

# Taney Baseball 2018

## Tee-Ball (5-6) Rules

### 1.0 Game Preliminaries

#### 1.1 Age

Players must be at least five (5) years of age but no older than seven (7) by August 31, 2018, unless otherwise stipulated by the Commissioner.

#### 1.2 Team

There is no minimum number of players for a game, since there are no standings in Tee Ball.

#### 1.3 Player Equipment

All players must be in **full uniform** during the game (TYBA-issued shirt, pants and cap), or they will **NOT** be allowed to play. There will be *no exceptions* to this rule! Shorts or other pants are not permitted; other baseball caps are not permitted. All players must wear proper footwear, either sneakers or nonmetal cleats. Sandals or non-athletic footwear are not permitted. *All* batters and *all* base runners must wear protective head gear.

#### 1.4 [Reserved]

#### 1.5 Line-ups and Late arrivals

Before each game, the managers will exchange copies of their line-ups (batting order). A player who arrives after the start of the game goes immediately to the bottom of the batting order.

#### 1.6 Missed at-Bats (sick, injured, early departure)

If a player misses an at-bat, the team takes an "out" for the first missed at-bat. If a player misses a second at-bat, that player is ineligible for the remainder of the game, but no further "outs" are taken.

#### 1.7 Medical Release Forms

A completed medical release form for each player must be available at every practice and at every game. Without a completed medical release form or a parent present, a player is not eligible to participate.

#### 1.8 Field dimensions

Bases will be a distance of 50 feet apart, with the pitching mound a distance of 35 feet from the back corner of home plate.

#### 1.9 Applicability of Rules

To the extent not covered in these rules, standard rules of baseball apply. These rules and the standard rules of baseball may not be amended or disregarded by any manager(s) or coach(es) for any reason, even if both teams agree.

#### 1.10 Practices

Practices are to be held once a week for 1 hour. During practices, coaches and managers should work on baseball fundamentals, teaching the skills of catching, fielding ground balls, throwing, batting, and base running. In addition, Tee Ball players need to learn teamwork, the basic rules of baseball, and good sportsmanship. Occasional scrimmages are permitted.

### 2.0 The Game

2.1 Games are four (4) innings in duration unless halted for bad weather or lack of light. If at one (1) hour and 30 minutes from the **SCHEDULED** start time the game is still on, whatever inning the game is in at that point is the last inning that will be played. If the 1:30 mark comes between innings, the game is immediately over. A legal game is two (2) innings.

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## **3.0 Pitchers and Pitching**

3.1 to 3.3 [Reserved].

3.4 All batters will bat off of a tee except when we have reached the point of the season at which pitching machines have been introduced. Coach-pitch is not permitted at any point of the season.

3.5 Teams will introduce pitching machines in the last two or three games, timing at the discretion of the commissioner.

## **4.0 Defense**

4.1 All players for the team on defense should be on the field.

4.2 All defensive players should be at approximately "normal" playing positions with no more than seven (7) players in the infield (the bases, shortstop, pitcher, catcher and a position between first and second).

4.3 The catcher should always wear a chest protector and catcher's helmet, but may use his/her own fielder's glove. The catcher should have a coach or parent assigned to watch him/her to ensure that s/he stays out of the way of the batter. The catcher should stand at least six (6) feet behind the batter, and move into position only after the ball is in play.

4.4 It is discouraged for a "pitcher" to run down a batter; the "pitcher" should be encouraged to throw the ball to another fielder for the out (including the catcher at home).

4.5 The "pitcher" should be changed each inning. No player shall be "pitcher" more than one inning in any game.

4.6 Other rules are basic baseball rules. Although fielders are encouraged to throw toward the correct base for an out (and play stops once the throw or out has been made), fielders are permitted to tag runners or bases for an out. There is no infield fly rule.

## **5.0 Offense**

5.1 The tee is to be placed so that the post of the tee is aligned with the front edge or point of home plate (not *on* home plate); managers are responsible for removing the tee if a base runner is advancing toward home.

5.2 Each half-inning will continue until: (a) eight (8) players bat; or (b) the number of players on a team have batted if fewer than eight (8); or (c) three outs are made, whichever comes first. This may result in one team or another having a shorter or longer "at bat" than the opposing team. Teams will continue through the lineup for each of the following innings until: (a) eight (8) players bat; or (b) the number of players on a team have batted if fewer than eight (8); or (c) three outs are made, whichever comes first. If a player does not bat in his or her correct order, an "out" must be taken for the missed at-bat, subject to rule 1.6 above.

5.3 The batter receives six (6) swings (strikes) to put a ball in play; if the batter is unable to do so, he or she is out.

5.4 For a ball to be in play, after contact, it must land beyond the line that is drawn four (4) feet in front of the tee. (Coaches shall mark the field accordingly).

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5.5 Should the batter throw the bat, he or she must not run the bases, and will receive a warning. The batter should then immediately attempt to hit again without throwing the bat. On the second or subsequent offense, whether or not immediately after the first offense, the batter must return to the bench without running the bases, although the team will not be charged with an out.

5.6 If base runners are out (due to a tag or force-out), they must leave the field. Base runners cannot continue to run through the bases once they have been tagged or forced out.

5.7 There is no stealing. The base runner may not leave a base until the ball is hit off the tee. There will be one warning for an infraction, and then the runner will be called out.

5.8 Base runners may continue to run the bases on a ball hit in the infield until an infielder throws the ball in the direction of a base to which a runner is advancing. Once the throw is made, if the runner is not tagged out or the fielder does not touch the base (on a force), the runner must stop at the next base; the ball is dead.

5.9 If the ball is hit into the outfield, play stops when the ball is thrown back to the infield. If a runner is more than halfway to the next base, he or she is awarded that base.

5.10 If a runner is hit with a batted ball, he or she is out. If a runner is hit with a thrown ball, play continues.

5.11 There is no advance on overthrows, subject to rules 5.8 and 5.9 above.

5.12 Rules 5.8 and 5.9 remain in effect even when the eighth and final batter of an inning is batting. Teams are not permitted to have their players continue to run the bases beyond what is stipulated in Rules 5.8 and 5.9.

5.13 USA Bat Standard bats must be used in all games; all bats must bear the USA Baseball logo. Any bats not conforming to these regulations shall be considered illegal bats and shall be promptly removed from the game.

### 6.0 Coaches

6.1 The defensive team is permitted **no more than two (2)** adult coaches in the outfield, and **no (zero)** coaches in the infield.

6.2 Only an adult, or child aged 13 or older, may be a base coach. A base coach under the age of 16 must wear protective headgear.

6.3 The offensive team is permitted **no more than two (2)** adult coaches, at first and third base.

6.4 If an offensive base coach interferes with a play, the runner is out.

6.5 If a defensive coach interferes with a play, all runners advance one base.

6.6 Each manager is responsible for his or her coaches, players, parents, and spectators during a game. We expect good sportsmanship, positive encouragement, and cheering. Negative or disparaging comments are not permitted. The Taney Youth Baseball Association Rules of Conduct apply to all Tee Ball games. Specifically, there is no smoking allowed by coaches, parents, or spectators during games.

6.7 There is no "home" or "away" bench. Both managers are responsible for taking out the benches prior to the first game, for putting the benches away after the last game of the day, and for cleaning up trash and debris after the game.

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6.8 Coaches should keep score during games; however, there are no standings or play-offs. Keeping score enables coaches to keep track of the number of batters per inning, batting order, and outs.

### **7.0 Umpires and Officiating**

7.1 In Tee Ball, parent volunteers act as umpires. If both teams agree, one parent may umpire all innings; otherwise, it is expected that each team provide an umpire for two (2) innings.

7.2 As in the leagues with professional umpires, the parent umpires have the last say on calls. Only managers have standing to challenge an umpire, and only if there is a violation or misapplication of a written Taney Youth Baseball Association rule or standard rule of baseball. Challenges should be discreet and used judiciously, bearing in mind that this league teaches good sportsmanship and respect for officials as well as baseball skills.

7.3 There are no protests in Tee Ball, since there are no standings or playoffs.

**\*\*\*ALWAYS HAVE A COPY OF THE RULES HANDY AT ALL GAMES!\*\*\***

**\*Please use your common sense in applying these rules. Don't be too literal and think of the spirit in which they were written\***