Tee Ball

\*5- and 6-year-olds

1. Every rostered player plays, 8 minimum to play. Standard positions (C, P, 1B, 2B, 3B, SS.) Extra players must be in the outfield. The 9th position would NOT be an automatic out. A 9th or 10th player can be added at any time.
2. If there aren’t enough players to start the game, the official score will be 7-0 for the winning team. Players may be brought up from the wee ball division to play if necessary. Players can not play down or across.
3. Games are 60 minutes in length or 5 innings, whichever occurs first. After 50 minutes, no new inning will begin.
4. Teams must use a continuous batting order that includes every player on the team.
5. A batter shall receive a maximum of 5 swings. A foul tip on swing 5 will result in an extra swing.
6. No lead offs, one foot on the base until contact is made with the ball. One TEAM warning will be given and then runners will be called out.
7. Mercy rule be in effect if it’s mathematically impossible for a team to comeback.
8. The coach shall remove the tee from home if there is a runner on 3B.
9. No turning batters.
10. One base advancement for all balls hit in the infield.
11. Players can continue advancing if a ball is hit to the outfield until the ball is fielded and thrown into the infield and an INFIELD player HAS possession of the ball.
12. If the base runner is already halfway to the next base on an outfield hit ball, the player can continue to advance to the next base. The defense can also make a play to get the base runner out if advancement occurs.
13. Players must throw overhand. No advancement on bases for overthrows made in the infield.
14. Pitcher AND catcher MUST wear a helmet with a face mask.
15. Pitcher MUST have 1 foot on the pitching rubber or in line behind the PR.
16. No run downs from behind by the pitcher from home to 1B.
17. 4 runs per inning. 5th inning is open to 6 runs.
18. No out will be recoded for an injured player. If they miss their at bat, they may not re-enter the game.
19. Defense can’t block the runners base path – they must be making a play on the ball.
	1. Defensive interference allows runner to advance to the next base.
	2. Offensive interference will result in an out.
	3. \*\*JUDGEMENT CALL(S) FROM UMPS\*\*
20. Infielders shall no be permitted inside the 45’ hash mark until contact with the ball is made.
21. A 6’ circle will be chalked around the pitching rubber. If the ball is fielded INSIDE, it MUST be thrown to a base to attempt the out – home included.
22. Infielders attempting to get a runner out, must make a true “baseball play.”
23. A ball must travel beyond the 9’ arc in fair territory before it’s considered in play.
24. All batters must make an effort at a full swing. If an ump feels the batter is attempting to bunt, they’ll be given one warning per game and then given an out on subsequent attempts.
25. Delay of games will be given at ump discretion if they feel a coach is trying to delay the game.
26. No infield fly rule for tball.
27. A runner may tag up on a caught fly ball to the outfield. A runner may not tag up on a caught ball in the infield. The location of the catch determines if it’s an infield/outfield catch, not the position of the player making the play.
28. A coach absolutely may NOT touch a base runner at any time – whether to start or stop them from running. If a coach touches a base runner, the runner will be automatically out.
29. A batter slinging or throwing the bat will be given one warning by the ump and then called out for subsequent slinging/throwing. Umps are to immediately stop play and warn the batter or call them out.
30. Coaches may have 2 coaches in the outfield – out of the way of play – and are not permitted to touching a player to make a play on the ball.
31. Home team will occupy 1st base dugout.
32. Home team is responsible for lining the field before the game.
33. Home team is responsible for providing a bookkeeper to keep the official book.
34. Visitor team is responsible for keeping the scoreboard.
35. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.
36. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the board. Repeated violations of this rule may result in a game suspension for the violating coach.
37. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his / her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he/she has been given permission by the LPR Board or Director.
38. Any individual ejected from a game or the park by an umpire or league official must leave the field area for the remainder of the day in which the ejection occurs. The individual must vacate all park facilities, including the parking lot. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in a forfeit of the game for the team affiliated with that person.

\*\*ALL BATS ARE TO BE USA STAMPED! Any non USA stamped bats will not be used in league games.\*\*