

## TEE-BALL RULES AND REGULATIONS

- 1.) The ages for this league shall be 4- 8 years (born in 2004-2007)
- 2.) Each team including managers to line up at the start of the game down first and third base and one player from each team will lead the pledge.
- 3.) Players on a team – **9 minimum, 11 maximum**  
Note: more than 15 players on the field or batting is not advised.  
Defense/fielding side will consist of a minimum of nine (9) players, three (3) outfielders, four (4) infielders, a pitcher and a catcher. A player should be stationed on the pitchers mound. If there are only 11 players present, a team may add two additional outfielder as to not have only two children sit on the bench. In this situation the additional player/s must be placed in an outfield position. The traditional infield positions should remain intact. This must be limited to a maximum of 11 players on the field.
- 4.) All batters must hit off a TEE . The ball will be hit from a Tee that is set at home plate. The purpose of hitting from the tee is to help the child develop proper hitting mechanics. Hitting from the Tee is an excellent tool for this learning experience.
- 5.) A soft baseball will be used for the player's safety.
- 6.) All players will bat once per inning.
- 7.) A batter shall be allowed 5 swings off the TEE.
  - a) If the batter, on the third swing cannot put the ball in fair play, the coach may choose to help the player hit the ball.
  - b) No bunting allowed
- 8.) Please reward defensive play by calling outs; congratulate batter or base runner on effort, but explain that they are out. This will accomplish numerous items; teaching the game of baseball, encourages effort when running, gives them a goal to achieve, and rewards good play. Being on base should be something earned.
- 9.) There is to be no leadoff or stealing by the runners. An advance to the next base can only take place when the ball is hit into fair territory.
- 10.) The ball shall be considered dead and no runner may advance once the ball has been fielded by either the infielder or outfielder.
  - a) The player does not have to have possession as long as the attempt was closely made.
  - b) The ball shall be considered dead if it is missed by the outfielder. The batter shall advance one base from the time of the missed ball.
- 11.) The defensive team will consist of all players of which at least three (3) shall play in the outfield.
- 12.) To avoid potential injury, the catcher must be placed a minimum of 3.04 metres behind home plate.
- 13.) Runners may not advance on errant throws to any base.
- 14.) An inning shall end after all players have had a turn at bat.
- 15.) When the last batter of the inning has hit the ball he or she shall touch all the bases with all runners in front crossing home plate.
- 16.) The ball must travel 3.04m or it is a foul.

- 17.) Base distances are 13.8m (. Pitcher's area distance is 10.6m, or wherever the coach feels comfortable.
- 18.) Managers and Coaches will handle all Umpiring from their respective positions on the field during play.
- 19.) Coaches are not allowed to field any ball, which is in play.
- 20.) Standard game is three innings or one hour.
- 21.) No league standings and no official score is to be kept. No "infield fly rule" will be used.
- 22.) Batters and base runners must wear helmets at all times.
- 23.) Managers should attempt to equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.
- 24.) Players uniform to consist of – playing shirt and cap must all be the same, white baseball pants or white shorts, shoes are optional.
- 25.) Coaches/Managers uniform to consist of – playing shirt and cap which is the same as the teams, white baseball pants or matching shorts, tackies and socks but NO flip flops or sandals.
- 26.) There can be up to five coaches on the field when the defensive/fielding team is on the field.
- 27.) At the end of the game, each team, including coaches, will line up and shake hands with the opposing team

**Things you can do to help speed up the games:**

- 1.) Be ready to start and take the field at your starting time.
- 2.) Have your players warmed-up before game time.
- 3.) Have your lineup made up before you arrive at the field.
- 4.) Hustle on and off the field

**Main Objective of Tee Ball:**

1. Have FUN and encourage sportsmanship
2. Must be positioned as a skill-building, learning experience, where the score is not the focus of the game.

**Other:**

- 1.) No smoking or alcoholic beverages are allowed on any playing field during games or practice.
- 2.) It is the coach's responsibility to teach and encourage all players.
- 3.) Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.
- 4.) All kids will receive a medal at the end of the season with a massive family braai at Hoy Park Sport Complex to celebrate this.