the playing field. No more than 12 players on defense at a time. Outfielders must be 10 yards behind the bases or base line.
5. No player may be stationed closer than 46' from home plate (in front of pitching rubber) before contact is made by batter.

THROWAWAY BALLS

1. An overthrow that goes outside the foul line area, but not out of play, baserunner(s) can get one extra base, but runner has to make the base. If runner(s) choose to advance one base, then play is dead once runner(s) reaches that base safely. An over throw that goes into a "designated out of play area" runner(s) will be allowed only one base.
2. Runner(s) take as many bases as possible, but advance at their own risk, if the throwaway ball is inside the field of play.
3. More than one base may be taken on a throwaway ball on the last batter, only an out will stop play.

DEAD BALL (STOP PLAY SITUATION)

1. To stop play on the first nine batters; once the ball is in the possession of an infielder, and the lead runner has stopped, play is dead. Time should be called at that point.
2. To stop play on the last batter of the inning; situation resorts to baseball rules (2 out situation), an out in any fashion ends play for that inning.

PARTICIPATION RULE

1. All players must play at least half the game. Exception for disciplinary reasons, (example: player not showing up for practice).
2. Late arrivals play at coach's discretion. Coach must report late players to opposing team coach.

MISCELLANEOUS

1. Adequate time (approximately 3 minutes) will be allowed between innings for player substitutions.
2. A team more than 15 minutes late from set game time, will forfeit game unless pre-arranged with area director and opposing team coach.
3. All protested calls are to be settled between team coaches, but only in an orderly manner. Absolutely no one except head coach may be allowed to discuss a call.
4. 7 players constitute a full team. 12 players max. on field at one time. 6 players allowed on infield, including catcher in catching position. Defensive team picks players for 8th, 9th and 10th batting positions.
5. A foul can be called on unintentional contact with ball on batter's practice swing.
6. No infield fly rule.
7. Coach is allowed only one defensive conference per inning. Second trip only for injury or equipment repair.
8. Players may use their own bat, but must be approved by League Official.

GAME

1. A game will be complete at the end of 2 full innings of play, or it is too dark to continue or another game is scheduled after first game. This helps to keep games on schedule.
2. A game called because of rain will be called complete after 2 innings have been played and home team has batted. If less than 2 have been played; game should be rescheduled.
3. Rained out games, Coordinators will call/text coaches and put on Facebook as soon as possible. Sometimes when weather problems occur near or at game times it may not be possible to get information out to avoid trip to field. League office will reschedule games.