

*2008 Alvin Little League Baseball
Tee-Ball Rules*

I. SAFETY

- a - All persons, except for the players, must be at least 16 years of age. No other children shall be allowed in the dugouts or on the playing field.
- b - Batters, catchers, and base runners must wear protective headgear during all practices and games.
- c - All players must be dressed in uniform consisting of: League issued jersey, pants and cap. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats are permissible. No player will be allowed to play in shorts. All shirts must be tucked in. Player must not wear watches, rings, pins, jewelry or other metallic items.
- d - All players and equipment must stay inside the dugout, except for the batter, batting coach, base coaches and runners when not on the playing field.
- e - The on-deck position is not permitted.
- f - Throwing of equipment, such as bats, gloves, helmets, etc. is not allowed by anyone. *PENALTY:* Removal from the game and/or premises.
- g - Teams warming up prior to the game will position themselves as not to interfere with the games in progress or to endanger any spectator.
- h - Approved Red Cross First Aid Kits will be required on the premises during all games and practices.
- i - Any runner tripped, knocked down, or tagged *in an unsportsmanlike* manner will be awarded the base to which he/she was headed. Defensive player involved will be warned for the first offense only. Second offense in the same game by the same player will result in removal from the game or practice.

II. *DISCIPLINE*

- a - The use of alcohol by ANYONE in the vicinity of any Little League activity is strictly prohibited. This is inclusive of practices. Coaches, team moms, etc. are not permitted to consume alcohol prior to any game or practice. To do so will result in a suspension for a period of time to be determined by the Board of Directors. **ANYONE FOUND TO BE IN VIOLATION OF THIS RULE WOULD BE REMOVED FROM THE PREMISES IMMEDIATELY.**
- b - Use of tobacco on the playing field or dugouts is not permitted at any games or practices. To do so will result in removal and/or suspension from the game. *Lion's Park is a tobacco free facility.*
- c - Profanity, unsportsmanlike conduct, or abusive actions or words will not be tolerated by ANYONE. Person will be removed from the premises immediately.
- d - Destruction or abuse of any Little League property or equipment by anyone results in suspension and/or replacement of said property or equivalent in money.
- e - Parents should be aware that all managers and their staff are allowed to correct, remove from the game and/or practice any players that refuse to conduct themselves in a proper and respectful manner. Children will be made to remain in their seats in the dugouts. Fighting, spitting, direct insubordination, climbing on the fencing, etc. will not be tolerated.
- f - **TO ALL MANAGERS, COACHES, AND STAFF...PLEASE USE YOUR EXCELLENT COMMON SENSE IN DISCIPLINE. YOU ARE NOT ALLOWED TO SCREAM, STRIKE, GRAB/SHOVE IN A THREATING MANNER, OR BELITTLE ANY CHILD. TO DO SO WILL RESULT IN IMMEDIATE PERMANENT REMOVAL FROM THE TEAM. Remember if you want to motivate your team, USE POSITIVE REINFORCEMENT! It always works the best!**
- g - Spectators, including parents, are not allowed to interfere with the manager and/or their staff during any game or practice. Discipline of players will be done by the manager and/or their staff. Spectators and parents are encouraged to encourage and support the players with praise. **PLEASE LEAVE COACHING TO THE MANAGER AND HIS/HER STAFF. YOUR COMMENTS ARE MOST WELCOME AND NEEDED – BUT PLEASE WAIT UNTIL AFTER THE GAME OR PRACTICE.** Interference will result in removal from premises and may result in your child being removed from the Tee Ball program.

III. FIELD MEASUREMENTS

- a - Bases will be 50' apart.
- b - A pitchers circle, 4' in diameter is located 46' from the point of home plate to the closest side of the pitching rubber, which is centered in the 4' circle.
- c - An arc with a radius of 40', using the point of home plate as center, is extended from the first base line to the third base line. No defensive player may be closer to the batter than this line prior to the ball being hit.
- d - A second arc with a radius of 15' using the same point as center shall be made from the first base line to the third base line. This is the foul line, on or past which the ball must travel in order to be fair and in play.
- e - A third arc with a radius of 90' using the same point as center shall be made from the first base line to the third base line. This is the outfield defensive line. No outfielder will may be closer to the batter than this line prior to the ball being hit.

Note: this rule is in place to teach the kids to keep a space between the outfield and the infield. Once the ball is batted an outfielder can move forward beyond the arc to make a play on the ball. If a batted ball gets by the outfielder then it is recommended that the outfielder throw the ball to the cut off man before he/she crosses the outfield arc.

- e - Lines should be extended from home to first base and home and third base denoting foul lines.
- f - The catcher's circle, 5' diameter, will be 15' from home plate on the first and third base sides of home. The catcher, for his/her protection, must stay in this circle until the ball is hit. With a left-handed batter, the umpire will place the catcher in the third base circle. With a right-handed batter the catcher will be placed in the first base circle.
- g - A rectangular 6' x 3' batter's box should be placed parallel to and 4" away from home plate on each side. It should be 3' to the front and 3' to the back of home plate.
- h - See diagram for other dimensions. Page 42 of the green book.
- i - Halfway marks should be placed between 1st & 2nd, 2nd & 3rd, 3rd & home. See *Rule IX. Section i* for their purpose.

IV. BATTING TEE

- a - The batting tee will be placed on home plate.
- b - A game tee should be used and kept in the equipment room with the bases, etc.
- c - The home plate umpire will place the ball on the tee and ask the defensive team if they are ready. He/she removes his/her hand from the tee and announces PLAY BALL.

V. GAME PRELIMINARIES

- a - THERE WILL BE NO PROTEST IN TEE BALL
- b - Sunday makeup games may be permitted, but are not encouraged.
- c - A full game consists of six (6) innings or the end of a specified time limit of 70 minutes – MAKE NOTE: An inning begins immediately after the third out or fifth run is scored to complete the preceding inning.
- d - Each inning will consist of three (3) outs or five (5) runs scored whichever occurs first.
- e - An inning in progress when the 70-minute time limit expires will be allowed to be completed unless home team is ahead. (example: Visiting team is batting when time limit expires and either ties or scores the go ahead run, then the home team will take its' last at bat. If the visiting team fails to score the tying or go ahead run, then the game is complete. No inning will start after the 70 minute time limit has expired.
- f - An inning stopped in the visiting team at bat because of inclement weather, darkness, time limit etc., will revert to the last complete inning.
- g - An inning stopped in the home team at bat because of inclement weather, darkness, time limit etc., will revert to the last complete inning if the home team had not scored the same or more runs than the visiting team in the last complete inning.

- h - If the home team ties or scores more runs than the visiting team in a fraction of the incomplete inning, the score stands as played and does not revert to the preceding inning.
- i - If three (3) complete or 2-1/2 innings with the home team ahead have been played, the game will count. If less than the above, the game will not count and will be rescheduled.

V.GAME PRELIMINARIES (continued)

- j - Games rescheduled will start from the beginning. The first game canceled will be the first game rescheduled.
- k - The batting order for each team will be exchanged prior to the start of the game.
- l - **BATTING OUT OF ORDER** – The scorekeeper shall inform the manager that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but resume the normal position next time up at bat.
- m - If a player shows up late, that player may only be inserted at the end of the batting order. **NOTE:** All players are encouraged to be at their field at least fifteen minutes prior to the scheduled game time.
- n - The home team will occupy the first base side dugout. The visiting team shall occupy the third base dugout.
- o - The visiting team shall have the field for warm-up infield practice for the first 10 minutes of a 20-minute period, if time permits, before the start of the game. Managers and coaches playing the second game are encouraged to warm their players up in any available space surrounding the playing field, but under no circumstances to interfere with the game being played.
- p - The home team shall have the field for warm-up infield practice for the last 10 minutes of a 20-minute period, if time permits, before the start of the game.
- q - All games must begin no later than 10 minutes following the scheduled game time.
- r - Any team may play short of nine (9) players, but must have a minimum of six (6) players to play a game. No borrowed player is permitted.
- s - Any player forced to leave the game due to illness, injury, or disciplinary action, etc. will not be allowed to return and participate in the remainder of the game.

The batting order will remain unchanged. NOTE: This only relates to serious injury. IF a player has a slight injury that requires him/her to sit out an inning he/she may return to the game one time.

- t - Each player must be allowed to play all defensive innings and take their turn at bat. Penalty for failure by a manager or acting manager to make sure all players are treated fairly and meet playing requirements will be carried out by the BOARD of DIRECTORS in accordance with Minor League Regulation IV (1).

VI. UMPIRES

PROPOSED -

When an umpire is assigned by the league, there will be one umpire per game. This umpire will be responsible for making calls at first, second and third base. The Batting coach at home plate will still be responsible for calls at home. The umpire assigned by the league will also make any judgement calls such as: runner interference, thrown bats, unsportsmanlike conduct of players or spectators. The assigned umpire will have the ultimate authority to override any calls or to eject any players or spectators for the appropriate reasons.

- a - All games will have three (3) umpires. (2 Infield and 1 Home) Offensive base coaches will call the bases and the Batting Tee coach will make calls at home, including foul balls. It will be the Batting Tee coach's responsibility to make sure the defensive team is ready before placing the ball on the tee. The base coaches will call the halfway rule with help from the Batting Tee coach if necessary.

Note: Coaches who are in the field for defensive purposes will not make any calls on batters or runners and must not interfere with play.

- b - All umpires will be managers, head coaches, assistants, or parents who know the game rules.
- c - The home plate umpire will be responsible for removing the bat and tee once the ball is hit so that a safe unobstructed play at home can be made.
- d - The decision of the umpire is final – refer to all of Official Playing Rule 9.00. in the green book.

- e - The MANAGER has the right to question an umpire only in the case of a rule technicality.
- f - NO ONE HAS THE RIGHT TO QUESTION THE UMPIRE ON A JUDGMENT CALL.

VII. *MANAGER AND COACHES*

- a - All managers and his/her staff will be required to uphold the rules and purpose of Tee Ball. Failure to do so will be subject to review by the Board of Directors and will result in any action they deem necessary. This includes practices.
- b - The manager of each team will designate a team mom who will coordinate the fund raising, distribution of uniforms or any other assigned duties as directed by the local league.
- c - The manager and his/her staff will be required to follow the schedule for field maintenance issued by the Board of Directors. (i.e. mowing, edging, trash removal, etc.)
- d - The home team of each game is responsible to see that the field has been raked, watered, marked and bases are installed prior to the game. NOTE: This is a guideline but if the visiting team is there prior to the home team, they can start preparing the field for game play. Let's all work together.

VII.MANAGER AND COACHES (continued)

- e - The visiting team of the last game is responsible to see that the field has been watered and raked, that all equipment is properly stored. Again, let's all work together and keep our field in tiptop condition.
- f - The manager and his/her staff are responsible to see that ALL trash has been removed from the ground and properly disposed of after each game in their respective spectator areas. TALK TO YOUR PARENTS/FRIENDS ABOUT USING THE TRASH RECEPTICALES PROVIDED AND NOT THE GROUND.
- g - The manager of the offensive team will designate a first base coach and a third base coach. These coaches may not touch the runners or assist them in any way. To do so will cause that runner to become out.

- h - The offensive manager will also designate a batting coach/ Umpire. See rule *VI. Section a*. This coach may adjust the tee and instruct the batter as needed. He/she will remove Tee from home plate when a ball is put in play. They are not allowed to assist any runner coming to the home plate from third base. PENALTY for offense of any of the above will result in the batter/runner being called out.
- i - The manager of the home team will furnish the official scorekeeper.
- j - Each manager will be allowed one (1) time out each complete inning to make any changes or adjustments.
- k - Any changes made will require a time out for the safety of the players.
- l - Time outs due to injury, equipment repairs, and ball retrieval will be charged to the umpires; however, there shall be no changes made except for the replacement of the injured player.

VIII. BATTER

- a - At the start of a new play: The pitcher must have possession of the ball on the pitching rubber. However, if the batter missed the ball or the ball is hit foul, the ball does not have to be returned to the pitcher for the start of the new play. The umpire will retrieve the ball on these occasions. The pitcher will THROW the ball OVERHAND to the catcher after the play has been called dead.

VIII.BATTER (continued)

- b - The pitcher must remain with one (1) foot on the pitching rubber until the ball is put in play by the batter. Pitcher may set up on either side of the rubber. For safety purposes the batting tee coach/umpire will let the defensive coach know when batter with a lot of pop is up to bat. In this instance the pitcher can move to the back of the 4' pitching circle until after the ball has been put in play. At no time will the pitcher be allowed to move to the front of the 4' pitching circle prior to the batter putting the ball in play.
- c - Failure to comply with 8.02 will award the batter first base or wherever he/she has reached safely on his/her own, whichever is greater. The umpires will monitor

- the pitcher for this. However, if the pitcher is in violation of rule *VIII. Section b*, and the batter has put the ball into play, the umpires will allow the play to complete. If the batter has reached first base or possibly further, the umpire will issue a warning to the pitcher and respective manager. If the batter has not put the ball in play, was put out at first base, or flied out, the batter will be awarded first base.
- d - Base runners forced to the next base as a result of rule *VIII. Section b*, will be awarded that base.
 - e - The batter steps into the batters box and positions himself/herself and waits for the batting tee coach/umpire to ask the defensive team if they are ready. Once the umpire places the ball on the tee and has moved away the batter may strike the ball.
 - f - The batter will be allowed five (5) swings or three (3) strikes to hit a fair ball. BUNTING IS NOT ALLOWED. The batter must take a full swing at the ball.
 - g - Under the judgment of the home plate umpire, if he/she feels that the batter does not take a full swing at the ball but accidentally hits the ball off the tee, the batter will not be called out. (i.e. practice swings)
 - h - See Official Playing Rule 2.00 for definition of FOUL BALL and FOUL TERRITORY.
 - i - See Official Playing Rule 2.00 for definition of FAIR BALL and FAIR TERRITORY.
 - j - FAIR and FOUL regarding the 15' circle: If the hit ball comes to rest on the line or beyond, within the first base line and third base line, it is fair and in play.

VIII.BATTER (continued)

- k - If the batter swings and misses the ball, it is a strike. If the batter swings and hits the tee WITHOUT hitting the ball, this is a strike. Three strikes, the batter is out. If the batter swings and hits the tee and the ball at the same time, this is a foul ball provided that the ball does not leave the 15' circle. If the ball travels into fair territory, it is a fair ball and is in play. The umpire monitors the batter.

- l - A batter may not drop, sling, or carry his/her bat outside the 15' circle. To do so will result in a team warning to the manager of the offensive team for the first offense by any player on that team. Second or more offenses will result in the batter being called out. Regardless of the batter, or where the ball travels. No runners may advance.

Note: A bat that rolls beyond the 15' arc is not considered to be the same as throwing or slinging the bat. Batting Tee Coach/Umpire should use his/her own good judgment on this call. His/Her call will be final and no argument from the opposing bench is allowed.

- m - If a hit ball goes under or bounces over the outfield fence in fair territory, it will remain a ground rule double. All runners will be allowed to advance two (2) bases only. Defensive coaches recognizing this should put both hands in the air to notify the Batting Tee/ Umpire of the ground rule double.

IX. RUNNERS

- a - Base runners may tag up and run at their own risk after a fly ball has been caught provided that it is not the third out or that the play has been called dead by the umpire.
- b - There shall be no stealing of bases. A base runner must keep at least one (1) foot on the base until the ball is hit. The umpire will monitor runners and will call the runner out for this infraction.
- c - A base runner is out when he/she passes the preceding runner prior to that runner being put out.
- d - See Official Playing Rule 7.08 "Any runner is out when..."
- e - A base runner must touch all bases in order. (1-2-3)
- f - Umpires will be responsible for monitoring the runners and will call any runner who fails to touch a base out if the runner leaves the field of play or another runner reaches that base legally.

IX.RUNNERS (continued)

- g - Runners can advance as follows on overthrown balls: If the ball leaves the field of play (field of play is defined as the imaginary lines achieved by the extension of

the protective fences along the first base and third base lines) they can advance one base only at no risk. A runner can advance at his/her own risk one base only if the ball is overthrown but remains in fair territory or does not leave the field of play.

Note: If the ball is loose in the imaginary square of the infield all runners may advance at their own risk. The only exception is no runner may advance on an overthrow to the pitcher. (Example: runner on 1st, batter hits ball to pitcher. Pitcher throws to 1st and 1st either catches or keeps the ball inside the imaginary square of the infield. All Runners can advance all the way home at their own risk unless; play is stopped by the pitcher with his/her possession of the ball and foot on the pitching rubber. Unless any runner is more that half way to the next base he/she will be instructed to return to last base touched. Runner position will be monitored by the base coach/field umpires. See Rule IX. Section

- h - A play is dead when the pitcher has possession of the ball and is touching the pitching rubber. The umpire must at this time call the "PLAY DEAD". Play may not be restarted at this time until the ball is put into play by the next batter.
- i - At the time the umpire calls the play dead, the runner that has advanced at least halfway to the next base will be awarded that base. If the runner has not reached at least halfway, he/she will return to the last base passed. The umpire's judgment will apply.
- j - A ball batted-directly to the pitcher on the pitchers mound will be played like any other fair ball unless the pitcher fields the ball and elects to hold it on the pitcher's rubber. In this case the ball will be called dead and the batter/runner will be awarded first base and each forced runner will advance. If the pitcher catches a fly ball, the batter is out.
- k - No defensive player may interfere with the runner. See Official Playing Rule 2.00 for definition of OBSTRUCTION. To do so will award the runner the base he/she was seeking.

X. FIELD AND PLAYING EQUIPMENT

- a - Each team will be issued an equipment bag containing: 1 bat, eight (8) balls for practice, one (1) batting tee, one (1) scorebook, and one (1) Official Regulations and Playing Rules book.