



Lakeshore Athletic Association

2011

Tee-Ball

Rules & Regulations

Updated February 17, 2009

MINOR LEAGUE

Ages 4, & 5

Rules will be added later.

MAJOR LEAGUE

Ages 5, 6, & 7

I. PLAYING FIELD

- A. Bases are 60 feet apart.**
- B. The pitching circle will be 10 feet in diameter, 41 feet from the back of home plate. (46' to the middle of the circle)**
- C. A 10 foot mark from 3rd base and a 10 foot mark from 1st base, both going towards home plate, will be made to prevent infielders from coming too close to home plate.**
- D. A 10 foot arc will be marked in front of home plate, from the 3rd base line to the 1st base line.**
- E. “Go back” lines shall be set 40 feet from 1st, 2nd, and 3rd bases.**
- F. Catcher’s line will be 10 feet behind home plate.**
- G. Pitcher’s line will be 30 feet from home plate backed by another line at the 33 feet mark. Both lines will be 3 feet long.**

II. OFFICIAL BASEBALL RULES WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

- A. Ten players are normally required to start a game. A maximum of 10 batters are allowed during an inning if there have been less than 3 outs made prior to the 10 batter coming up to bat. A minimum of 8 players is required, as an exception. When there are less than 10 players present, the following will apply: If both teams have 9 players, both teams will use the 9th batter as the 10th (last) batter. If both teams have 8 players, both teams will use the 8th batter as the 10th (last) batter. If one team has more than 10 players and the second team only has 9 players, the one using 9 players will consider the 6th batter to be the 10th batter. If there are only 8 players, the 5th batter will be considered the 10th**

batter. A maximum of 10 players, which includes 4 outfielders, is allowed on the field when on defense. If a team is low on players, the team manager shall notify the commissioner, so they can be replaced.

- B. A regulation game will be 6 innings with one (1) hour and thirty (30 minutes) time limit. No inning will be started after 1 hour and 25 minutes. Time limits must be adhered to with the exception of a tie game. Any games tied after the completion of the expired time limit, shall be given one extra inning to break the tie. If the game is still tied after the extra inning, the tie will stand and only be replayed to determine the divisional leader or play-off position.**
- C. One half inning is completed with either 3 outs or 10 batters, whichever come first. If the 10th batter is not the 3rd out, any player on the opposing team must touch home plate with the ball in his/her possession, to end an inning.**
- D. The team batting lineups will be made available to each coach prior to the game. The batting lineup will consist of all players present and physically able to play, arranged in order chosen by the coach. Each player must bat as his/her turn appears in the batting order. The batting order will not change once the game begins. If a player becomes ill or is injured, batters will move up in the order. The injured/ill player will be considered out when his/her turn at bat comes around. If a player is withheld for disciplinary reasons (missing practices, etc.), the opposing manager must be notified prior to the start of the game.**
- E. Batting out of order is considered an out that must be appealed by the defensive team before a pitch is made to the next batter.**
- F. After completing a turn at bat with an approved ruling, a team not batting in proper order will have one out charged to the team upon a correct appeal by the defensive team. The umpire will nullify any advance made by an improperly batted ball. The improper batter will then return to the dugout and the proper batting order will resume.**
- G. After completing a turn at bat with an approved ruling, if a team bats out of order and no appeal is made by the defensive team before a pitch is made to the next batter, the offensive team may call time, and inform the umpire that his/her team batted out of order. They may then bat any players skipped, without liability to be called for batting out of order.**

- H. Any batter not willing to bat will be considered an out.
- I. All players on a team must play in the field a minimum of every other inning. Free substitutions to defensive positions will be allowed when time has been called or when the ball is dead.
- J. The team managers and the Tee-ball Commissioner will decide when games are to be canceled due to weather. The commissioner may notify the managers via telephone. The umpire and concession manager must also be notified. The Tee-ball Commissioner will be responsible for rescheduling make up games.
- K. Coaches are allowed on the field with the defense. However, they must remain in either foul territory or in the outfield. They cannot be in the infield.
- L. The offensive coach must announce to the umpire and the opposing team when the “10th” (last) batter comes to the plate. Failure to do so will result in the batter being out and negating any runs scored as a result of that batter’s results.

III BATTING WITH A PITCHED BALL

- A. A coach or qualified adult will pitch to his/her own team. Pitching will be overhand, with the option of underhand to girls only. The offensive coach will pitch the ball 30 ft from home plate. The pitching motion will be initiated with both feet behind the 30 ft. line.
- B. The home plate umpire will call swinging strikes only. If a child has not swung after 5 pitches, the umpire will call access strikes one to two on the following pitches and have the tee brought out for the next pitch.
- C. The first 2 strikes must be pitched to the players. After 2 strikes, it is the option of the coach to use the tee.
- D. A batted ball striking the pitching coach is a dead ball and will be replayed. A batted ball striking the umpire in fair territory is a fair ball and is playable.
- E. There will be no walks.
- F. Bunting is not permitted. A player will be called out if a ball is bunted.
- G. It is the umpire’s judgment if a player slings the bat in an excessive manner, which the batter may be called out and no

runners will advance. One team warning is issued to the team prior to starting the game.

IV. BATTING WITH A TEE

- A. A ball is placed on the tee by the offensive coach. Only 3 warm-up swings are permitted. If the player misses everything or just hits the tee, the batter is out. For exceptions to this rule, see section IV. H.**
- B. A coach may not physically adjust a batter's stance or bat once he/she is in the batter's box.**
- C. After placing the ball on the tee, the coach must back away from the batter by at least 15 feet.**
- D. The batter may not swing at the ball until the umpire signals "Play Ball". If the batter hits the ball before the umpire signals to do so, the ball is considered dead and must be re-teeed.**
- E. The pitching coach or the batting coach will adjust the tee to suit the batter.**
- F. The umpire will call a batted ball off the tee, which does not reach the 10 feet arc in front of home plate, foul.**
- G. The batter has one opportunity to put the ball in play off the tee.**
- H. The following are exceptions to batting rules:
 - 1. A 4 or 5 year old has, at the coach's discretion, the option of taking 1 pitch with 2 attempts at the tee or 2 pitches with 1 attempt at the tee.**
 - 2. A 6 year old has to take 2 pitches before attempting to hit off the tee.**
 - 3. A 7 year old may not use the tee at their 1st time at bat. All pitches must be taken from the pitching coach. If, after the 1st time at bat, the batter does not put the ball in play, then on their 2nd at bat they may use the tee after 2 pitches and will have only 1 attempt to put the ball in play off the tee.**
 - 4. If the batter puts the ball in play off the tee, during his/her next at bat he/she must attempt to put the ball in play without the use of the tee.****

V. BASE RUNNING

- A. The batter and/or runner may advance only one base beyond 1st base on an overthrow to 1st base into foul territory at his/her risk. When the defensive team fields the ball and throws to the pitcher the ball will be ruled dead when the batter/runner reaches the “Go Back” line or when the pitcher catches the ball, whichever occurs 1st.
- B. In the above case, if the defensive team fields the ball, makes a play on the runner, and a 2nd overthrow occurs, regulation rules will apply.
- C. For overthrows to 3rd base or overthrows into fair territory, regulation rules will apply.
- D. The 1st base overthrow rule does not apply to the “10th” (last) batter. The defensive team must make the 3rd out or touch home plate with control of the ball.
- E. The pitcher running through the circle with control of the ball making a play on a runner does not deaden the ball. The intent of the pitcher when entering the circle must be to stop the play.
- F. The pitcher is the only player who can stop the play by getting into the pitcher’s circle with possession of the ball. The pitcher has to have both feet in the circle.
- G. Sliding into 1st base is not an out. Any player not sliding into a base where a play is being made, will be called out.
- H. A batter/runner who is tagged by a defensive player after he/she has beaten out a throw to 1st base is not considered out, unless there was an attempt to go to 2nd base. The runner can turn to his/her left or right and walk back to 1st base. The runner does not have to cross over the right foul line to be considered not eligible to be tagged. The base umpire (if there is one) will make the call. Otherwise, the plate umpire will make the call.
- I. Intentionally leading off base or leaving the base too early (before the ball is hit) will result in the runner being called out.
- J. There is no running over any defensive player!!!!
- K. Dead ball call—Regulation rules apply as follows:
 - 1. The defensive team must field the ball, return it to the infield and stop the advancement of the offensive players.
 - 2. Throw the ball to the pitcher who has to have both feet inside the circle and control of the ball.

3. **Touch home plate with control of the ball after the “10th” (last) batter puts the ball in play.**
4. **The ball does not have to go back to the pitcher’s circle before the home plate umpire makes a dead ball call.
Example: A defensive player can run the lead batter/runner back to the previous base and stop his/her advancement by holding the player on base until the home plate umpire calls time. The defensive player does not have to raise his hands to stop the play, just hold the lead runner on base.**

VI. OFFENSIVE PLAY

- A. **All offensive players on the field must wear batting helmets. This includes the On Deck batter. Any player caught intentionally knocking off the helmet may be called out.**
- B. **If any coach assists a batter/runner, that runner will be called out.**
- C. **If a child requires special help due to a physical problem, the umpire and opposing coach must be notified prior to start of the game.**
- D. **If a batted ball goes under or becomes stuck in the fence, the outfielder must hold up his/her hands. This will be a ground rule double. Runners who are on base may advance only 2 bases.**
- E. **Each team is allowed only 2 time outs per inning. This does not include injury time outs.**
- F. **If the runner has not passed the 40 ft. “Go Back” line when time is called, the runner must return to the previous base.**
- G. **On a batted ball, the pitcher may make the play only by throwing the ball to 1st base. The pitcher may not tag the runner even if the ball is hit down 1st base line. The pitcher has to throw the ball to 1st base. This rule does not apply to the 1st basemen.**
- H. **The 1st baseman must not block the runner’s path or stand covering the base. He must stand on the base in a manner that allows thw runner access to the base. Standing on the corners will allow this. The 1st baseman my tag the batter/runner who hits the ball down 1st base line.**
- I. **If a ball hits a player, time will be called immediately and no runners may advance.**

- J. Outfielders must be in the outfield and infielders must be in the infield until the ball is put in play by the batter.**
- K. The infielder may start out the play in the base path, but must not block the runner after the ball is put in play.**

VII. APPEALS

- A. Judgment decisions of the umpire are not subject to appeal.**
- B. An appeal to the misapplication of rules may be done by the head coach only, when the ball is dead, or when time has been called and before the next pitch is made. Head coaches only talk to the umpire.**
- C. Both head coaches should be present during an appeal.**
- D. The home plate umpire's decision will be final.**
- E. The infield fly rule is not in effect.**
- F. Official baseball rules apply in all other cases.**

VIII. UMPIRES

- A. The home plate umpire will signal "Dead Ball" to end each play.**
- B. The home plate umpire will signal "Play Ball" before a new batter may be pitched to.**

IX. REMINDERS

- A. Teams are to clean the dugouts of trash and debris before the following teams enter the dugouts. Everyone is responsible for cleaning the area.**
- B. The last 2 teams to play for the day are responsible for cleaning up the area and for returning the game bases to the Tee-ball lighthouse. Please see that this is done.**

Sportsmanship: Try not to embarrass any child, coach or parents of opposing teams by running up the score. You are involved in a program which will help shape our youth, so do not act like a child! These are your kids!