

Southeast Arlington Little League

Tee Ball Rules

THIS IS AN INSTRUCTIONAL DIVISION

NO STANDINGS ARE KEPT IN THIS DIVISION

The Little League Tee Ball Baseball program is for players 4-6 years old (with an option for 3 year olds) who want to learn the fundamentals of hitting and fielding a baseball. In Tee Ball, players hit a ball off a batting tee. Rules of Tee Ball baseball have been accommodated to focus on the need for teaching the game. The primary goals of Tee Ball are to have fun, to instruct children in the fundamentals of baseball (batting, throwing, fielding, and base-running) and to allow them to experience the value of teamwork. For players of this age, conventional baseball does not provide young people the opportunity to learn the fundamentals of baseball because the pitcher is unable to consistently get the ball in the strike zone.

PLAYING RULES

1. UNIFORMS AND EQUIPMENT

1. The Local League provides a jersey, cap, pants, and socks.
2. Parents should provide running shoes or non-metal cleats, a baseball glove, and bat for their child.
3. Approved safety equipment to include batting helmets and catcher's gear is provided by the local league along with baseballs and a tee. They are to be USED, not ABUSED.
4. A player must wear a batting helmet every time he/she is on the field as a batter or base runner. NO EXCEPTIONS!
5. Tee Ball will use a RIF Level 5 (or equivalent) "soft" baseball.

2. UMPIRES

1. No umpires will be provided for these games. The managers and coaches will be responsible for fulfilling the duties of the umpires in conjunction with their coaching responsibilities.
2. Coaches should uphold and enforce the rules in an effort to maintain consistency from game to game and to properly teach players the game of baseball.
3. When making calls, please remember that the goal at this age is not winning. The goal is to provide a baseball learning experience that is enjoyable and non-threatening. Be professional and provide a positive example for the players.

3. SCOREKEEPERS

1. The main purpose of the scorekeeper is to maintain the permanent continuous batting order and to keep an accurate count of outs and runs scored in the current inning.
2. The home team's scorekeeper is considered the official scorekeeper.
3. When requested, the official scorekeeper should advise the managers and coaches of the batting order and number of outs.
4. Managers must have the scorebook including participation and rotation log sheets available for inspection by the Tee-Ball Commissioner if requested.

4. MANAGERS AND COACHES

1. The manager and coaches of the offensive team will not be permitted on the playing field EXCEPT in the coaching boxes at first and third base and to assist the batter with placing the ball on the tee. Two defensive managers/coaches are allowed on the playing field when the ball is live; any other defensive

coaches must be in the dugout. Defensive coaches must be stationed in foul or fair territory behind the infield players. Page 2 of 4

2. The manager or coaches must call "time" before going onto the playing field to instruct the players in the field or batting.
3. The managers or coaches under no circumstances are allowed to touch a player when the ball is in play. If intentional contact is made it is considered INTERFERENCE. If there is INTERFERENCE by an offensive coach, then the runner will be called out. If there is INTERFERENCE by a defensive coach, then the runner will be awarded ONE base.
4. Managers must exchange line-ups prior to the start of the game.

7. REGULATION GAME

1. Four (4) innings or one hour is allowed to complete a game, whichever comes first. Any inning started before the time limit shall be completed. The only exception is if every player has not batted. In this case, the game will continue until every player has batted.
2. If a player shows up late and the late arrivals are the only ones who have not batted, then, in this instance only they will be moved up in the batting order so they are the next and final batters of the game. After they have batted the game is over regardless of whether the inning is over or not. The late player batting out of order will bat their regular turns in the permanent batting order in all subsequent games.
3. The visiting team will bat first and continues until three (3) outs are made OR until five (5) runs score, whichever comes first.

8. BATTING ORDER

1. A **permanent** CONTINUOUS BATTING ORDER of all players shall be made prior to the first game.
2. The next game's lineup will begin after the last batter of the previous game. For example, if the last batter in the first game is #7 in the batting order, then the first batter in the next game is the player that is #8 in the permanent continuous batting order; and so on, through the final game of the season. In this way, all players should have had approximately the same number of at-bats during the season.
3. If a player is absent, simply draw a line through his/her name for that game only, and follow the permanent continuous batting order.
4. If a player shows up late, the player assumes his/her regular position in the batting order and bats his/her next regularly scheduled turn. For example, if the late player is #7 in the batting order and #8 is at bat when #7 arrives, #9 through the top of the batting order down to #6, all bat before #7 (with the exception of the situation described in Rule 7 2).
5. If a player is added to the team after the first game and the permanent continuous batting order has been established he/she will be added to the end of the batting order.

9. BATTING

1. The ball shall not be pitched, but shall be hit off the tee.
2. Once the defensive team is ready, the Coach will place the ball on the tee and will announce, "play."
3. The batter is allowed as many swings as is necessary to put the ball into play. There are no strikeouts in Tee Ball.
1. The manager/coach may request "time" to instruct the batter after each swing, but may not assist the batter in swinging the bat.
2. Bunting is not allowed. The ball must travel beyond the dirt area of home plate or it will be considered foul.
3. OFFENSIVE PLAYERS MUST STAY IN THE DUGOUT UNTIL IT IS THEIR TURN TO BAT. Only the batter is allowed to have a bat in his/her hands. ON-DECK BATTER IS **NOT** PERMITTED.

4. THROWING THE BAT is seen as a major SAFETY problem. Coaches will need to work with the kids to explain this safety aspect of throwing the bat and discourage it while on the field.

10. BASE RUNNING

1. All runners may advance one base on an infield hit. **NOTE:** An "infield hit" is defined as a fair batted ball that does not go beyond the base lines.
2. All runners may continue to advance on a ball hit into the outfield, until the ball has been returned to any player in the "infield box." The "infield box" is defined as the space inside the base lines. If the runner is between bases when the ball crosses into the "infield box," he/she may advance to the base to which they are heading, at their own risk.
3. The Coach will call time when the ball has been returned to the "infield box" and all runners have reached their base.
4. NO STEALING or LEAD-OFFS are allowed. The runner will be returned to the original base (unless forced to advance by the batter reaching the base safely), if he/she leaves the base prior to the ball being hit.
5. NO HEADFIRST SLIDES. Runners will be called OUT, no warnings.
6. Runners may not advance past the base they are headed, once a forced out is made by the defense.

11. DEFENSIVE PLAYERS

1. Players will be stationed at eight of the nine regular baseball positions (there will be no catcher position in this division) plus be allowed to place one additional player in the outfield, thereby allowing 4 defensive players in the outfield.
2. Infielders must start each play at least ten (10) feet from the fair lines at their respective position.
3. Infielders **MUST NOT** be positioned in the base line to "obstruct" the runner. IF "obstruction" is challenged by a coach, the base-runner will be awarded the next base.
4. Outfielders must start each play at least ten (10) feet from the "infield box."
5. The player in the pitcher position must stay in contact with the rubber until the ball is hit.
6. Coaches may move a player if he/she is starting out of position.
7. Defensive players should be encouraged to throw the ball, but it is NOT mandatory to complete an out. Remember, our goal is to teach the proper baseball fundamentals and sportsmanship.
8. 1) The pitcher may not make a forced out unless the ball is thrown to him/her. Exception to this would be at home plate, since teams do not have a catcher.
9. 2) An outfielder cannot make an infield out.
10. If 1) or 2) take place, the ball is dead, no out is recorded and all runners will remain at the base they legally occupied when the ball was made dead. A forced play is in effect anytime a runner is forced to leave his/her base because a batter becomes a runner. It does not matter how the runner is put out, a tag, an appeal or stepping on the base, in all three cases the out is a forced play.

12. PARTICIPATION AND ROTATION RULES

1. All players present will bat and play a defensive position in the entire game.
2. All players must be rotated to a new defensive position each inning. No player may play the same position for more than one inning per game. Under no circumstances may a player play the outfield for more than 2 (two) consecutive innings.
3. Managers **MUST** retain a log for each game showing the positions each player played and the number of times at bat.
4. VIOLATION OF THE PARTICIPATION (including repeated offenses of batting out of order) AND ROTATION RULES COULD RESULT (at the SEALL Board's discretion) IN A ONE GAME SUSPENSION OF THE MANAGER.

13. MISCELLANEOUS

1. Bases will be set at least 50 feet.
2. Pitching plate should be set at 35 feet from the rear point of home plate.
3. The "infield fly rule" does NOT apply to Tee Ball.
4. CLEAN UP: After the game, both teams are responsible for picking up trash in the dugouts, on the field and in the spectator area. We want the fields clean for the next game.
5. Teams may borrow opposing players to provide at least 9 position players on defense.
6. Only players, one (1) manager and two (2) coaches are allowed in the dugout. Additional coaches or parents (if approved by the Board of Directors and only after a volunteer application and background check have been completed) are authorized only to the extent necessary to maintain order in the dugout. There MUST be at least one (1) adult in the dugout at all times. NO BAT BOYS/GIRLS, LITTLE BROTHERS/SISTERS. NO EXCEPTIONS!
7. Players must not wear watches, rings, pins, jewelry or other metallic items. (EXCEPTION: Jewelry that alerts medical personnel to a specific condition is permissible.)

THE MANAGER OF THE TEAM IS RESPONSIBLE FOR THE CONDUCT OF THEIR PLAYERS, COACHES AND PARENTS.