



Tee Ball League Division Rules

Updated: May 2019

1. Teams will consist of a minimum of 10 players with a maximum of 13 players.
2. Line-ups will be presented to the official scorekeeper before teams enter the dugout. Lineups should include players last name, number and position in the batting order. All players present and listed on the roster must be in the line-up and bat each game.
3. A game will be 5 innings. Games will have a time curfew of 55 minutes. No new inning will start after the time curfew has expired. An inning that has started prior to the expiration of time will be allowed to finish.
4. Teams must have at least 8 players to start and finish a game. The 9th position would not be an automatic out. A 9th and/or 10th player can be added at any time. If the need arises, a player from the wee ball division may be called up to play.
5. A team may be granted a 5 minute "grace period", beginning at the scheduled start time of the game to allow for late arrivals. If after the "grace period", a team still does not have 8 players to start the game, it shall be declared a forfeit. The score documented in the Official Score Book will be 7 - 0 for the winning team. In the event a game is forfeited, the 2 teams scheduled to play will be allowed to scrimmage for the remaining time.
6. The 1st, 2nd, 3rd and 4th innings will have a 4 run per inning limit. An inning is over when the 4th run crosses the plate. The 5th inning will be considered "open inning" and have a 6 run limit.
7. Mercy rule will be in effect. 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.
8. 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.
9. Once an injured player misses their at bat, they may not re-enter the game.
10. Regular infield positions (1B, 2B, 3B, SS, P, C) are to be used. All other players will be spread evenly amongst the outfield.
11. Outfielders cannot make a play in the infield.

12. The catcher must wear a helmet with a mask and stand in the designated area behind and away from the batter until the ball is hit.
13. The pitcher must maintain contact with the pitching rubber with at least one foot until the ball is hit. The pitcher must wear a helmet with a mask.. The pitcher may be allowed to move back in line with the rubber for batters that may cause safety issues.
14. Each team is allowed 2 coaches in the outfield on defense. Coaches may not touch or physically move a player on offense or defense.
15. Defensive players should not block the path of the runner unless making a tag or playing the ball. *This is a judgement call by the umpire.* Defensive interference allows the runners(s) to advance to the next base. A runner interfering with the defensive player will be called out.
16. Infielders shall not be permitted inside the **45'** hash mark until contact with the ball is made. Umpires will be instructed to not begin play until each player is behind the line.
17. 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.
18. 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 and out.
19. All hitters will bat using a tee. The tee must cover the entirety of the plate and not moved around.
20. Each batter will have 5 swings to put the ball in play or a strikeout will be recorded.
21. A batter who hits a foul ball on the 5th swing will be given one additional swing.
22. A ball must travel beyond the nine foot arc in fair territory before it is considered in play.
23. The coach placing the ball on the tee should move his/herself and the tee after the ball is hit to allow runners a safe path to home plate.
24. The batter must make an effort at a full swing. If the umpire, *at his discretion*, feels the batter is attempting to "bunt" the ball, he/she will be given ONE WARNING PER GAME and then assessed a strike on subsequent attempts.
25. It is the coach's responsibility to keep the game moving. Coaches are not allowed to spend excessive time prepping batters. Teams will receive a delay of game warning at the *umpire's discretion*.

26. There is no stealing, leading off, or leaving the base early. If the runner leaves the base before the ball is hit, the team will draw one (1) team warning. After one (1) team warning, runners will be called out. *Only the umpire is allowed to make this call.*
27. *Infield fly rule is **not** in effect for tball*
28. A runner may tag up on a caught fly ball to the outfield (grass). A runner may not tag up on a caught ball in the infield (dirt). The location of the catch determines if it is infield/outfield, not the position of the player making the catch.
29. The batter, on-deck batters, and base runners **MUST** wear a helmet. **NO EXCEPTIONS.**
30. Base runners may advance 1 base on a ball hit to the infield.
31. Runners may **not** continue to advance on an overthrow by an infielder at any time.
32. Runners may advance at their own risk on a ball hit to the outfield.
33. Runners may continue to advance until the ball is in possession of an infielder standing in the dirt. Once the ball is in possession of an infielder, runners may not advance but can be put out.
34. If the runner is past the halfway mark between bases, then the runner may advance forward to the next base with the risk of being put out. This is the umpires call and is not subject to challenge.
35. If the runners are on base and a line drive is hit in the infield, the runners on base can be doubled off.
36. A batter slinging or throwing the bat will be given one warning by the umpire and then called out for any subsequent bat slinging or throwing. When the umpire sees a bat slung or thrown, the umpire will immediately stop play and warn the batter or call the batter out if the warning already occurred. This applies no matter where the ball travels. If the batter slings the bat in subsequent at-bats after receiving a warning, the batter will be called out. This call is at the discretion of the umpire.
37. The home team will occupy the 1st base dugout.
38. Home team is responsible for lining the fields before the game.
39. The home team is responsible for providing a bookkeeper for the game. The visiting team is responsible for providing someone to run the scoreboard. These individuals should set together at the scorers table.
40. 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.

41. Deliberate action taken to delay a game is considered unsportsmanlike conduct and will be reported to the division Vice-President. Repeated violations of this rule may result in a game suspension for the violating coach.
42. 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 JCYB Board of Directors.
43. 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.
44. Any rule not covered here will be covered by the Babe Ruth League rulebook and / or ruled on by the game umpire.