



Updated 04/20/24

## **ARTICLE TEN (a).**

### **SPECIFIC RULES OF PLAY FOR TEE BALL LEAGUE**

- A.** The focus at this level should be on sportsmanship, team play and knowledge of the game. There will be no standings kept or playoffs conducted at this level.
- B.** Team rosters should consist of no more than twelve players and no fewer than eight players.
- C.** Requests from parents in writing for team placement will be considered. Final rosters will be prepared by the League Director with the approval of the Board of Directors.
- D.** There will be a one-hour time limit imposed when two consecutive games are scheduled. Otherwise, the game shall be limited to three innings. Time will be kept by the umpire(Coaches). No inning may begin with fewer than ten minutes remaining in the hour (if the one hour time limit is in effect). All innings (top and bottom) are to be completed in their entirety.
- E.** Coaches or a designated parent from either team will act as the umpire for every game.
- F.** A decision to postpone a game due to unplayable conditions is up to the coaches prior to the start of the game. Once the game begins, it is the coaches' decision.
- G.** The game will be played with a reduced impact factor (RIF) ball.
- H.** Batting helmets must be worn by all batters, base runners and the on deck batter.
- I.** There will be no restrictions on the number of players needed to field a team.
- J.** There will be **NO** scores kept or recorded. Everyone is a winner.
- K.** Offensive Rule Amendments:
  - 1.** The entire roster will bat every inning. Outs will be completed but not recorded. In the event a player is out, the player will leave the field. Batting order will change each inning and be in the reverse order of the previous inning.
  - 2.** During each at bat, the batter will have a maximum of ten opportunities to hit the ball off the batting tee and put the ball in play.
  - 3.** If a coach or parent volunteer is hit by a batted ball in fair territory, a dead ball will be declared. The batter MAY advance to 1<sup>st</sup> base safely, and all subsequent base runners may only advance ONE base.
  - 4.** Bunting is not permitted.
  - 5.** Base runners cannot lead off and shall not leave the base until the ball has been hit. When the ball is in play, a base runner can advance at his/her own risk.

6. The infield fly rule will not be invoked.
7. Any offensive interference in the base path will be considered an out. If it is unintentional, the coach/parent volunteer will use his/her discretion in making the call.
8. Any runner hit by a batted ball before it is touched by a defensive player is automatically out.
9. The coach will appoint adult base coaches. In this capacity they may only provide instruction to their base runners and shall in no way obstruct the playing of the game. The base runner will be out if touched by the base coach.

**K. Defensive Rule Amendments**

1. In defensive alignments, there will no catcher. There will be normal infield alignments and the pitcher will cover defensive plays at home plate. The "pitcher" position must wear a helmet. As the entire roster will play on defense, you may play two fielders at the pitcher position. All extra players will be in the outfield.
2. The play will end when the ball is under the control of a player in the infield as a result of stopping any base runner from advancing. Base runners will be awarded the base that they are closest to. (Note: Control shall mean that the player holding the ball is not trying to make another defensive play.)
3. All other defensive rules apply.
4. In a case of defensive interference as determined by the umpire, the runner will be awarded one extra base beyond that to which he/she is headed.
5. The coach and his/her assistant may position themselves on the playing field for instructional purposes. They may not interfere with the play in any way