

Tee Ball Division

Article 1.00 - Tee Ball Division (Purpose, Players, Teams and Coaches)

1.01 - Purpose of the Division

The purpose of the Tee Ball Division is to provide an introduction to the game of baseball in a low pressure, low stress environment. This will be achieved by emphasizing the fundamentals of the game rather than winning or losing. Players will be instructed in the proper techniques of hitting, fielding, throwing and base running.

1.02 - Player Eligibility

A player's age is determined by the Official Cal Ripken Birth Chart. Players in the Tee Ball Division must be at least 5 years old but not older than 6 years old on or before April 30, 2008.

1.03 - Team Composition and Number of Teams

Each team is required to conform to the following regulations:

A. Each team shall consist of no fewer than 12 players nor more than 15 players, 1 Manager, 1 Head Coach and 2 Assistant Coaches.

B. No team shall have more than 8 players from any age group on its roster. However based on player registration, the League reserves the right to amend this rule.

C. There are no bench warmers in T-Ball. All team members present play each inning.

1.04 – Sponsors

It is recommended that J. C. Y. B. Use only civic clubs, organizations, service clubs, etc. These are only examples of the broad field from which sponsors should be selected. Babe Ruth League, Inc. forbids sponsorship by an organization or individual whose activities may be regarded as injurious or have a harmful effect on the welfare of the youth, and, therefore strongly advises meticulous care in the selection of sponsors. All sponsors must be submitted to the J. C. Y. B. Board of Directors for approval.

1.05 - Managers and Coaches

Please reference league By-laws

Article 2.00 - Team Selection Order

Please reference league By-laws

Article 3.00 - Team Volunteer Requirements

3.01 - Team Auxiliary Representative (Team Parent)

Each team will select or appoint a Team Auxiliary Representative (Team Parent). Following are some of the responsibilities that this person will have.

- A. Attend meetings scheduled by the J. C. Y. B. Auxiliary Director or the J. C. Y. B. Board of Directors.
- B. Scheduling an Official Score Book Keeper for their required games.
- C. Scheduling an Official Score Board Keeper for their required games.
- D. Inform concession stand coverage for required games.
- E. Any other duties assigned to them by their team manager, the J. C. Y. B. Auxiliary Director or the Director of Special Events.

3.02 - Team Official Score Book Keeper

- A. The **Home Team** is responsible for providing a mom or dad for the purpose of keeping the Official Score Book for their game.
- B. This person should report to the scorers table immediately following the conclusion of the game prior to theirs.
- C. They will be responsible for getting each team's game lineup/batting order from the Manager's, recording those in the score book before the game begins and keeping accurate records throughout the game.
- D. The score book keeper and the score board operator should sit together at the scorers table. If the need arises, they will be available for consultation with the umpire.

3.03 - Team Official Score Board Operator

- A. The **Visiting Team** is responsible for providing a mom or dad for the purpose of operating the score board for their game.
- B. This person should report to the scorers table immediately following the conclusion of the game prior to theirs.
- C. They will be responsible for keeping accurate information displayed on the score board at all times.

D. the Score Board Operator and the Score Book Keeper should sit together at the scorers table. If the need arises, they will be available to consult with the umpire.

3.04 - Team Concession Stand Volunteer

A. The **Home Team** is responsible for scheduling a mom or dad to volunteer in the concession stand.

B. This coverage will be either for the game immediately before or after their game.

C. The length of coverage time required will be the same as the game time limit for their game. For Tee Ball this is 1 hour and 15 minutes.

D. A schedule for all team's required coverage times will be provided to each Team Auxiliary Representative prior to the start of the season.

3.05 - Team Grounds Keeper

Each team will elect or appoint a Team Grounds Keeper. Following are some of the responsibilities that this person will have.

A. Make sure the field is ready for play prior to the start of their team's game.

B. Work with the Vice President on any projects necessary.

C. Obtain volunteers from their team to assist with League projects as required.

4.00 - Rules of Play and Game Rules

4.01 - Game Rules

A. Cal Ripken Rules will be used for the Tee Ball Division except as set forth in the following sections

4.02 - The Game

A. A game will consist of 5 innings or a 1 hour and 15 minute time limit.

B. No new inning may be started after the time limit has expired.

C. An inning that has started prior to the expiration of time will be played until completion.

4.03 - Forfeit

- A. A team must have 9 players to start a game.
- B. A team must have 9 players to finish a game.
- C. If a team starts a game with 9 players and as a result of an injury to a player, they are left with 8 players, they will be permitted to finish the game with fewer than 9 players.
- D. A team will be granted a 10 minute ‘grace period’, beginning at the scheduled start time for the game, to allow for late arrivals.
- E. If, after the “grace period”, a team still does not have 9 players to start the game, it will be declared a forfeit.
- F. The score that is recorded into the Official Score Book will be 7-0 for the winning team.
- G. In the event a game is forfeited, the 2 teams will be allowed to scrimmage for the remaining time in the Game Time Limit.

4.04 - Complete and Official Game

- A. A complete game is one that has completed 5 innings (or 4 ½ innings if the home team is ahead) of play or the 1 hour and 15 minute time limit.
- B. In the event of inclement weather (i.e.; - rain, lightning, etc.) a game will be considered an Official Game if 2 ½ innings have been completed and the home team is ahead in the game.

4.05 - Suspended Game

- A. If a game is stopped in the 3rd inning due to inclement weather and the visiting team tied the score or scored the go ahead run in that inning it will be declared a suspended game, not a complete game, and must be completed from the spot the game was stopped.
- B. If the inclement weather persists and the game cannot be completed immediately, it shall be considered a suspended game and made up under the guidelines set forth in Section 4.09 of these rules.
- C. Detailed notes should be made in the Official Score Book as to the game statistics(i.e.; - inning that the game was stopped, game score, outs, batter at the plate and ball/strike count to that batter, runners on base and their positions, time remaining in the time limit at the time of the

suspension, etc.).

D. A Suspended Game will begin at the exact point in the game that it was at when stopped and played until completion.

4.06 - Rain Out Game

A. A rain out game is one that never started due to inclement weather or did not complete 2 ½ innings of play before being stopped due to inclement weather.

4.07 - Tie Game

A. If after 5 innings a game is tied, extra innings will be played as long as the Game Time Limit allows.

B. The rule for beginning extra innings is defined in Section 4.02 - Rule B and C.

C. If the time limit expires on an extra inning game and the score is still tied, each team shall be awarded ½ game win and ½ game loss for the Division standings.

4.08 - Per Inning Run Limit

A. The 1st, 2nd, 3rd and 4th inning will have a 4 run per inning limit. An inning is over when the 4th run crosses the plate.

B. The 5th inning will be considered the “Open Inning” and have a 6 run limit.

4.09 - Mercy Rule

A. If a team is leading by a score that is mathematically impossible for the opposing team to overcome, the game will be stopped and the team leading the game declared the winner.

B. If there is time remaining in the Game Time Limit, the score board will be set to zero runs for each team and the 2 teams will be allowed to scrimmage for the remainder of the Game Time Limit.

4.10 - Rescheduling Rain Out or Suspended Games

A. Any game that has been rained out or suspended should be made up within 10 days of the original date.

B. If that is not possible for any reason, the game may be cancelled from the schedule.

C. If the Rain Out Game or Suspended Game will affect the Division Standings, it shall be rescheduled at some point prior to the Division Championship Game or the start of the Division Tournament.

4.11 - Team Lineup/Batting Order

A. Each Team Lineup/Batting Order is to be turned in to the Official Score Book Keeper by a team's Manager as soon as the teams enter the dugouts for their game. The Team Lineup/Batting Order should include the players first and last name as well as the jersey number.

B. Prior to the start of the game, both Managers will meet with the umpire. The Umpire will be given a Team Lineup/Batting Order from each Manager. The Managers will also exchange Team Lineup/Batting Orders at this time.

4.12 - Batting Order

A. The Batting Order shall be the entire Team Lineup for the game in the order they will bat.

B. If a player is absent at the start of the game, the Manager should place that player at the end of the order with "Absent" noted next to the players name.

C. This absence **must be communicated** with the Official Score Book Keeper when the Team Lineup/Batting Order is turned in to them. Both the Umpire and opposing Manager should also be informed of this absence prior to the start of the game.

D. If the absent player arrives late but prior to their spot in the batting order, they will be allowed to participate in the game. Upon their arrival, again, the Official Score Book Keeper, Umpire and opposing Manager should be informed of their arrival.

E. At this time the "Absent" notation in the Official Score Book will be removed.

F. If a player that is marked "Absent" on the Team Lineup/Batting Order has not arrived by the time their spot in the batting order is reached, they will be stricken from the Team Lineup/Batting Order. **No out will be recorded.** The Manager must communicate this with the Official Score Book Keeper, Umpire and opposing Manager when this spot is reached.

G. Once a player is stricken from the Team Lineup/Batting Order; they are not eligible to enter the game.

4.13 - Injured Player

A. If a player is injured during the course of the game and is unable to continue play, no out will be recorded when their turn at bat is reached.

B. Once an injured player misses their at bat, they may not re-enter the game. A note should be made in the Official Score Book as to their removal from the game due to injury.

4.14 - The Batter

A. Each batter will have 5 swings to put the ball into play or a strikeout will be recorded.

B. A batter who hits a foul ball on the 5th swing off of the tee will be given one additional swing.

C. A hit ball must travel beyond the nine foot arc in fair territory before it is considered in play.

D. All hitters will bat using a tee. No pitching will take place in T-Ball.

E. A batter who intentionally or unintentionally throws a bat is automatically out. A batter who carries the bat nine feet or more from home plate is out and base runners may not advance in either situation.

4.16 - Bunting

A. Bunting is not allowed in Tee Ball.

4.17 - Infield Fly Rule

A. The infield fly rule is not in effect for Tee Ball games.

4.18 - Side Retired

A. The offensive side is retired when 3 outs are recorded or 4 runs have scored in any of the first 4 innings.

B. In the 5th inning or any inning thereafter, the offensive side is retired when 3 outs are recorded or 6 runs have scored.

4.19 - Base Runners

A. A base runner must stay in contact with the base until the ball is hit.

B. If a player leaves a base prior to the ball being hit, the Umpire shall call the play dead and all runners will be returned to their respective bases.

C. Each team will receive one (1) team warning for violation of this rule per game.

D. On any violation after the team warning, the runner will be called out and removed from the base.

E. A Coach may not touch a base runner at any time. If, in an attempt to start a runner moving or to stop them from running, a coach touches a runner, that runner will be called out. **Coaches will not be warned regarding this matter.**

4.20 - Slide Rule

A. A player may not slide head first into any base. However, a player may slide head first when returning to a base that has been overrun.

B. There is a mandatory slide rule for any base runner when an attempt is being made to put them out.

C. There are two exceptions to this rule.

1) A runner advancing to 1st base on a batted ball does not have to slide into 1st base.

2) If a runner is advancing to home plate and the catcher or player covering home plate moves outside of the batters box, up the 3rd base line toward 3rd base, the base runner is not required to slide.

D. A base runner that causes intentional or malicious contact with a defensive player shall be called out and possibly ejected from the game.

4.21 - Offensive Coaches

A. Each team may have two (2) Coaches on the field offensively - positioned as traditional base coaches at 1st and 3rd base.

B. These coaches are permitted to instruct players either verbally or through the use of signals.

C. As defined in Section 4.17 - Rule E, an offensive coach shall not make any contact with a base runner.

4.22 - Defensive Players

A. All eligible players on a Team Lineup shall play the field defensively.

B. There will be 6 traditional defensive infield positions (Pitcher, Catcher, 1st base, 2nd base, 3rd base and shortstop). The player playing the pitchers position shall stand on the pitching rubber

until the ball is put into play when no pitching coach is being used.

C. Any infielder attempting to put a runner out must make a true “baseball play” to record the out. They are not allowed to chase a runner across the field and tag them out.

***The intent of this rule is to stop infielders from excessively chasing base runners across the field in an attempt to record an out.**

D. The player playing the pitchers position will be required to wear a helmet with a protective face mask.

E. The player playing the catchers position will wear a helmet with a protective face mask and will be positioned away from home plate near the fence on the side of home plate opposite from the batter.

F. The remaining players on the Team Lineup will be positioned in the outfield.

G. Infield rovers are not permitted.

H. An infielder may not chase a ball down that is hit deep into the outfield to make a play. An outfielder must play the ball and make throw to an infielder.

I. An infielder may take a cut-off throw from an outfielder in the outfield.

J. Players on defense (except the pitcher) shall not be allowed inside the 35’ arc line until contact with the ball has been made. Umpires will be instructed not to begin play until each player is behind the line. Violation of this rule will be a dead ball and batter and /or all base runners will be awarded one base.

4.23 - Overthrow Rule

A. If a throw is made to a base in an attempt to record a put out and overthrows the intended base, all base runners may advance one (1) base at their own risk. Any runner thrown out while trying to advance after an overthrow has occurred is out.

Examples of overthrows:

1 - A batter hits the ball to the 2nd baseman and the 2nd baseman overthrows 1st base trying to record the out. The base runner advancing to 1st base at the time of the overthrow may advance to 2nd base at his/her own risk. If the 1st baseman retrieves the ball and throws the runner out going to 2nd base, the runner is out and the play is dead when the out is recorded.

***This rule applies to all base runners on base at the time of the overthrow**

2 - If the 1st baseman retrieves an overthrown ball and overthrows 2nd base trying to record the out, the play is dead at that point of the 2nd overthrow and runners may not advance further.

4.24 - Defensive Coaches

- A. There will be two (2) Defensive Coaches permitted on the field.
- B. They will be positioned in the outfield behind the outfielders.
- C. the Defensive Coaches may instruct (Coach) their players from this position (i.e.; - Tell them where to throw the ball, etc.)

Article 5.00 - The Tee Ball Division Champion

- A. If a straight schedule is played, the team with the best overall winning percentage will be the Division Champion.
- B. If a Division Game Schedule is played, then the team from each Division with the best overall winning percentage will play each other in a single game Division Championship prior to the start of the Division Tournament.

Article 6.00 - Post Season Tournament

- A. At the conclusion of the regular season, a Division Tournament will be played. Every effort will be made to make this tournament a double elimination format.
- B. Seeding for the tournament will be determined based on the order of finish in the regular season.
- C. The order of finish will be determined by calculating each teams overall winning percentage.
- D. If Division play is used, each Division Champion will receive a # 1 seed; the 2nd place teams in each Division will receive a # 2 seed and so forth.