

**BOLINGBROOK TEE-BALL ASSOCIATION, INC.  
REGULATIONS AND BY- LAWS**

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**BOLINGBROOK TEE-BALL ASSOCIATION, INC.  
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The following regulations and by-laws govern the conduct and operation of the Bolingbrook Tee-Ball Association.

**I. THE ASSOCIATION**

**A. NAME OF ORGANIZATION**

1. The organization will be known as the Bolingbrook Tee-Ball Association, Inc.
2. The Association will be incorporated within the state as a non-profit organization.

**B. OBJECTIVE OF THE BOLINGBROOK TEE-BALL ASSOCIATION**

1. The Association will provide instructional baseball programs for children 4, 5, 6, 7 and 8 years of age.  
**\*EXCEPTION:** The Administrative Vice President of the Board of Directors may grant a 1-year age exemption to any player that has shown a deficiency in mastering the fundamentals of the game or may grant a 2-year age exemption to any player deemed "Special Needs" and that has shown a deficiency in mastering the fundamentals of the game. A 1-year exception may also be made for those that show a mastery of the skills and it is requested that they play up a level.
2. The program will be operated as a volunteer organization.

**C. GOVERNMENT OF THE ASSOCIATION**

1. The Association will be governed by a Board of Directors consisting of a President, Administrative Vice President and Game Operation Vice President, a Secretary, a Treasurer, a Head Umpire, Asst Head Umpire, a Publicity Coordinator, Equipment Manager, Assistant Equipment Manager, Tee-Ball Coordinator, Asst Tee-Ball Coordinator, Special Events Coordinator, Asst Special Events Coordinator, a Little Tees Coordinator, a Coach Pitch/Kid Pitch Coordinator, Asst Coach Pitch/Kid Pitch Coordinator, Fall Ball Coordinator, Media Coordinator and Assistant Media Coordinator.
  - a. All Directors are elected for two-year terms and elections will be held at the August board meeting.
  - b. Persons wishing to run for a board position must have a discussion with the league, expressing their desire to join.

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2. President, Administrative V.P. and Treasurer:
  - a. Board members must be part of the Tee-Ball Board for two years prior to being considered for the positions of President, Administrative V.P., and Treasurer. **Exception:** If no interested applicants have 2 years board experience, board discretion for appointment will apply.
  - b. Elected in even years: Administrative V.P., Game Operations V.P., Treasurer, Head Umpire, Equipment Manager, Director of Events, Little Tees Coordinator, and Assistant Media Coordinator.
  - c. Elected in odd years: President, Secretary, Publicity Coordinator, Assistant Equipment Manager, Media Coordinator, Coach Pitch Coordinator, and Tee-Ball Coordinator.
  - d. Common duties of Directors, excluding the President:
    1. Will have one vote on all Association matters except when the Administrative Vice President is presiding in the absence of the President.
    2. Will assist other Directors, committee chairmen and members as needed.
  - e. The B.A.C. representative will be a presidential appointed position and attend all Bolingbrook Athletic Council (B.A.C.) meetings.
  - f. The B.A.C. representative will be a non-voting board member representative of the association to the B.A.C. in all matters, unless the B.A.C. representative is already a board member with the power of voting on board matters.
3. The **President** will:
  - a. Assume total responsibility for the direction of the Association;
  - b. Preside at all Association meetings. If unable to attend, will appoint the Administrative V.P. to preside;
  - c. Appoint chairmen to all committees pertaining to administration and fund-raising activities as approved by the Board of Directors;
  - d. Review the activities of the appointed committees;
  - e. Review the activities of the appointed committees;

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- f. Run all meetings by Robert's Rules of Order;
  - g. Only vote on any Association matters to break a tie;
  - h. With the Treasurer, have the power to co-sign checks for payment of Association bills, after approval by the Board of Directors;
  - i. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office;
  - j. Be responsible for designating an official representative of the Association for any meeting that the Association is required to send a delegate;
  - k. Be responsible for preparing a yearly budget for approval by the Board of Directors by the November Board Meeting
4. The **Administrative Vice President** will:
- a. Preside in the absence of the President;
  - b. Succeed the President in the event of resignation or other vacancy reason;
  - c. Have the authority to co-sign checks in the absence of the President, Secretary and/or Treasurer;
  - d. Be in charge of all player registration;
  - e. Verify the yearly report presented at the September meeting of the Board of Directors by the Treasurer;
  - f. Enforce all financial policies;
  - g. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
5. The **Game Operations Vice President** will:
- a. Be in charge of organizing and chairing the Rules Committee. The Rules Committee must file a report with the Board of Directors by December 1<sup>st</sup>;
  - b. Be in charge of requesting fields and scheduling all games, including make-up games, during the season;
  - c. Be responsible for field and facility maintenance work;
  - d. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.

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6. The **Secretary** will:
  - a. Record the minutes of all official meetings;
  - b. Read the minutes of the previous meeting at each successive meeting for correction and approval;
  - c. Submit a copy of said minutes to the President and Board of Directors;
  - d. Be responsible for all correspondence of the Association, incoming and outgoing, at the direction of the President and file same for records;
  - e. Maintain an official record of all the Association's activities;
  - f. Keep an attendance roster of all membership present at scheduled meetings and call the roll when required;
  - g. Keep a record of all committee assignments;
  - h. Have the authority to co-sign checks in the absence of the President, Administrative V.P., and/or Treasurer;
  - i. Be responsible for filling out all legal reports and forms required by various government organizations;
  - j. Be in charge of all Association meeting arrangements;
  - k. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
  
7. The **Treasurer** will:
  - a. Co-sign checks with the President, Administrative V.P., and/or Secretary and dispense Association funds as approved by the Board of Directors;
  - b. Be in charge of the Association insurance;
  - c. Keep all association financial records;
  - d. Report on the status of the Association funds and make a full written report of all current receipts and expenditures at each meeting with copies to the President and Secretary;
  - e. Prepare a yearly report to be presented at the September meeting of the Board of Directors, listing all moneys received during the year, the expenses incurred and the remaining account balances;

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- f. Enforce all financial policies;
  - g. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
8. The **Head Umpire** will:
- a. Be on the Rules Committee;
  - b. Select all Association Umpires, with approval of the Board of Directors;
  - c. Coordinate scheduling of all Umpires for all games;
  - d. Be responsible for the Association Umpire's Clinic;
  - e. Be responsible for rules interpretations;
  - f. Be responsible for collecting game reports and posting standings for Tee-Ball and Coach Pitch/Kid Pitch leagues\ and tracking compliance;
  - g. Be responsible for scheduling all play-off games;
  - h. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
- II. The **Assistant Head Umpire** will assist the Head Umpire with the above duties
1. The **Publicity Coordinator** will:
- a. Get announcements to the newspapers of all meetings, clinics, registration and draft;
  - b. Gather all game reports from each team every week;
  - c. Keep the Head Umpire informed of problems written down on the game reports;
  - d. Keep the President informed of children that are written down on game reports for not being present to participate;
  - e. Be responsible for maintaining Bolingbrook Tee-Ball's Official Website;
  - f. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
2. The **Equipment Manager** will:

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- a. Be responsible for the procurement of all equipment, uniforms, and awards with the approval of the Board of Directors;
  - b. Be responsible for providing equipment to playing fields on regularly scheduled game days;
  - c. Be responsible for the collection and inventory of all Association property by the end of each fiscal year;
  - d. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
3. The **Assistant Equipment Manager** will:
- a. Assist the Equipment Manager with all of his assigned duties;
  - b. Be scheduled to attend all Saturday games opposite of the Equipment Manager;
  - c. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
4. The **Little Tees Coordinator** will:
- a. With approval by the board, develop and enforce the rules and guidelines of the Little Tees program;
  - b. Attend all evenings when Little Tees games are played;
  - c. Assist in coordinating the registration for the Little Tees program;
  - d. Secure head coaches for the program;
  - e. Develop and run the coach's clinic for Little Tees coaches
  - f. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
5. The **Tee-Ball Coordinator** will:
- a. Enforce the rules and guidelines of the Tee-Ball program;
  - b. With the assistance of the President, secure head coaches for the program;
  - c. Assist in Coordinating the registration for the Tee-Ball program;
  - d. Develop and run the coach's clinic for Tee-Ball coaches
  - e. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.

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The **Asst Tee-ball Coordinator** will assist the Tee-Ball Coordinator with the above tasks

6. The **Coach Pitch/Kid Pitch Coordinator** will:
  - a. Enforce the rules and guidelines of the Coach Pitch/Kid Pitch program;
  - b. With the assistance of the President, secure head coaches for the program;
  - c. Assist in Coordinating the registration for the Coach Pitch/Kid Pitch program;
  - d. Develop and run the coach's clinic for Coach Pitch/Kid Pitch divisions
  - e. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.

The **Assistant Coach Pitch/Kid Pitch Coordinator** will assist CPKP Coordinator with the above duties

- III. The **Fall Ball Coordinator** will:
  - A. Enforce the rules and guidelines of the Fall Ball program;
  - B. With the assistance of the President, secure head coaches for the program;
  - C. Assist in Coordinating the registration for the Fall Ball program;
  - D. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
1. The **Special Events Coordinator** will:
  - a. Coordinate all special and social events of the association;
  - b. Obtain team sponsors and the payments of those sponsorships;
  - c. Be in charge of coordinating the opening season parade;
  - d. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
  - E. The **Asst Special Events Coordinator** will assist the Special Events Coordinator with the above duties
1. The **Media Coordinator** will:
  - a. Coordinate game videotaping schedule;

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- b. Coordinate a camera crew and commentators for each scheduled taping event;
  - c. Keep league informed of schedules of taping and airing of taped events;
  - d. Gather team line-up and other information as needed for each event to be used during the taping;
  - e. Work with BCT program directors for scheduling events to be aired;
  - f. Coordinate final editing of all events to be aired;
  - g. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.
2. The **Assistant Media Coordinator** will:
- a. Assist the Media Coordinator with all of his assigned duties;
  - b. Turn over to his successor all moneys, records, equipment and other property of the Association upon retirement from office.

**F. FINANCIAL POLICY**

- 1. The Board of Directors will govern all matters pertaining to the finances of the Association.
- 2. All bills must be approved by the Board of Directors before a check can be issued.
- 3. All purchases of \$200.00 or greater must have prior Board approval.
- 4. Any out of pocket reimbursement can only be done after a cash reimbursement form with receipts is filed with the Treasurer and then approved by the Board of Directors.
- 5. Association funds will be disbursed by means of co-signed checks only.
- 6. The fiscal year shall run from October 1 through September 30.

**G. ASSOCIATION PROPERTY**

- 1. The Association will be empowered to obtain and hold personal property for the benefit of the program.
- 2. The Board of Directors will keep inventory, insure and maintain such property as necessary to operate the Association's programs.

**H. VOTING MEMBERSHIP OF THE ASSOCIATION**

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1. The voting membership shall consist of:
  - a. The Board of Directors;
  - b. All Head Coaches and Certified Assistant Coaches;
  - c. The Umpires that work at least three games during the regular season.
2. A member is considered a voting member from the time they qualify until March 1<sup>st</sup> of the following year.

**I. INSURANCE COVERAGE**

1. The Association will carry all insurance coverage as required by the Bolingbrook Park District. Any Bolingbrook Tee-Ball Association insurance will not cover participation in anything other than Bolingbrook Tee-Ball Association functions.

**J. DISSOLUTION OF THE ASSOCIATION**

1. In the event that the association is dissolved, the residual assets will be given to the Bolingbrook Athletic Council to be distributed evenly among all non-profit organizations within that Council.

**K. IMPEACHMENT OF A DIRECTOR OF THE BOARD**

1. A Director of the Association may be impeached by written petition signed by two thirds of all voting members present at a regularly scheduled monthly meeting under charges of dereliction of duty for their board position or not upholding their responsibilities as an active board member.
2. The impeachment charges will be reviewed at a specially convened meeting not sooner than seven days or later than fourteen days after the charges are presented. If impeachment charges are confirmed by two-thirds majority of all voting members present at the special meeting, the charges will be presented to the Board of Directors.
3. If the impeachment charges are accepted by two-thirds majority of the remaining Board of Directors, the impeached Director will be removed from office.

**L. ASSOCIATION POLICY**

1. All Association policies not covered in the By-Laws will be developed and implemented by the Board of Directors.

**M. VACANCIES ON THE BOARD OF DIRECTORS**

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1. Vacancies on the Board of Directors will be filled by appointment by the President with approval of a majority of the Board of Directors.

**N. AMENDMENTS OF POLICIES, REGULATIONS, BY-LAWS AND/OR RULES**

1. Proposed changes to the Association policies, procedures and/or by-laws may be made by any Association voting member, by the following steps:
  - a. The proposed change must first be submitted to the Board of Directors two weeks prior to the General Membership meeting held between the dates of October 1 through January 31.
  - b. The changes will be brought forth under new business at the meeting.
  - c. The changes must then be read out loud for presentation. If no one seconds the change, the change is dead. If the change is seconded, then it goes into discussion. Once discussion is done, it will go for a vote from all voting members present at the meeting. If it is voted by two-thirds majority of the voting members present, then the change will go into effect within thirty days.

**IV. ASSOCIATION BOUNDARIES**

- A. The boundaries of the Bolingbrook Tee-Ball Association will be the same as the boundaries of the Bolingbrook Park District plus surrounding communities.
  1. Practices and games will be held outdoors within the association boundaries.

**V. DIVISIONS**

- A. The Association will consist of a number of divisions and teams as determined by the Board of Directors based on registration results.
- B. The divisions are realigned every year by means of a blind draw by colors for each division at a Board Meeting.

**VI. PLAYER REGISTRATION**

- A. Players must have written legal guardian consent to participate in the Bolingbrook Tee-Ball Association program.

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- B. Any child who turns 4 by August 1<sup>st</sup> and does not turn 9 before August 31<sup>st</sup> is eligible to participate in Bolingbrook Tee-Ball.  
**EXCEPTION:** The Administrative Vice President or the Board of Directors may grant a 1 year age exemption to any player that has shown a deficiency in mastering the fundamentals of the game or may grant a 2 year age exemption to any player deemed “Special Needs” and that has shown a deficiency in mastering the fundamentals of the game. A 1-year exception may also be made for those that show a mastery of the skills and it is requested that they play up a level.
- C. 1. The Association will hold registration beginning January 1st and continue through the last day of February At the Association’s discretion a late registration (after February 28th) will be held to obtain a sufficient number of players.
- D. Each child must show acceptable proof of age to a league official at the time of registration.
- E. The registration fee will be set by the Board of Directors based on the financial needs of the Association to continue a quality program. The fee will be set by the January Board meeting. An additional fee of \$5 per child or \$10 per family will be assessed to anyone registering late.
- F. Out of district fees will be assessed based on costs assessed by the Bolingbrook Park District annually.

**VII. THE TEAMS**

- A. No team shall have less than field positions plus 1 or more than 15 players on its roster at the start of the regular season.
- B. Each Little Tees and Tee-Ball team shall be comprised of an even number of children from each of the age groups, if possible. Coach Pitch/Kid Pitch teams will be balanced based on ability as judged during player evaluations.
- C. No team shall field a player that is not listed on their assigned player roster provided by the association.
- D. Head Coaches shall notify the Administrative Vice President of any player losses during the season.
- E. If a team Head Coach loses one of the players on the roster during the first half of the regular season through illness, injury, change of address or other justifiable reason, another player, if available, shall be obtained through the Administrative Vice President.

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**VIII. SELECTION AND ASSIGNMENTS OF COACHES**

- A. Head Coaches will be assigned by the Little Tees, Tee-ball, and Coach Pitch/Kid Pitch Coordinators.
- B. Coaching qualifications:
  - 1. Coaches must agree to become certified by the Association;
  - 2. Coaches must abide by and follow all of the Association by-laws, rules, regulations, policies and Coach's Code of Conduct, and demonstrate sportsmanlike conduct at all times;
  - 3. Coaches will be subject to a background check by the Bolingbrook Park District.
- C. Coaches will be certified under the current certification process of the Association.

**IX. TEAM ROSTERS**

- A. Roster night, evaluations, and draft night will be held on dates determined by the Board of Directors as applicable to the particular programs.
- B. Prior to being assigned to a team, the Administrative Vice President must certify and be responsible for the eligibility of each child.
- C. The roster assignment is designed so that all players must be certified and equally distributed to all teams.
- D. For CPKP and Tee-Ball, the child(ren) of the Head Coach, along with the child(ren) of three designated Assistant Coaches, will be the only children guaranteed to be assigned to a particular team. Little Tees will have two rostered assistant coaches
- E. For Coach Pitch, all players must be evaluated prior to being placed on a roster.
  - 1. Players should attend the coach's evaluation session but if they cannot attend for whatever reason, they must be evaluated by at least one board member.
  - 2. During evaluations, multiple board members who are not coaches in the Coach Pitch/Kid Pitch division will be there to score each child's abilities in several areas. These scores will be averaged and weighted to give each child a particular score.
  - 3. All scores will be placed in ranked order and tiers are created of talent for players.

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4. Coaches are invited to attend the evaluations. Coaches are to view each player and give them their own scores to help them determine which children they want to draft for their team. Coach's scores are only for their own reference and will not be used to create the score tiers.
5. The player draft will occur following the evaluation on a date and time determined by the board of directors.
6. Coach's will be allowed to choose a specified number of players from each tier at the draft to help balance the teams based on talent. This number will be determined by the board of directors based on the number of children to be placed on the teams.
7. Coach's child(ren) are also required to be evaluated and will count as a coach's pick during the draft process for whichever particular tier they fall.

**X. UNIFORMS**

- A. The Association will provide each player with a team shirt, baseball pants, socks and cap.
- B. The Association will provide each team with a shirt and a hat for each rostered coach..

**XI. SCHEDULES**

- A. The schedule for the season shall be prepared by the Board of Directors and must provide for no less than 8 games and no more than 10 games per team per regular season, exclusive of any Playoff Games.
- B. The schedule will aim to provide for no less than one game per week, but no more than two games per week during the regular season. Exceptions can be made at the discretion of the board of directors depending on scheduling conflicts and field availability.
- C. The regular season will start no later than the second Saturday in May and last no longer than 12 weeks.
- D. Head Coaches will receive one copy of the team schedule and will be responsible to communicate the team schedule to all team parents.
- E. No regular season game will be played on Sunday, unless it is a make-up game.

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- F. Head Coaches will also receive one copy of the Umpire schedule, as applicable, and will be responsible to communicate the team's assignments to all team parents.

**XII. ADMISSION TO GAMES**

- A. No admission will be charged to any Bolingbrook Tee-Ball Association game.
- B. All attendees are expected to behave according to the code of conduct. A member of the board of directors has the authority to ask someone to leave the premises for violating this code of conduct.
- C. No smoking, vaping, e-cigarettes, or chewing tobacco is allowed within the complex.
- D. No animals are allowed within the complex.

**XIII. TEAM UMPIRE RESPONSIBILITIES**

- A. Each **Tee-Ball** team will be assigned an equally distributed number of games to umpire before the season begins.
- B. Little Tees coaches will umpire their own games.
- C. Coach Pitch/Kid Pitch will have hired youth umpires as hired by the board of directors.
  - D. An initial schedule for umpire duties will be available at the umpire clinic for early notification and extra volunteer sign up.
- E. **Tee-Ball** teams will provide at least 1 umpire (2 preferred) for each assigned game,
- F. If no one shows to umpire the Coach Pitch/Kid Pitch game, a board member on duty will act as the umpire.
- G. All umpires must be at least 16 years of age.
- H. Coaches must be responsible for notifying all team parents of scheduled team umpire duties. This is advised to be done at the first team meeting at the beginning of the season, so that the coach is not the only one fulfilling the scheduled umpire volunteer duties.
- I. All umpires must attend the current season's umpire clinic if applicable.
- J. Late arrival of 10 minutes or more to the required scheduled duty of umpire or stand will be considered a missed duty.

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- K. **For Tee-Ball only:** If no umpires arrive for volunteer duty, the coaches on the field will become umpires for the game. Head coaches are responsible for checking the Bolingbrook Tee-Ball website and providing team coverage for umpire duties of make-up games due to rain outs and cancellation.

**XIV. AWARDS**

- A. All players in the Bolingbrook Tee-Ball Association will receive awards.
1. Each player that does not reach the playoffs will receive a participation award.
  2. Each player that reaches the Playoffs, but does not reach the Championship Game, will receive a Playoff trophy.
  3. Each player that reaches the Championship Game will receive a first or second place trophy, depending on where they finish.
- B. Each Head Coach may receive a special plaque for coaching depending on availability.

**XV. COMMERCIALIZATION**

- A. Exploitation of Bolingbrook Tee-Ball in any form is prohibited.
- B. Solicitation or fund raising by players in or out of uniform is prohibited.

**XVI. PLAYOFF GAMES**

- A. The Playoffs will follow the regular season games and will be scheduled by the Board of Directors prior to player registration.
- B. The Playoffs will be played as a single elimination tournament.
- C. All Coach-Pitch/Kid-Pitch and Tee-Ball Teams are eligible to participate in the playoffs.
- D. Playoff seeding/positions will be determined by end of season standings. Byes will be given to the top seeds if a non-even bracket event occurs.
- E. Team records will determine home field for playoffs.
1. Ties will be settled by coin toss.
- F. All Coach Pitch/Kid Pitch and Tee-Ball teams that earn a position in the playoffs are required to send at least 1 representative to the annual Mandatory Coach Pitch/Kid Pitch/Tee-Ball Playoff Meeting.
- PENALTY:** Any team fails to send at least 1 representative to the Mandatory

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Playoff Meeting, will forfeit home field advantage for the remainder of the Playoffs and will forfeit any potential for a bye. All exceptions must be discussed and agreed upon by the Coach Pitch/Kid Pitch/Tee-Ball Coordinators and Head Umpire.

- G. **Coach Pitch/Kid Pitch:** An All Star game will be played with coaches selecting the top players on their team. The number of players selected from each team is determined by the board of directors and is dependent on the number of teams in the league.
- H. **Playoff Night Games:** If a playoff game is scheduled in the evening and darkness may play a factor in timing. The league will dictate the timing of the conclusion of the game. This may vary week to week with the sunset time changing.

**XVII. COACH'S CODE OF CONDUCT**

- A. "Coach" will be defined as: any adult volunteer actively involved in a teams practice or game.
- B. Team coaches will abide by a code of conduct, which includes the following:
  - 1. Uphold all rules and by-laws of the Tee-Ball Association.
  - 2. Will not participate in any practice or game while under the influence of illegal drugs or alcohol.
  - 3. Refrain from smoking, vaping, using e-cigarettes, and chewing tobacco on the field and in the bench area during games and practices.
  - 4. Do not criticize players in front of spectators, but reserve constructive criticism for private, or in the presence of the team players, if others might benefit.
  - 5. Accept decisions of the game officials on the field as being fair and called to the best ability of said officials.
  - 6. Do not criticize an opposing team, its players, coaches or fans by word of mouth or gestures.
  - 7. Emphasize that good athletes strive to be good students and that both are physically and mentally alert.
  - 8. Strive to make every supervised activity serve as a training ground for life and a basis for good mental and physical health.
  - 9. Emphasize that winning a game is the result of good "TEAMWORK".

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10. Do not leave the bench to shout instructions to players during play. There are field coaches for that purpose.
  11. Praise players whenever possible and let them know when they “do good”.
  12. Cooperate with game officials and be jointly responsible for the conduct and control of the team, fans, and spectators. Any fan who becomes a nuisance and out of control shall be asked to leave.
  13. Remove from a game or practice any player when even slightly in doubt about their health, whether or not as a result of injury, until competent medical advice is available.
  14. Do not deliberately incite unsportsmanlike conduct. Do not use abusive and profane language.
  15. Control your fans. Remember, as a team coach, you are responsible for your team and fan reaction will usually be in step with your reaction.
  16. Coaches are required to keep the dignity of the players of the opposing team in mind during every game. As soon as a victory is assured (opponent unable to score enough runs to win) coaches must make defensive and, where necessary, offensive changes to assure no “blow-out” scores. If deemed necessary by the home plate umpire a League Official may be called upon to assume responsibility of the team to enforce the making of these offensive and defensive changes.
- C. Any violations of the Code of Conduct could result in suspension from game participation.

**XVIII. BILL OF RIGHTS FOR YOUNG ATHLETES**

- A. Right to participate in this league regardless of ability level.
- B. Right to participate at a level that is commensurate with each child’s developmental level.
- C. Right to have qualified adult leadership.
- D. Right to participate in safe and healthy environments.
- E. Right of each child to share in the leadership and decision making of their sport participation.
- F. Right to play as a child and not as an adult.
- G. Right to proper preparation for participation in the sport.

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- H. Right to an equal opportunity to strive for success.
- I. Right to be treated with dignity by all involved.
- J. Right to have fun through sport.
- K. Right to bat in rotation.
- L. Right to play at least 1 defensive inning per every 2 innings of the game.

**XIX. REMOVAL AND SUSPENSION**

- A. Any coach, parent, participant or spectator may be removed by the Association at any time for actions deemed detrimental to the Association or its members. Refusal to leave the field in a timely manner will result in their team forfeiting the current game.
- B. Any violation of the Tee-Ball Association's by-laws, rules, regulations, policies, Coach's Code of Conduct and/or unsportsmanlike conduct by any coach, parent, participant or spectator will immediately result in suspension from game participation. Decision to be reinstated rests with the Tee-Ball Association Board of Directors or with the B.A.C. in the case of the appeal process.
  - 1. Removal and suspension:
    - a. Due process for grievance:
      - 1. Violations of the Tee-Ball Association's by-laws, rules, regulations, policies, Coach's Code of Conduct and/or unsportsmanlike conduct will be documented.
      - 2. After documentation, the reasons for the removal or suspension will be presented to the Board of Directors of the Association.
      - 3. A hearing will be held by a panel of the accused coach, parent, participant, or spectator's peers (not to include any members of the accused persons own division), chaired by the President of the Association or his/her designee.
      - 4. Upon the recommendation of the panel of peers, the accused will then be suspended or removed after a vote by the Board of Directors.
    - b. **PENALTY:** The Coach may receive a written warning for the first offense; may be suspended for the next scheduled game

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for the second offense; and may be suspended for the remainder of the season for the third offense.

- c. Appeal process for removal of suspension:
  - 1. The removed or suspended person can appeal the removal or suspension to the B.A.C. in writing.
  - 2. The decision to remove or suspend cannot be appealed, only the method of arriving at the decision can be appealed.
  - 3. The B.A.C. Executive Committee will set up a hearing panel.
  - 4. The decision of the B.A.C. panel is final.

**XVIII: TEE BALL CLASSIC GAME/PLAYOFFS**

- A. Tee-Ball will have a seeded based playoff system that will run concurrently with the Coach Pitch/Kid Pitch playoffs.
- B. Each team will be seeded based on their end of year record
- C. The top team may earn a bye based on the design of the bracket
- D. Playoff games format will be consistent with the format of the last 5-7 games of the regular season. The only difference is that the playoff games will be 4 innings in length. Tee-Ball teams playing in the Tee-Ball Classic Game will use their standard league provided Team Uniforms and a team trophy will be provided as selected by the league Equipment Manager.
- E. The Tee-Ball Classic Game will consist of the last two remaining playoff teams. This game will be played on the same day as the Coach-Pitch/Kid Pitch Championship Game.
- F. Tee-Ball playoff games will be umpired by the board of directors. The Tee-Ball Coordinator will be the sole umpire for the Tee-Ball Classic Game, or a designated umpire selected by the Board of Directors should the Tee-Ball Coordinator be unavailable.

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**DEFINITION OF TERMS**

**ADJUDGED** is a judgment decision by an Umpire.

An **APPEAL** is an act of a fielder or coach in claiming violation of the rules by the offensive team. An appeal must be made verbally. See Rule 4.17.

The **BACKSTOP** is the fence directly behind home base.

A **BASE** is one of four points which must be touched by a runner in order to score a run; more usually applied to the rubber bags and the rubber plate which mark the base points.

A **BASE COACH** is a coach in uniform who is stationed in the coach's box at first or third base to direct the batter and the runners.

A **BATTED BALL** is the ball from the time it has had any contact with the batter's bat while on the tee, to the time it is fielded by a fielder or becomes dead.

A **BATTER** is an offensive player who takes a position in the batter's box.

**BATTER-RUNNER** is a term that identifies the offensive player who has just finished a time at bat, until that player is put out or until the play on which that player becomes a runner ends.

The **BATTER'S BOX** is the area within which the batter must stand during a time at bat. The white line is considered part of the box.

The **BATTING COACH** is the offensive coach responsible for adjusting the tee and instructing the batter.

The **BENCH** is the seating facilities reserved for players and coaches when they are not actively engaged on the playing field.

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A **BUNT** is a batted ball which, in the Plate Umpire's judgment, is not fully swung at.

A **CALLED GAME** is one in which, for any reason, the Plate Umpire and the League Official terminate play.

A **CATCH** is the act of a fielder in getting secure possession in the hand or glove of a ball in flight and firmly holding it before it touches the ground, providing such fielder does not use cap, pocket or any other part of the uniform in getting possession. It is not a catch, however, if simultaneously or immediately following contact with the ball, the fielder collides with a player, or with a fence, or if that fielder falls down, and as a result of such collision or falling, drops the ball. It is not a catch if a fielder touches a fly ball which then hits a member of the offensive team, or an Umpire, and then is caught by another defensive player. If a fielder has made the catch and drops the ball while in the act of making a throw following the catch, the ball shall be adjudged to have been caught. In establishing the validity of the catch, the fielder shall hold the ball long enough to prove complete control of the ball and that the release of the ball is voluntary and intentional.

The **CATCHER** is the fielder who takes position in the catcher's circle or behind home plate.

The **CATCHER'S CIRCLE** is one of two areas within which the catcher shall stand until the ball is hit.

An **ASST COACH** is appointed to perform such duties as the Head Coach may designate.

A **DEAD BALL** is a ball out of play because of a legally created temporary suspension of play.

The **DEFENSE** (or **DEFENSIVE**) is the team, or any player of the team, in the field.

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A **DOUBLE PLAY** is a play by the defense in which two offensive players are put out as a result of a continuous action, providing there is no error between put outs.

A **FAIR BALL** is a batted ball that, without touching the foul zone, settles on fair ground between home and first base, or between home and third base, or that is on or over fair territory when bounding to the outfield past first or third base, or that touches first, second or third base, or that first falls on fair territory on or beyond first base or third base, or that, while on or over fair territory, touches the person of an Umpire, coach or player, or that, while over fair territory, passes out of the playing field in flight.

**NOTE:** A fair fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

**FAIR TERRITORY** is that part of the playing field within, and including, the first and third base lines, from the foul zone line to the bottom of the playing field fence and perpendicularly upwards. First base, third base and all foul lines are in fair territory.

A **FIELDER** is any defensive player.

A **FIELD UMPIRE** may take any position on the playing field best suited to make impending decisions on the bases. A Field Umpire's duties shall be to make all decisions on the bases except those specifically reserved to the Plate Umpire; to take concurrent jurisdiction with the Plate Umpire in calling "Time;" and to aid the Plate Umpire in every manner in enforcing the rules, excepting the power to forfeit the game, having equal authority with the Plate Umpire in administering and enforcing the rules and maintaining discipline.

A **FLY BALL** is a batted ball that goes high in the air in flight.

A **FORCE PLAY** is a play in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

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A **FORFEITED GAME** is a game declared ended by the Plate Umpire and the League Official in favor of the offended team, for violation of the rules.

A **FOUL BALL** is a batted ball that settles in the foul zone or settles on foul territory between home and first base, or between home and third base, or that bounds past first or third base on or over foul territory, or that first falls on foul territory beyond first or third base, or that, while on or over foul territory, touches the person of an Umpire, coach or player, or any object foreign to the natural ground.

**NOTE:** A foul fly shall be adjudged according to the relative position of the ball and the foul line, including the foul pole, and not as to whether the fielder is on fair or foul territory at the time such fielder touches the ball.

**FOUL TERRITORY** is that part of the playing field within the foul zone or outside the first and third base lines, extending to the fence and perpendicularly upwards.

The **FOUL ZONE** is that part of the playing field extending from the rear point of home base in a five-foot radius between the first and third base lines as shown in Diagram 2.

A **GROUND BALL** is a batted ball that rolls or bounces close to the ground.

The **HEAD COACH** is a person appointed by the Board of Directors to be responsible for the team's actions on the field, and to represent the team in communications with the Plate Umpire and the opposing team. The Head Coach shall always be responsible for the team's conduct, observance of the official rules and deference to the Umpires. If a Head Coach leaves the field, that Head Coach shall designate a coach as a substitute and such substitute Head Coach shall have the duties, rights and responsibilities of the Head Coach.

The **HOME TEAM** is the team which takes the field first at the start of the game. The game schedule will determine which team this will be.

**ILLEGAL** (or **ILLEGALLY**) is contrary to these rules.

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An **ILLEGALLY BATTED BALL**: **Coach Pitch/Kid-Pitch**: hitting the ball with both feet on the ground entirely outside the batter's box; **Tee-Ball**: hitting the ball with one foot out of the batter's box.

An **INFIELDER** is a fielder who occupies a position in the infield.

IN **FLIGHT** describes a batted or thrown ball which has not yet touched the ground or some object other than a fielder.

An **INNING** is that portion of a game within which the teams alternate on offense and defense and in which there are three putouts for each team. Each team's time at bat is a half-inning. It will be held that an inning starts the moment the third out is made completing the preceding inning.

Offensive **INTERFERENCE** is an act by the team at bat which interferes with, obstructs, impedes, hinders or confuses any fielder attempting to make a play. If the Umpire declares the batter, batter-runner or a runner out for interference, all other runners shall return to the last base that was, in the Umpire's judgment, legally touched at the time of the interference, unless otherwise provided by these rules. Umpire interference occurs when a fair ball touches an Umpire on fair territory before passing a fielder. Spectator interference occurs when a spectator reaches over the fence, or goes on the playing field, and touches a live ball. On any interference, the ball is dead.

**JUDGMENT** is that quality which Umpires are made of.

The **LEAD RUNNER** is that runner who has not yet scored or been put out and has legally advanced closer to scoring than any other runner. If said runner scores or is put out, the next following runner, if any, immediately becomes the lead runner.

The **LEAGUE** is a group of teams who play each other in a pre-arranged schedule under these rules for the league championship.

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The **LEAGUE OFFICIAL** is the member of the Board of Directors on duty at the playing facility during the game.

**LEGAL** (or **LEGALLY**) is in accordance with these rules.

A **LIVE BALL** is a ball which is in play.

**OBSTRUCTION** is the act of a fielder who, while not in possession of the ball and not in the act of fielding a batted or thrown ball, impedes the progress of any runner.

**OFFENSE** (or **OFFENSIVE**) is the team, or any player of the team, at bat.

The **OFFICIAL RULES** are the rules contained in this book.

An **OUT** is one of the three required retirements of an offensive team during its time at bat.

An **OUTFIELDER** is a fielder who occupies a position in the outfield, which is the area of the playing field most distant from home base.

**OVERSLIDE** (or **OVERSLIDING**) is the act of an offensive player when the slide to a base, other than when advancing from home to first base, is with such momentum that the player loses contact with the base.

A **PENALTY** is the application of these rules following an illegal act.

The **PERSON** of a player, coach or Umpire is any part of the body, clothing or equipment.

The **PITCHER** is the fielder who takes position on the pitching mound.

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The **PLATE UMPIRE** is that Umpire which takes position behind home base and whose duties shall be to take full charge of, and be responsible for, the proper conduct of the game; call and count strikes; call and declare fair balls and fouls except those commonly called by Field Umpires; make all decisions on the batter; make all decisions except those commonly reserved for the Field Umpires; decide when a game should be forfeited; and announce any special ground rules.

**"PLAY BALL"** is the Plate Umpire's order to start the game or to resume action following any dead ball.

A **REGULATION GAME** is a game which meets the qualifications defined in Rule 4.12.

A **RETOUCH** is the act of a runner returning to a base as legally required.

A **RUN** (or **SCORE**) is the score made by an offensive player who advances from batter to runner and touches first, second, third and home bases, in that order.

A **RUNNER** is an offensive player who is advancing toward, or touching, or returning to any base.

**"SAFE"** is a declaration by the Umpire that a runner is entitled to the base for which that runner was trying.

A **STRIKE** is an unsuccessful attempt by the batter to hit the ball. See Rule 6.05.

The **STRIKE ZONE** is that part of the playing field including home base and the area directly in front of home base formed by extending the two sides of home base forward to the front edge of the batter's box and perpendicularly upwards as shown in Diagram 2.

A **SUSPENDED GAME** is a called game which is to be completed at a later date.

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A **TAG** is the action of a fielder in touching a base with the body while holding the ball securely and firmly in the hand or glove; or touching a runner with the ball or with the hand or glove holding the ball, while holding the ball securely and firmly in the hand or glove.

A **THROW** is the act of propelling the ball with the hand and arm to a given objective.

A **TIE GAME** is a regulation game which is called when each team has the same number of runs.

**"TIME"** is called by the Umpire, when in his judgment, the play in progress has concluded. The ball is dead and the defensive team may then safely return the ball to the Plate Umpire or Coach Pitcher for the next play without fear of runners advancing. See Rule 5.11.

To **TOUCH** a player, coach or Umpire is to touch any part of the player, coach or Umpire's body, clothing or equipment.



# DETAIL OF HOME BASE

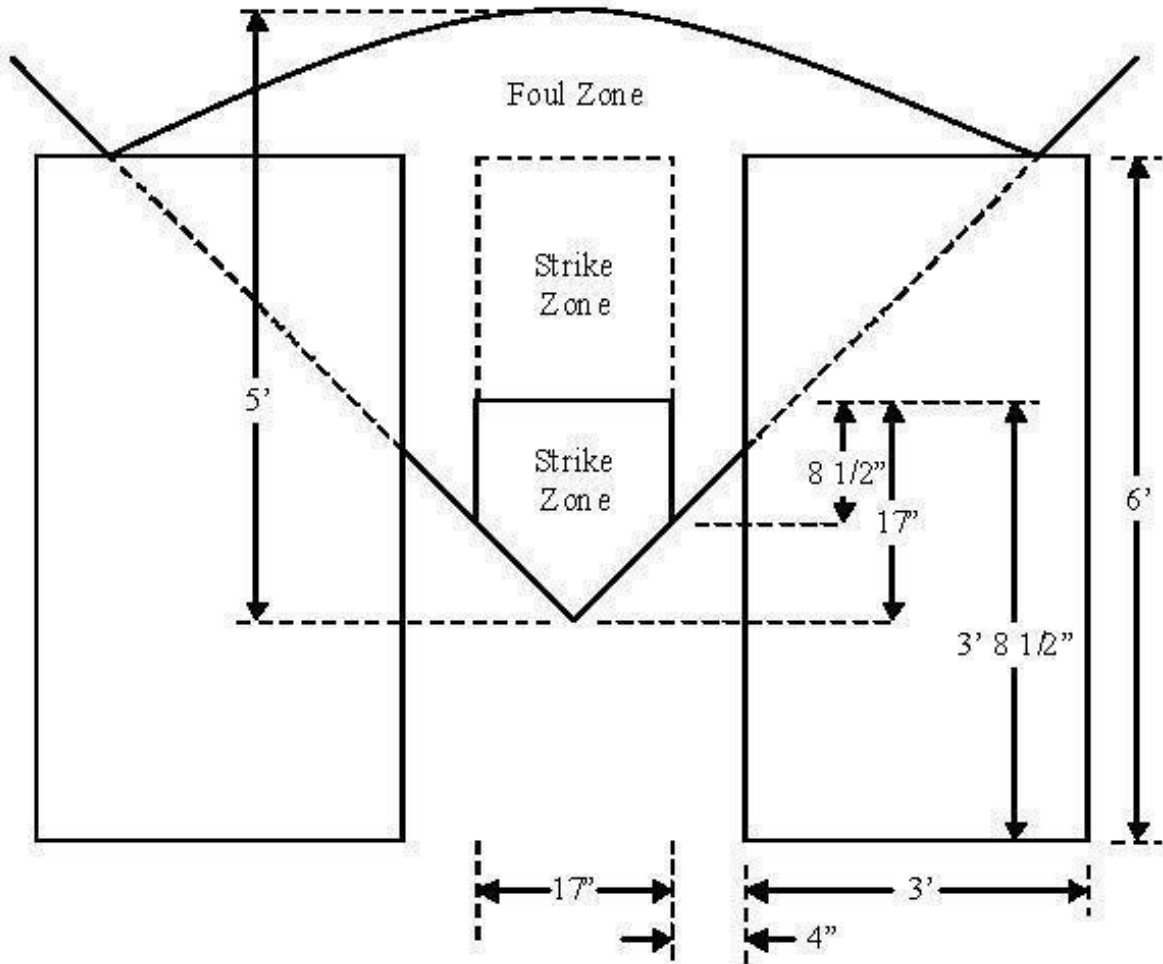


Diagram 2

Details for Little Tees and Tee-ball field set up

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**OFFICIAL PLAYING RULES  
(REVISED OCTOBER 2019)**

**COACH PITCH/KID PITCH DIVISION:**

**1.00 OBJECTIVES OF THE GAME**

- 1.01** Coach Pitch/Kid Pitch is a game between two teams fielding ten players, each under the direction of a Head Coach played on a regulation Tee-Ball field in accordance with these rules, under jurisdiction of one or more Umpires.
- 1.02** The objective of each team is to focus on player development of all the players and promote an environment of fun and sportsmanship. The additional objective of each team is to win by scoring more runs than the opponent.
- 1.03** The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

**2.00 THE PLAYING FIELD**

- 2.01** The field shall be laid out according to the instructions, supplemented by Diagram 1.
- a. The infield shall be a 55-foot square.
  - b. The outfield shall be the area between two foul lines formed by extending two sides of the square as in Diagram 1. The distance from home base to the nearest fence in fair territory should be 125 feet or more. A distance of 125 feet or more along the foul lines, and to center field is used. The infield shall be graded so that the base lines and home base are level.
  - c. The infield past the foul zone and the outfield, including the boundary lines, are fair territory and all other area is foul territory
  - d. All bases, batter's boxes, catcher's circles, pitcher's rubber and coach's boxes shall be laid out as per Diagram 1.
  - e. There shall be an infield restraining line 10 feet in front of the base paths and an outfield restraining line 15 feet behind the base paths as per Diagram 1.
  - f. There shall be no foul zone arc in front of home plate. A batted ball landing in front of home plate and remaining in fair territory will be a live and playable ball.

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- 2.02** Home base shall be marked by a five-sided slab of white rubber. It shall be a 17-inch square with two of the corners filled in so that one edge is 17 inches long, two are 8 ½ inches long and two are 12 inches long. It shall be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's rubber and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the plate shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home base.
- 2.03** White rubber bases, securely attached to the ground, shall mark second and third bases. First base will be a double safety, with the white base within the infield; the orange part of the base will be in foul territory. Third base shall be entirely within the infield. Both sections of first base shall be considered in play for the runner only. The white part of first base shall be considered in play for the defensive player for the purpose of determining safe or out on plays to first base. Second and third base will be 14 inches square and not more than 2 ½ inches thick. The purpose of the double safety base is to decrease the chance of injuries on plays to first base.
- 2.04** The ball used must meet Tee-Ball specifications. It shall weigh not less than 5 nor more than 5 1/4 ounces, and measure not less than 9 nor more than 9 1/4 inches in circumference.
- 2.05** The bat used must meet Tee-Ball specifications. Aluminum bats with up to 2-5/8" barrels and no more than 28 inches in length will be allowed, as long as they are stamped USA Baseball or USSSA 1.15 BPF. **PENALTY:** Batter is out and runners return. Illegal bat must be challenged before the next batter has received their first pitch. If, in the Umpire's judgment, a bat is unsafe due to wear or any similar reason, it must be removed from the game.
- 2.06**
- a. All players on a team shall wear numbered uniforms identical in color, trim and style. No shorts are allowed.
  - b. The league will provide each team with a distinctive uniform. Uniforms are the property of the player after the season is over.
  - c. No part of the uniform shall include a pattern that imitates or suggests the shape of a baseball.
  - d. No player shall attach to a uniform tape or other material of a different color than the uniform, unless approved by the board.
  - e. Glass buttons and polished metal shall not be used on a uniform.
  - f. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats or tennis shoes are permissible.

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- g. It is strongly recommended that all players wear protective cups or the female equivalent. These will not be provided by Bolingbrook Tee-Ball Association.
- h. Coaches cannot wear shoes with metal spikes and must wear a team shirt and cap.
- i. The coach-pitcher must wear a glove. Appropriate footwear should be worn to afford the coach-pitcher the maximum opportunity to avoid injury or interfering with a play.
- j. No jewelry shall be worn or attached to the uniform.
- k. Casts shall not be worn during a game.
- l. Players shall not consume food or chew gum while on the playing field or in the bench area during a game

**2.07** The league will provide to each team:

- a. a catcher's mask, chest protector, and shin guards for use by the catcher and four batting helmets with face masks for the batters.
- b. Use of the helmets by the batter, on-deck batter, all base runners and catcher is mandatory in all games and practices.

**2.08** Other than official games, the Tee-Ball playing fields shall not be used for any purpose (e.g. practices), except for Player Orientation or other league events scheduled by the Board of Directors.

**3.00 GAME PRELIMINARIES**

**3.01** Prior to the start of the season, Head Coaches must submit their team rules to the Coach Pitch/Kid-Pitch Coordinator and copying the President of the Board of Directors covering practice requirements and individual's conduct expectations. Disciplinary action affecting game participation is not allowed without prior approval by the Board of Directors.

**3.02** Before the game begins, the Plate Umpire shall-

- a. require strict observance of all rules governing team personnel, implements of play and equipment of players;
- b. be sure that all playing lines are marked and suitable for play as per Diagram 1;
- c. receive a game ball from the League Official, which will be awarded to the home team upon completion of the game;
- d. be the sole judge of the fitness of the ball to be used in the game.

**3.03** No player or coach shall intentionally discolor or damage the ball in any way.

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**PENALTY:** The Umpire shall remove the ball and offender from the game.

- 3.04** There may be only one change or combination of changes of fielders' positions per inning. A time out must be called. A maximum of two time outs per inning per team is allowed. Crossing over of fielders is considered a change.
- 3.05** All players of a game will be in the lineup and bat in rotation. Any player arriving after the start of the game will be inserted at the end of the lineup.
- 3.06** All players are required to sit one time prior to any child sitting a second time in a single game. This will include ALL regular season and playoff games.
- 3.07** The defensive alignment will consist of a catcher, player-pitcher, four infielders and four outfielders. In the event of less than 10 players on a team, field positions will be eliminated from the outfield. If a team is unable to field a complete team- the game can still be decided to be played. There will not be any automatic forfeits due to roster size. The minimum number of players must be 6 to start the game or forfeit. If it decreases after the game begins, a forfeit will not be in play.
- 3.08** The League Officialr the Park District will determine the fitness of the playing field before the start of the game.
- 3.09** The Plate Umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Plate Umpire shall not call the game before conferring with the League Official and not until at least 30 minutes after play has been suspended. The Plate Umpire may continue suspension as long as there is any chance to resume play
- 3.10** When the Plate Umpire suspends play, "Time" shall be called. At the Plate Umpire's call of "Play Ball" the suspension is lifted and play resumes.
- 3.11** Members of the offensive team shall carry all gloves and other equipment off the field and into the bench area while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- 3.12** No person shall be allowed on the playing field during a game except uniformed players, coaches and Umpires. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the Interference and no runners on base

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may advance. Should a thrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.

- 3.13** When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the Umpire shall impose such penalties as in the Umpire's opinion will nullify the act of interference. If spectator Interference clearly prevents a fielder from catching a fly ball, the Umpire shall declare the batter out.
- 3.14** Players shall sit on their team's bench unless participating in the game or preparing to enter the game. When batters or base runners are retired, they must return to the bench at once. No one except eligible players in uniform and coaches shall occupy the bench area. Batboys and/or Batgirls are not permitted.

**4.00     STARTING AND ENDING THE GAME**

- 4.01** Both scorekeepers will exchange lineups prior to the start of the game. Lineups include name and shirt number.
- 4.02** The Plate Umpire will call all coaches to home base to go over any rules of question.
- 4.03** The Plate Umpire will notify both scorekeepers of official starting time.
- 4.04** At the time set for beginning the game, the players of the home team shall take their defensive positions and the first batter of the visiting team shall take position in the batter's box.
- 4.05** This league will use a combination of player and coach pitch. Coach pitchers must be a "certified" coach or a person designated by a certified coach
- a. Pitchers shall not be allowed to pitch in more than 2 innings in one calendar day
  - b. Pitchers shall not be allowed to pitch in more than five innings in any one-calendar week (Monday-Sunday).
  - c. Pitchers, after pitching 2 innings in the same calendar day, shall have 40 hours of rest from the actual starting time of the game before pitching again. Note: for the purpose of this rule for total innings pitched, one (1) pitch thrown will be considered one (1) inning.
  - d. Managers are allowed one visit to the pitcher's mound each half inning per pitcher. If a second trip to the mound is made by the Manager or a rostered or approved coach while the same pitcher is pitching, a pitching change is required to be made by the Manager or rostered or approved coach.

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- e. There are no walks allowed
  - i. No intentional walks are allowed
  - ii. During first part of season (Prior to player pitcher being involved/During the first 3 or 4 weeks (see rule I below) the Coach-Pitcher will get 6 pitches. There will not be any balls or strikes called. Max of 6 pitches will be allowed maximum unless final pitch is fouled off
  - iii. Player pitch will convert to Coach Pitch in the event that the pitcher throws three (3) balls without throwing a strike, a 3-0 count, or if the pitcher throws four (4) balls (4-1 or 4-2).
  - iv. If the offensive coach has to come in to pitch in player pitch games, the player pitcher must have one (1) foot on the mound while the coach is pitching
  - v. Coach pitchers will be positioned so that, upon completing a pitch, his lead foot shall not touch or cross a line drawn 32 feet from the back tip of home plate.
  - vi. Coach pitcher have the option to pitch from a standing position or from a knee as long as all parts remain behind the 32 ft line.
  - vii. The coach-pitcher must pitch overhand to the batter.
  - viii. After a ball has been put into play by the batter, the coach-pitcher should crouch down or, if possible, leave the field completely.
  - ix. When a coach pitches, there is no more ball/strike count . They will only be allowed three (3) pitches. This is unless the final pitch is continued to be fouled off.
- f. If a batter is hit by a pitch by a player pitcher, the coach pitcher will come into the game.
- g. If a player pitcher hits 2 batters in the same inning, they must be removed from pitching for that inning. They may return in another inning up to their maximum innings allowed (2 total innings).
- h. No balks are called.
- i. No pick offs are allowed
- j. Regular Season:
  - i. First 3 games-Coach Pitch only Pitches thrown by coach. The remaining games-all players can pitch at coach's discretion
  - ii. Rest periods must be strictly followed for player pitchers
- k. Playoffs:
  - i. All players can pitch at coach's discretion
- k. Rest periods must be strictly followed for player pitchers

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- 4.06** The batting order shall be followed throughout the game.
- 4.07** Only one defensive coach is allowed in the outfield area.
- 4.08** There are three offensive coaches allowed: two base coaches positioned in the outfield and a coach-pitcher. The coach-pitcher will be a certified coach. The coach-pitcher may not coach base runners in any way. The first offense will result in a warning from the umpire. Subsequent offenses will result in the lead runner being called out.
- 4.09** No coach, player or spectator, whether from the bench, playing field or spectator area, shall at any time-
- a. Incite, or try to incite by word or sign, a demonstration by the spectators;
  - b. use language or gestures which will in any manner refer to or reflect upon opposing players, coaches, Umpires or spectators;
  - c. show violent disapproval of an Umpire's decision;
  - d. display poor sportsmanship.

**PENALTY:** The offender will be removed from the playing facilities.

- 4.10** When a coach, player or spectator is removed from the playing facilities, they must leave the area immediately and take no further part in that game. The playing facilities include everything but the parking lot.

- 4.11** How a team scores:

- a. One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

**EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made-

1. by the batter-runner before touching first base;
  2. by any runner being forced out;
  3. by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
  4. Any runs scored by player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association will not be recorded. (In conjunction with Rule 7.06 EXCEPTION).
- b. Maximum of 5 runs are allowed per inning for the first 3 innings with unlimited runs for the next 2 innings of the game.

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- 4.12** a. A complete game consists of 90 minutes or five innings, whichever comes first, unless extended because of a tie score, or shortened because-
1. the home team needs none of its half of the last inning or only a fraction of it OR;
  2. the Plate Umpire calls the game;
- b. If a game is called or 90 minutes lapses, it is a regulation game, if-
1. Three innings have been completed;
  2. 90 minutes have been completed and each team has had equal at-bats (unless the home team is leading after the last completed half inning
- c. If the score is tied after five complete innings and 90 minutes has not lapsed, play shall continue until-
1. the visiting team has scored more total runs than the home team at the end of a completed inning;
  2. the home team scores the winning run in an incomplete inning.
- d. If the score is tied after 90 minutes lapses, the game may be suspended at the discretion of the Plate Umpire and the League Official or continued until completion of play. If the game is continued, a five-minute break may be allotted to each team.
- e. A regulation game may be called while the score is tied due to weather or safety concerns at the discretion of the league official.
- f. Regulation games which have been called while the score is tied will be officially recorded as tie games and will not be completed at a later date.
- g. Any inning started will be completed, unless the home team needs none of its half of the last inning or only a fraction of it.
- h. The 90-minute time clock shall not stop for any reason except for an injury time out. In this instance only, the Plate Umpire shall extend the time limit to allow for the time in which play was stopped.
- i. If a game is called before it becomes a regulation game, when it is started over the line up can be changed.

**EXCEPTION:** All Playoff games will be played with no time limit.

**NOTE:** If, in the Plate Umpire's opinion, the game is not proceeding at a pace that will allow for a regulation game within the 90-minute time period, the Plate Umpire may, at the beginning of any inning, impose limits on both teams with regards to the amount of time taken to instruct batters.

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**4.13** The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- a. The game ends when the visiting team completes its half of the last inning, if the home team is ahead.
- b. The game ends when the last inning is completed, if the visiting team is ahead.
- c. If the home team scores the winning run in its half of the last inning, the game ends immediately when the winning run is scored.

**EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home base. If the batter is called out for passing a preceding runner, the game ends immediately when the winning run is scored.

**NOTE:** Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team being the winner.

- d. A called game ends at the moment the Plate Umpire terminates play.

**EXCEPTION:** If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning if the visiting team scores one or more runs to tie the score or take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

**4.14** A game may be forfeited by the Plate Umpire to the opposing team, when a team-

- a. is not able to place eight players on the field within 10 minutes after the appointed time for beginning the game;
- b. is unable or refuses to place eight players on the field while a game is in progress;
- c. being upon the field, refuses to start play within 10 minutes after the appointed time for beginning the game, unless such delay, in the Plate Umpire's judgment, is unavoidable;
- d. refuses to continue play unless the game was terminated by the Plate Umpire;
- e. fails to resume play, after the game was halted by the Plate Umpire, within one minute after the Plate Umpire has called "Play ball;";
- f. fails to obey, within a reasonable time, the Umpire's order to remove a coach, player or spectator from the playing facility.

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- g. after warning by the Umpire, willfully and persistently violates any rules of the game;
- h. employs tactics designed to delay or shorten the game.

**4.15 NO PROTESTS SHALL BE HONORED**

**4.16** The infield fly rule does not apply.

**4.17** An APPEAL is made by a coach approaching the Plate Umpire after time has been called. The Head Coach explains his/her appeal to the Plate Umpire, and the Plate Umpire (with assistance from any field umpires needed) will immediately rule on the appeal. No participation from players is necessary. An appeal cannot be granted after the onset of the next play.

**5.00 PUTTING THE BALL IN PLAY - LIVE BALL**

**5.01** Prior to putting the ball in play, the ball will be delivered to the coach-pitcher, who will hold the ball over his head to alert the defensive team that the ball is about to be pitched. The home plate umpire **will not** ask the defensive team if they are ready, nor will he call "Play ball".

**5.02** The catcher- will be positioned behind home plate, and player-pitcher- will be positioned with at least 1 foot on the pitcher's rubber when pitching. When a coach pitcher comes in the game, a player pitcher will be positioned with at least 1 foot within the dirt portion of the pitcher's mound, but no closer to home plate than the pitcher's rubber.

- a. All defensive players other than the catcher shall be in fair territory before the ball is hit.
- b. Defensive players may leave their positions to make a play once the ball is hit, but not before.
- c. When an improperly positioned defensive player is involved in a play resulting in an out, the umpire immediately calls time out, the batter is awarded 1<sup>st</sup> base, all base runners advance one base from their original position.

**5.03** For safety reasons, no warm-up swings will be permitted. No bunting or slashing are allowed.

- a. Once contact with the ball has been made by the bat, the ball is live and in play and remains live and in play until, for legal cause, or at the Umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was live (such as, but not

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limited to, an overthrow, obstruction, or a home run or other fair hit out of the playing field).

- 5.04** The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.05** The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.06** When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team. "see 4.11.a.4"
- a. A maximum of 5 runs per inning can be scored by the offensive team in the first 3 innings of a game. For the two remaining innings, unlimited runs can be scored
- 5.07** When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.08** If a batted ball hits a defensive coach in the infield or outfield, the ball is dead. The batter is awarded first base and all baserunners will be awarded one base.
- 5.09** If a thrown ball accidentally touches a Base Coach, Coach-Pitcher, or Umpire, the ball is live and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 5.10** The ball becomes dead and runners return to their bases, without liability to be put out when-
1. a ball is illegally batted either fair or foul
2. a foul ball is not caught
3. the batter is declared out for throwing his bat (Reference Rule 6.06e)
4. a batted ball strikes the coach-pitcher. The batter returns to the plate and base runners to their original bases. This will not count as one of the six pitches allowed.
5. If the coach-pitcher touches or crosses over the pitching line, the umpire shall declare a "Dead Ball"; this will count as one of the six pitches allotted, with batter and runner(s) returning to their occupied base at the time of the pitch.
- 5.11** The ball becomes dead when an Umpire calls "Time."
- a. The ball becomes dead once the ball enters the infield (when hit to the outfield)
- 1.Runners are allowed to advance one base per hit, unless the

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ball is hit to the outfield. Time is called when the ball crosses into the infield.

2. Defensive players can still make a live play on the runner, if the runner hasn't reached the base that he/she is advancing to

b. The Umpire shall call "Time" when -

1. in said Umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;
2. an accident incapacitates a player or an Umpire; runner's advance, if forced;

**NOTE:** If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.

3. a coach requests "Time" for a substitution, a defensive change, or for a conference with one or more of the players;
4. the Umpire wishes to examine the ball, to consult with either coach, or for any similar cause;
5. an Umpire orders a player or any other person removed from the playing facility

**NOTE:** Except in the case stated in paragraph 'b. 2.' of this rule, no Umpire shall call "Time" while a play is in progress.

c. If a runner continues running after the ball is considered dead, an out can still be made on the player while they are in the base path. If a player reaches a base safely, they will not be considered out even if tagged. The umpire will instead send them back to the correct base after the conclusion of the play.

**5.12** The ball becomes dead when all runners, including the batter-runner, have legally scored or been put out and no runners are left on any base.

**5.13** After the ball is dead, the defensive team shall promptly return the ball to the Plate Umpire. The next or current batter of the offensive team shall take position in the batter's box. Play shall be resumed by the Plate Umpire, as in Rule 5.01.

**6.00 THE BATTER**

**6.01** a. Each player of the offensive team shall bat in the order that their name appears in the team's batting order.

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- b. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who batted in the preceding inning.
  - c. The maximum number of runs the offensive team can score is five in the each of the first three innings. For the remaining two innings, unlimited runs can be scored.
- 6.02**
- a. The batter shall take position in the batter's box promptly when it is said batter's time at bat.
  - b. The batter shall not leave that position in the batter's box after the Plate Umpire calls "Play ball" until said batter has struck at the ball.
  - c. If for any reason the batter refuses to take position in the batter's box during a time at bat, that batter shall be declared out.
- 6.03** The batter's legal position shall be both feet within the batter's box. The lines defining the box are within the batter's box.
- 6.04** A batter has legally completed a time at bat when said batter is put out or becomes a runner.
- 6.05** One strike shall be called on the batter when, in the Plate Umpire's judgment, -
- 1. the ball is struck at by the batter and completely missed;
  - 2. the ball is hit foul by the batter when there are less than three strikes
- 6.06** A batter is out when -
- a. a fair or foul fly ball is legally caught by a fielder. In order for a foul ball caught by the catcher to be considered a foul fly ball, the ball must achieve a height greater than the top of the batter's head.
  - b. the third strike is called by the Plate Umpire;
  - c. the batter strikes out or when the coach pitcher comes in and throws three pitches, unless the third pitch is continually fouled off in which the batter will continue to hit until they put the ball in play, fail to swing, or swing and miss the pitch.
  - d. in the Plate Umpire's judgment, the batter intentionally bunts or slashes. No bunting or slashing is allowed. The ball is dead and no runners may advance. Anything less than a full swing is considered a bunt;
  - e. the batter throws the bat, the ball is declared dead and the runners return

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- f. a fair ball touches said batter before touching a fielder;
- g. after hitting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- h. after hitting a foul ball, that batter-runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- i. after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- j. in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line, or more than three feet outside (to the right of) the foul line and, in the Umpire's judgment, in so doing interferes with the fielder taking the throw at first base;  

**EXCEPTION:** the batter-runner may run inside (to the left of) the foul line or more than three feet outside (to the right of) the foul line to avoid a fielder attempting to field a batted ball.
- k. a preceding runner shall, in the Umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play;
- l. hitting the ball with both feet on the ground entirely outside the batter's box;
- m. stepping from one batter's box to the other after the Plate Umpire calls "Play ball;"
- n. swinging at the ball more than once during the same play.
- o. hitting the ball and when one foot is touching home plate;

**6.07** Batting out of turn-

- a. The home plate umpire shall be made aware that a batter is batting, or has batted, out of turn.
- b. If the improper batter has not yet completed a turn at bat by becoming a runner or being put out, the proper batter will take position in the batter's box. Any strikes accumulated by the improper batter will be counted against the proper batter.
- c. If an improper batter becomes a runner or is put out, and the home plate umpire becomes aware of the improper batter prior to calling "Play ball" to the next batter of either team, the plate umpire shall

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1. declare the improper batter out
2. nullify any advance or score made because of a ball batted by the improper batter when the improper batter is called out for failing to bat in turn, the batting order will proceed beginning with the batter who should have batted in place of the improper batter called out and skipping the scheduled at-bat of the improper batter called out, whenever that at-bat would occur.
- d. If an improper batter becomes a runner or is put out and the plate umpire calls "Play ball" to the next batter, the improper batter thereby becomes the proper batter and the result of such time at bat becomes legal. When the result of an at-bat by an improper batter have been legalized as described above, the batting order will continue with the name following that of the legalized improper batter.

**6.08** The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when-

- a. the catcher or any fielder obstructs the batter, while attempting to get to first base, after making contact with the ball.
- b. a fair ball touches an Umpire or a runner in fair territory before touching a fielder.

**6.09** The batter becomes a runner when -

- a. a fair ball is hit;
- b. a fair fly ball passes over a fence. Such hit entitles the batter to a home run when all bases have been legally touched. The batter shall be awarded the ball;
- c. a fair ball, after touching the ground, passes through, over or under a fence, in which case the batter and runners shall be entitled to advance two bases;
- d. a fair ball which, either before or after touching the ground, passes through or under a fence, or which sticks in a fence in which case the batter and runners shall be entitled to advance two bases;
- e. any bounding fair ball is deflected by the fielder over or under a fence on fair or foul territory, in which case the batter and runners shall be entitled to advance two bases;
- f. any fair fly ball is deflected by a fielder over the fence into foul territory, in which case the batter and runners shall be entitled to advance two bases; but if deflected over the fence in fair territory, the batter shall be entitled to a home run.

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**7.00 THE RUNNER**

**7.01** A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

**EXCEPTION:** The runner may only advance to the next available base if forced when a batter deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association has put the ball in play.

**7.02** In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead under any provision of Rule 5.09. In such case, the runner may go directly to the original base.

**7.03** Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the same base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

**EXCEPTION:** If the following runner has been forced to advance to said base by reason of the batter becoming a runner, then the preceding runner shall be out when tagged. See Rule 7.01.

**7.04** Each runner including the batter-runner may, without liability to be put out, advance-

- a. to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the Umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap or any article of apparel;
- b. three bases, if a fielder deliberately touches a fair ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home base, at the batter's own risk;
- c. three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home base, at the batter's own risk;
- d. two bases, if a fielder deliberately touches a thrown ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
- e. two bases, if a fielder deliberately throws a glove at, and touches, a thrown ball. The ball is in play;

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- f. two bases, if a fair ball is deflected after touching fair territory over a fence; or if it goes through or under a fence, or if it sticks in a fence;
- g. No player shall advance on an overthrow ball and/or if a ball is missed by the receiving fielder

**NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that; runner returns to the missed base.

**7.05** When obstruction occurs:

- a. If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the Umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.
- b. If no play is being made on the obstructed runner, the play shall proceed until the Umpire calls "Time." The Umpire shall then impose such penalties, if any, as in that Umpire's judgment, will nullify the act of obstruction.

**7.06** Any runner is out when -

- a. running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder in the act of fielding a batted ball.
- b. the runner does not slide or attempt to avoid contact with a fielder in possession of the ball waiting to make the tag.
- c. that runner is tagged, when the ball is live, while off a base;

**EXCEPTION:** A batter-runner cannot be tagged out after overrunning or over-sliding first base if said batter-runner does not make an attempt to advance to second base.

**EXCEPTION:** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base, if the runner had reached the base safely.

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**EXCEPTION:** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the Umpire's judgment, that runner touches or occupies the point marked by the dislodged base.

- d. failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall not be called out for failure to retouch the base after the Plate Umpire calls "Play ball" to begin the next play. This is an appeal play;

**NOTE:** Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.

- e. failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if overrunning or over-sliding the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;
- f. touched by a ball in fair territory, **while not touching a base**, before the ball has touched an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance (also refer to rule 7.07 i),
- g. leading off base, or leaving the base before the ball is struck by the batter, no stealing is allowed;
- h. passing the preceding runner before such runner is out;
- i. after acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The Umpire shall immediately call "Time" and declare the runner out;
- j. in running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the Umpire for a decision;
- k. an offensive coach interferes with the runner in such a way as to assist the runner in returning to or leaving a base, while the ball is in play;

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**EXCEPTION:** A Base Coach may assist a runner (e.g. a hand touching the runner) in leaving first or third base, if said runner has a disability. The Umpires and opposing Head Coach must be notified of this condition before the start of the game and immediately before said player's time at bat.

- I. in the Umpire's judgment, the runner intentionally causes the helmet to be removed from the runner's head while running the bases.

**EXCEPTION:** No player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association shall EVER have an out recorded against them. The batter can be retired, but no out will be recorded. (See Coach's Code of Conduct)

**7.07** It is interference by a batter, runner, or coach-pitcher when -

- a. after hitting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- b. the batter intentionally deflects the course of a foul ball in any manner;
- c. any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
- d. in the Umpire's judgment, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event can bases be run or runs scored because of such action by a runner;
- e. in the Umpire's judgment, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the batter-runner out for interference and shall also call out the runner who has advanced closest to the home base, regardless of where the double play might have been possible. In no event shall bases be run because of such interference;
- f. with a runner on base, the Base Coach acts in any manner to draw a throw by a fielder;
- g. in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line or more than three feet outside (to the right

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- of) the foul line and, in the Umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
- h. the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in contact with one or more of them, the Umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the Umpire determines to be entitled to field such a ball;
  - i. the runner intentionally fails to avoid contact with a ball in play (also refer to rule 7.06 f).
  - j. A coach-pitcher may be called for interference if, in the opinion of the umpire, he intentionally obstructs an infielder or makes contact with a batted ball. If this occurs, the batter will be called out and the base runners will return to their original bases.
  - k. **PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

**7.08** Any runner shall be called out on appeal when -

- k. after a fly ball is caught, the runner fails to retouch the base before said runner or the base is tagged;
- k. with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or the missed base, is tagged;

**NOTE:** No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one abandoned, after said runner has advanced to and touched a base beyond the missed base.

- k. overrunning or over sliding first base, the runner starts toward the bench, or other position and fails to return to first base at once, that runner is out on appeal, when said runner or base is tagged.
- k. the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

**NOTE:** Any appeal under this rule must be made before the Plate Umpire calls "Play ball" to begin the next play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field (the defensive team has left the field when no players remain in fair territory). An appeal is not to be interpreted as a play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base

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shall not be allowed by the Plate Umpire. Appeal plays may require the Plate Umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.

- 7.09** The players and coaches of an offensive team shall vacate any space needed by a fielder who is attempting to field a batted or thrown ball.

**PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

- 7.10** Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

**8.00 THE UMPIRE**

- 8.01**
- a. The Head Umpire shall hire one or more Umpires to officiate at each league game. The Plate Umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
  - b. Each Umpire is the representative of the Bolingbrook Tee-Ball Association and is authorized and required to enforce all of these rules. Each Umpire has authority to order a player, coach or spectator to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
  - c. Each Umpire has authority to rule on any point not specifically covered in these rules.
  - d. Each Umpire has authority to disqualify any player or coach for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing facilities. If an Umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until the Umpire calls "Time," suspending play.
  - e. All Umpires have authority at their discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.
  - f. In the case of a hired umpire being unavailable, a member of the Board of Directors will officiate.

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- 8.02**
- a. Any Umpire's decision which involves judgment is final, such as, but not limited to, whether a batted ball is fair or foul, or whether a runner is safe or out. No player or coach shall object to any such judgment decisions. There is a zero-tolerance policy on acting out towards the umpire in game situations.
  - b. If there is reasonable doubt that any Umpire's decision may be in conflict with the rules, the Head Coach may appeal the decision and ask that a correct ruling be made. Such appeal may be made only to the Plate Umpire.
  - c. If a decision is appealed, the Umpire making the decision may ask another Umpire for information before making a final decision. No Umpire shall criticize, seek to reverse or interfere with another Umpire's decision unless asked to do so by the Umpire making it.
  - d. If different decisions should be made on one play by different Umpires, the Plate Umpire shall call all the Umpires into consultation, with no coach or player present. After consultation, the Plate Umpire shall determine which decision shall prevail, based on which Umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
- 8.03**
- a. The Plate Umpire shall report to the League Official, after the end of the game, all violations of rules and other incidents worthy of comment, including the ejection of any coach, player or spectator, and the reasons therefore.
  - b. When any coach or player is ejected for a flagrant offense such as the use of obscene or indecent language, or an assault upon an Umpire, coach or player, the Plate Umpire shall forward full particulars in writing to the league President within twenty-four hours after the end of the game.
  - c. After receiving the Plate Umpire's report that a coach or player has been ejected, the league President shall require such coach or player to appear before the Board of Directors at a regularly scheduled meeting to explain his conduct. In the case of a player, the Head Coach shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. Coaches or players that have been ejected are not allowed to participate in any league functions, including games, until such meeting with the Board of Directors takes place.
- 8.04** Umpires shall not wear shoes with metal spikes or cleats.

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**TEE-BALL DIVISION:**

**1.00 OBJECTIVES OF THE GAME**

- 1.01** Tee-Ball is a game between two teams fielding twelve players, each under the direction of a Head Coach played on a regulation Tee-Ball field in accordance with these rules, under jurisdiction of one or more Umpires. The objective of each team is to focus on player development of all the players and promote an environment of fun and sportsmanship.
- 1.02** The additional objective of each team is to win by scoring more runs than the opponent.
- 1.03** The winner of the game shall be that team which shall have scored, in accordance with these rules, the greater number of runs at the conclusion of a regulation game.

**2.00 THE PLAYING FIELD**

- 2.01** The field shall be laid out according to the instructions, supplemented by Diagram 1.
- a. The infield shall be a 55-foot square.
  - b. The outfield shall be the area between two foul lines formed by extending two sides of the square as in Diagram 1. The distance from home base to the nearest fence in fair territory should be 125 feet or more. A distance of 125 feet or more along the foul lines, and to center field is used. The infield shall be graded so that the base lines and home base are level.
  - c. The infield past the foul zone and the outfield, including the boundary lines, are fair territory and all other area is foul territory
  - d. All bases, batter's boxes, catcher's circles, pitcher's rubber and coach's boxes shall be laid out as per Diagram 1.
  - e. Catcher's circle will remain on the left side of home plate for the duration of the game to minimize collisions of the catcher and batter along the first base line. This is subject to change by discretion of the tee-ball board depending on a review of player safety.
  - f. There shall be an infield restraining line 10 feet in front of the base paths and an outfield restraining line 15 feet behind the base paths as per Diagram 1.
  - g. There shall be a foul zone with a 5-foot radius from the rear point of home base between the first and third base lines as per Diagram 2.
- 2.02** Home base shall be marked by a five-sided slab of white rubber. It shall be a 17-inch square with two of the corners filled in so that one edge is 17 inches long, two are 8 ½ inches long and two are 12 inches long. It shall

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be set in the ground with the point at the intersection of the lines extending from home base to first base and to third base; with the 17-inch edge facing the pitcher's rubber and the two 12-inch edges coinciding with the first and third base lines. The top edges of home base shall be beveled and the plate shall be fixed in the ground level with the ground surface. The black beveled edge is not considered part of home base.

- 2.03** White rubber bases, securely attached to the ground, shall mark second and third bases. First base will be a double safety, with the white base within the infield; the orange part of the base will be in foul territory. Third base shall be entirely within the infield. Both sections of first base shall be considered in play for the runner only. The white part of first base shall be considered in play for the defensive player for the purpose of determining safe or out on plays to first base. Second and third base will be 14 inches square and not more than 2 ½ inches thick. The purpose of the double safety base is to decrease the chance of injuries on plays to first base.
- 2.04** The ball used must meet Tee-Ball specifications. It shall weigh not less than 5 nor more than 5 1/4 ounces, and measure not less than 9 nor more than 9 1/4 inches in circumference.
- 2.05** The bat used must meet Tee-Ball specifications.
- a. Bats can be wooden or aluminum. It shall not be more than 27 inches in length, nor more than 2 5/8 inches in diameter. Colored bats are acceptable. All bats must be manufacturer's labeled Tee-Ball, T-Ball, Tee-Shot or T-Shot
- 2.06**
- a. All players on a team shall wear numbered uniforms identical or nearly identical in color, trim and style. No shorts are allowed.
  - b. The league will provide each team with a distinctive uniform. Uniforms are the property of the player after the season is over.
  - c. No player shall attach to a uniform tape or other material of a different color than the uniform, unless approved by the board.
  - d. Glass buttons and polished metal shall not be used on a uniform.
  - e. Shoes with metal spikes or cleats are not permitted. Shoes with molded cleats or tennis shoes are permissible.
  - f. Coaches cannot wear shoes with metal spikes and must wear a team shirt and cap.
  - g. The coach pitcher must wear a glove. Appropriate footwear should be worn to afford the coach-pitcher the maximum opportunity to avoid injury or interfering with a play.
  - h. No jewelry shall be worn or attached to the uniform.

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- i. Casts shall not be worn during a game.
- j. Players shall not consume food or chew gum while on the playing field or in the bench area during a game

- 2.07** The league will provide to each team: four batting helmets and one catcher's helmet. Use of the helmets by the batter, on-deck batter, all base runners and catcher is mandatory in all games and practices.
- 2.08** Other than official games, the Tee-Ball playing fields shall not be used for any purpose (e.g. practices), except for Player Orientation or other league events scheduled by the Board of Directors.

**3.00 GAME PRELIMINARIES**

- 3.01** Prior to the start of the season, Head Coaches must submit their team rules to the Tee-Ball Coordinator and copying the President of the Board of Directors covering practice requirements and individual's conduct expectations. Disciplinary action affecting game participation is not allowed without prior approval by the Board of Directors.

- 3.02** Before the game begins, the Plate Umpire shall-

- a. require strict observance of all rules governing team personnel, implements of play and equipment of players;
- b. be sure that all playing lines are marked and suitable for play as per Diagram 1;
- c. receive a game ball from the League Official, which will be awarded to the home team upon completion of the game;
- d. be the sole judge of the fitness of the ball to be used in the game.

- 3.03** No player or coach shall intentionally discolor or damage the ball in any way.

**PENALTY:** The Umpire shall remove the ball and offender from the game.

- 3.04** There may be only one change or combination of changes of fielders' positions per inning. A time out must be called. A maximum of two time outs per inning per team is allowed. Crossing over of fielders is considered a change.

- 3.05** All players of a game will be in the lineup and bat in rotation. Any player arriving after the start of the game will be inserted at the end of the lineup.

- 3.06** All players are required to sit one time prior to any child sitting a second time in a single game. This will include ALL regular season and playoff games. No child is permitted to play the positions of pitcher, catcher, or first base twice in a single game. Each child shall play the infield at least

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once during the course of the game. **\*\*The Board of Directors has the right to enforce this rule at any time.**

- 3.07** The defensive alignment will consist of a catcher, pitcher, 4 infielders and 6 outfielders. In the event of less than 12 players on a team, field positions will be eliminated from the outfield. There will not be any automatic forfeits for the number of players. In the event that there are fewer than 9 players available the "9<sup>th</sup> Batter Rule" will be in effect for the number of players. For Instance, if a team is only able to field 8 players then the 8<sup>th</sup> batter would be considered the "9<sup>th</sup> Batter". Exceptions can be made based on the explicit guidance of the tee-ball board.
- 3.08** The League Official or the Park District will determine the fitness of the playing field before the start of the game.
- 3.09** The Plate Umpire shall be the sole judge as to whether and when play shall be suspended during a game because of unsuitable weather conditions or the unfit condition of the playing field; as to whether and when play shall be resumed after such suspension; and as to whether and when a game shall be terminated after such suspension. Said Plate Umpire shall not call the game before conferring with the League Official and not until at least 30 minutes after play has been suspended. The Plate Umpire may continue suspension as long as there is any chance to resume play.
- 3.10** When the Plate Umpire suspends play, "Time" shall be called. At the Plate Umpire's call of "Play Ball" the suspension is lifted and play resumes.
- 3.11** Members of the offensive team shall carry all gloves and other equipment off the field and into the bench area while their team is at bat. No equipment shall be left lying on the field, either in fair or foul territory.
- 3.12** No person shall be allowed on the playing field during a game except uniformed players, coaches and Umpires. In case of intentional interference with play by any person authorized to be on the playing field, the ball is dead at the moment of the Interference and no runners on base may advance. Should a thrown ball accidentally touch an authorized person, it will not be considered interference and the ball will remain live.
- 3.13** When there is spectator interference with any thrown or batted ball, the ball shall be dead at the moment of interference and the Umpire shall impose such penalties as in the Umpire's opinion will nullify the act of interference. If spectator Interference clearly prevents a fielder from catching a fly ball, the Umpire shall declare the batter out.
- 3.14** Players shall sit on their team's bench unless participating in the game or preparing to enter the game. When batters or base runners are retired, they must return to the bench at once. No one except eligible players in

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uniform and coaches shall occupy the bench area. Batboys and/or Batgirls are not permitted.

**4.00 STARTING AND ENDING THE GAME**

- 4.01** Both scorekeepers will exchange lineups prior to the start of the game. Lineups include name and shirt number.
- 4.02** The Plate Umpire will call all coaches to home base to go over any rules of question.
- 4.03** The Plate Umpire will notify both scorekeepers of official starting time.
- 4.04** At the time set for beginning the game, the players of the home team shall take their defensive positions and the first batter of the visiting team shall take position in the batter's box.

**4.05 A. Regular Season**

- i. First three (3) weeks will have the ball hit from the tee. Players will have four swings to put the ball into play. If they fail to put the ball in play, the last swing will be considered an out even if the ball is foul.
- ii. Final 5-7 weeks of the season will have the certified coach pitchers pitch four pitches
  - a. If the batter does not hit the ball in the first four pitches, the tee will be brought out and the batter will have two swings to hit the ball in fair territory. If the batter hits the ball foul, additional swings will be awarded until the ball is batted in fair territory or a strikeout occurs.
  - b. In order for the ball to be considered fair, it needs to be batted outside of the foul circle and inside the foul lines.

**B. Playoffs**

- i. Playoff games will be handled in the same format at the final 5-7 games of the regular season.

- 4.06** The batting order shall be followed throughout the game.
- 4.07** There are two defensive coaches allowed on the field, two coaches must stay in the outfield area grass at all times.
- 4.08** There are four offensive coaches allowed: For the first three games of the season, there are two base coaches and one batting coach (4<sup>th</sup> coach needs to be at the bench). For the remaining games of the regular season, there are two base coaches, a hitting coach and a coach-pitcher. The coach-pitcher will be a

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certified coach or someone designated by the certified coach. They will be positioned on the field in the middle of the mound and home plate. For the playoffs, the format for the final 5-7 games of the regular season will be followed. The coach-pitcher must pitch overhand to the batter. After a ball has been put into play by the batter, the coach-pitcher should crouch down or, if possible, leave the field completely. The coach-pitcher may coach the batter to a proper position but may not coach base runners in any way. The first offense will result in a warning from the umpire. Subsequent offenses will result in the lead runner being called out.

**4.09** No coach, player or spectator, whether from the bench, playing field or spectator area, shall at any time-

- a. Incite, or try to incite by word or sign, a demonstration by the spectators;
- b. use language or gestures which will in any manner refer to or reflect upon opposing players, coaches, Umpires or spectators;
- c. show disapproval of an Umpire's decision;
- d. display poor sportsmanship.

**PENALTY:** The offender will be removed from the playing facilities.  
Failure to leave will result in forfeit for the offending team.

**4.10** When a coach, player or spectator is removed from the playing facilities, they must leave the area immediately and take no further part in that game. The playing facilities include everything but the parking lot.

**4.11** How a team scores:

One run shall be scored each time a runner legally advances to and touches first, second, third and home base before three players are put out to end the inning.

**EXCEPTION:** A run is not scored if the runner advances to home base during a play in which the third out is made-

1. by the batter-runner before touching first base;
2. by any runner being forced out;
3. by a preceding runner who is declared out because that runner failed to touch one of the bases (appeal play).
4. Any runs scored by player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association will not be recorded.

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- 4.12** a. A complete game consists of 90 minutes or four innings, whichever comes first, unless extended because of a tie score, or shortened because-
1. the home team needs none of its half of the last inning or only a fraction of it OR;
  2. the Plate Umpire calls the game OR;
  3. home team is losing by more than nine runs after three complete innings
- b. If a game is called or 90 minutes lapses, it is a regulation game, if-
1. three innings have been completed;
  2. the home team has scored more runs in two or three and a fraction half-innings than the visiting team has scored in four completed half-innings.
- c. If the score is tied after four complete innings and 90 minutes has not lapsed, play shall continue until-
1. the visiting team has scored more total runs than the home team at the end of a completed inning;
  2. the home team scores the winning run in an incomplete inning.
- d. If the score is tied after 90 minutes lapses, the game may be suspended at the discretion of the Plate Umpire and the League Official or continued until completion of play. If the game is continued, a five-minute break may be allotted to each team.
- e. A regulation game may be called while the score is tied due to weather or safety concerns at the discretion of the league official.
- f. Regulation games which have been called while the score is tied will be officially recorded as tie games and will not be completed at a later date.
- g. Any inning started will be completed, unless the home team needs none of its half of the last inning or only a fraction of it.
- h. The 90-minute time clock shall not stop for any reason except for an injury time out. In this instance only, the Plate Umpire shall extend the time limit to allow for the time in which play was stopped.
- i. If a game is called before it becomes a regulation game, when it is started over the line up can be changed.

**EXCEPTION:** All Playoff games will be played with no time limit.

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**NOTE:** If, in the Plate Umpire's opinion, the game is not proceeding at a pace that will allow for a regulation game within the 90-minute time period, the Plate Umpire may, at the beginning of any inning, impose limits on both teams with regards to the amount of time taken to instruct batters.

**4.13** The score of a regulation game is the total number of runs scored by each team at the moment the game ends.

- a. The game ends when the visiting team completes its half of the last inning, if the home team is ahead.
- b. The game ends when the last inning is completed, if the visiting team is ahead.
- c. If the home team scores the winning run in its half of the last inning, the game ends immediately when the winning run is scored.

**EXCEPTION:** If the last batter in a game hits a home run out of the playing field, the runners on base are permitted to score, in accordance with the base-running rules, and the game ends when the batter-runner touches home base. If the batter is called out for passing a preceding runner, the game ends immediately when the winning run is scored.

**NOTE:** Once a game becomes regulation and it is called with the home team taking the lead in an incomplete inning, the game ends with the home team being the winner.

- d. A called game ends at the moment the Plate Umpire terminates play.

**EXCEPTION:** If the game is called during an incomplete inning, the game ends at the end of the last previous completed inning if the visiting team scores one or more runs to tie the score or take the lead in the incomplete inning, and the home team does not tie the score or retake the lead in the incomplete inning.

**4.14** A game may be forfeited by the Plate Umpire to the opposing team, when a team-

- a. being upon the field, refuses to start play within 10 minutes after the appointed time for beginning the game, unless such delay, in the Plate Umpire's judgment, is unavoidable;
- b. refuses to continue play unless the game was terminated by the Plate Umpire;
- c. fails to resume play, after the game was halted by the Plate Umpire, within one minute after the Plate Umpire has called "Play ball;"
- d. fails to obey, within a reasonable time, the Umpire's order to remove a coach, player or spectator from the playing facility.

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- e. after warning by the Umpire, willfully and persistently violates any rules of the game;
- f. employs tactics designed to delay or shorten the game or engages in any activity the umpire in discussion with the tee ball board considers to be unsportsmanlike.

**4.15 NO PROTESTS SHALL BE HONORED**

**4.16** The infield fly rule does not apply.

**4.17** An APPEAL is made by a coach approaching the Plate Umpire after time has been called. The Head Coach explains his/her appeal to the Plate Umpire, and the Plate Umpire (with assistance from any field umpires needed) will immediately rule on the appeal. No participation from players is necessary. An appeal cannot be granted after the onset of the next play.

**4.18** No player shall advance on an overthrown ball.

**5.0 PUTTING THE BALL IN PLAY - LIVE BALL**

**5.01** First 3 Games of the regular season (while under Tee-ball Only rules) - Prior to putting the ball in play, the offensive team's Batting Coach will be allowed to adjust the tee and instruct the batter. The tee shall be positioned such that the ball will be within the strike zone. When the batter is ready, the Plate Umpire shall ask the defensive team if they are ready. As soon as all players are ready, the Plate Umpire shall place the ball on the tee, move into position behind the plate and call "Play ball".

1. Final 5-7 Games of the regular season - Prior to putting the ball in play, the ball will be delivered to the coach-pitcher, who will hold the ball over his head to alert the defensive team that the ball is about to be pitched. The home plate umpire will ask the defensive team if they are ready, and the umpire will he call "Play ball".
  - a. If the batter is unable to put the ball in play in the first four pitches, the offensive team's Batting Coach will be allowed to bring out the tee and adjust the tee and instruct the batter. The tee shall be positioned such that the ball will be within the strike zone. When the batter is ready, the Plate Umpire shall ask the defensive team if they are ready. As soon as all players are ready, the Plate Umpire shall place the ball on the tee, move into position behind the plate and call "Play ball".

**5.02** When the Plate Umpire calls "Play ball," all fielders must be in their proper positions. Positions are defined as: pitcher- one or both feet on the pitcher's rubber; infielders- between infield and outfield restraining lines; outfielders behind the outfield restraining line or grass line. When a coach

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pitcher is pitching the pitcher may stand with one foot in the dirt and one in the grass behind a line even with the pitching rubber

- 5.03** After the Plate Umpire calls “play ball,” the batter may proceed to hit the ball. For safety reasons, no warm-up swings will be permitted. Once contact with the ball has been made by the bat, the ball is live and in play and remains live and in play until, for legal cause, or at the Umpire's call of "Time" suspending play, the ball becomes dead. While the ball is dead, no player may be put out, no bases may be run and no runs may be scored, except that runners may advance one or more bases as the result of acts which occurred while the ball was live (such as, but not limited to an obstruction or a home run or other fair hit out of the playing field).
- 5.04** The offensive team's objective is to have its batter become a runner, and its runners advance.
- 5.05** The defensive team's objective is to prevent offensive players from becoming runners, and to prevent their advance around the bases.
- 5.06** When a batter becomes a runner and touches all bases legally, one run shall be scored for the offensive team.
- 5.07** When three offensive players are legally put out, that team takes the field and the opposing team becomes the offensive team.
- 5.08** If a batted ball hits a defensive coach in the infield or outfield unintentionally, the ball is dead. The batter is awarded first base and all baserunners will be awarded one base. Additional bases may be awarded if intentional obstruction occurs.
- 5.09** If a thrown ball accidentally touches a Base Coach, Coach-Pitcher, or Umpire, the ball is live and in play. However, if the coach interferes with a thrown ball, the runner is out.
- 5.10** The ball becomes dead and runners return to their bases, without liability to be put out when-
1. a ball is illegally batted either fair or foul
  2. a foul ball is not caught
  3. the batter is declared out for throwing his bat
  4. A batted ball strikes the coach pitcher. The batter returns to the plate and base runners to their original bases. This will not count as one of the pitches allowed.
  5. If the coach-pitcher touches or crosses over the pitching line, the umpire shall declare a “Dead Ball”; this will count as one of the pitches allotted, with batter and runner(s) returning to their occupied base at the time of the pitch.

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- 5.11** The ball becomes dead when an Umpire calls "Time."
- a. The Umpire shall call "Time" when-
    - 1. the ball becomes dead once the ball enters the infield (when hit to the outfield
    - 2. Runners are allowed to advance one base per hit, unless the ball is hit to the outfield. Time is called when the ball crosses into the infield. Players may continue running to the base they were running towards when time is called but may take no more additional bases beyond that.
    - 3. Defensive players can still make a live play on the runner, if the runner hasn't reached the base that he/she is advancing to
  - b. The Umpire shall call "Time" when -
    - 1. in said Umpire's judgment, weather, darkness or similar conditions make immediate further play impossible;
    - 2. an accident incapacitates a player or an Umpire; runner's advance, if forced;  
**NOTE:** If an accident to a runner is such as to prevent said runner from proceeding to an entitled base, as on a home run hit out of the playing field or an award of one or more bases, a substitute runner shall be permitted to complete the play.
    - 3. a coach requests "Time" for a substitution, a defensive change, or for a conference with one or more of the players;
    - 4. the Umpire wishes to examine the ball, to consult with either coach, or for any similar cause;
    - 5. an Umpire orders a player or any other person removed from the playing facility  
**NOTE:** Except in the case stated in this rule, no Umpire shall call "Time" while a play is in progress.
  - c. If a runner continues running after the ball is considered dead, an out can still be made on the player while they are in the base path. If a player reaches a base safely, they will not be considered out even if tagged. The umpire will instead send them back to the correct base after the conclusion of the play.
- 5.12** The ball becomes dead when all runners, including the batter-runner, have legally scored or been put out and no runners are left on any base.
- 5.13** After the ball is dead, the defensive team shall promptly return the ball to the Plate Umpire. The next or current batter of the offensive team shall

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take position in the batter's box. Play shall be resumed by the Plate Umpire.

**6.00 THE BATTER**

- 6.01** a. Each player of the offensive team shall bat in the order that their name appears in the team's batting order.
- b. The first batter in each inning after the first inning shall be the player whose name follows that of the last player who batted in the preceding inning.
- c. There will be a maximum of nine batters per inning. The ninth batter constitutes an automatic two outs. The ninth batter will be announced to the Plate Umpire by the offensive team. The Plate Umpire will announce ninth batter to the defensive team before calling "Play ball." If the offensive team fails to identify the 9<sup>th</sup> batter, the defensive team has the choice to either take the result of the play or can make the offense's 9<sup>th</sup> batter redo their at-bat. If 9<sup>th</sup> batter is announced in error, the play is ruled dead and the batter and runner(s) return.
- d. The maximum number of runs the offensive team can score is nine runs in an inning. In no instance will more than nine runs be recorded by the offensive team.
- 6.02** a. The batter shall take position in the batter's box promptly when it is said batter's time at bat.
- b. The batter shall not leave that position in the batter's box after the Plate Umpire calls "Play ball" until said batter has struck at the ball.
- c. If the batter refuses to take position in the batter's box during a time at bat, that batter shall be declared out.
- 6.03** The batter's legal position shall be both feet within the batter's box. The lines defining the box are within the batter's box.
- 6.04** A batter has legally completed a time at bat when said batter is put out or becomes a runner.
- 6.05** A batter is out when-
- a. a fair or foul fly ball is legally caught by a fielder. In order for a foul ball caught by the catcher to be considered a foul fly ball, the ball must achieve a height greater than the top of the batter's head.
- b. after the final tee swing, regardless if ball is hit foul
- c. in the Plate Umpire's judgment, the batter intentionally bunts or slashes. No bunting or slashing is allowed. The ball is dead and no runners may advance. Anything less than a full swing is considered a bunt;

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- e. the batter throws the bat, the ball is declared dead and the runners return
- f. a fair ball touches said batter before touching a fielder;
- g. after hitting a fair ball, while holding the bat, the bat hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
- h. after hitting a foul ball, that batter-runner intentionally deflects the course of the ball in any manner while running to first base. The ball is dead and no runners may advance;
- i. after hitting a fair ball, the batter-runner or first base is tagged before said batter-runner touches first base;
- j. in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line, or more than three feet outside (to the right of) the foul line and, in the Umpire's judgment, in so doing interferes with the fielder taking the throw at first base;

**EXCEPTION:** the batter-runner may run inside (to the left of) the foul line or more than three feet outside (to the right of) the foul line to avoid a fielder attempting to field a batted ball.

- k. a preceding runner shall, in the Umpire's judgment, intentionally interfere with a fielder who is attempting to catch a thrown ball or to throw a ball in an attempt to complete a play;

**6.06** Batting out of turn-

- a. The home plate umpire shall be made aware that a batter is batting, or has batted, out of turn.
- b. If the improper batter has not yet completed a turn at bat by becoming a runner or being put out, the proper batter will take position in the batter's box. Any strikes accumulated by the improper batter will be counted against the proper batter.
- c. If an improper batter becomes a runner or is put out, and the home plate umpire becomes aware of the improper batter prior to calling "Play ball" to the next batter of either team, the plate umpire shall
  - 1. declare the improper batter out;

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2. nullify any base runner advance or score made because of a ball batted by the improper batter and send all runners back to their previous base;
3. return the batting order to the proper order. The next batter will be the subsequent batter of the original proper paper.
- d. If an improper batter becomes a runner or is put out and the plate umpire calls "Play ball" to the next batter, the improper batter thereby becomes the proper batter and the result of such time at bat becomes legal. When the result of an at-bat by an improper batter have been legalized as described above, the batting order will continue with the name following that of the legalized improper batter.

**6.07** The batter becomes a runner and is entitled to first base without liability to be put out (provided said runner advances to and touches first base) when-

- a. the catcher or any fielder obstructs the batter, while attempting to get to first base, after making contact with the ball.
- b. a fair ball touches an Umpire or a runner in fair territory before touching a fielder.

**6.08** The batter becomes a runner when -

- a. a fair ball is hit;
- b. a fair fly ball passes over a fence. Such hit entitles the batter to a home run when all bases have been legally touched. The batter shall be awarded the ball;
- c. a fair ball, after touching the ground, passes through, over or under a fence, in which case the batter and runners shall be entitled to advance two bases;
- d. a fair ball which, either before or after touching the ground, passes through or under a fence, or which sticks in a fence in which case the batter and runners shall be entitled to advance two bases;
- e. any bounding fair ball is deflected by the fielder over or under a fence on fair or foul territory, in which case the batter and runners shall be entitled to advance two bases;
- f. any fair fly ball is deflected by a fielder over the fence into foul territory, in which case the batter and runners shall be entitled to advance two bases; but if deflected over the fence in fair territory, the batter shall be entitled to a home run.

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**7.00 THE RUNNER**

**7.01** A runner acquires the right to an unoccupied base when that runner touches it before being put out. The runner is then entitled to it until put out or forced to vacate it for another runner legally entitled to that base.

**7.02** In advancing, a runner shall touch first, second, third and home base in order. If forced to return, the runner shall retouch all bases in reverse order, unless the ball is dead. In such case, the runner may go directly to the original base.

**7.03** Two runners may not occupy a base, but if, while the ball is alive, two runners are touching the same base, the following runner shall be out when tagged. The preceding runner is entitled to the base.

**EXCEPTION:** If the following runner has been forced to advance to said base by reason of the batter becoming a runner, then the preceding runner shall be out when tagged.

**7.04** Each runner including the batter-runner may, without liability to be put out, advance-

- a. to home base scoring a run, if a fair ball goes out of the playing field in flight and the runner touches all bases legally; or if a fair ball which, in the Umpire's judgment, would have gone out of the playing field in flight, is deflected by the act of a fielder in throwing a glove, cap or any article of apparel;
- b. three bases, if a fielder deliberately touches a fair ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play and the batter may advance to home base, at the batter's own risk;
- c. three bases, if a fielder deliberately throws a glove and touches a fair ball. The ball is in play and the batter may advance to home base, at the batter's own risk;
- d. two bases, if a fielder deliberately touches a thrown ball with a cap or any part of the uniform detached from its proper place on the person of said fielder. The ball is in play;
- e. two bases, if a fielder deliberately throws a glove at, and touches, a thrown ball. The ball is in play;
- f. two bases, if a fair ball is deflected after touching fair territory over a fence; or if it goes through or under a fence, or if it sticks in a fence;
- g. No player shall advance on an overthrown ball and/or if a ball is missed by the receiving fielder

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**NOTE:** When a runner is entitled to a base without liability to be put out, while the ball is in play, or under any rule in which the ball is in play after the runner reaches an entitled base, and the runner fails to touch the base to which that runner is entitled before attempting to advance to the next base, the runner shall forfeit the exemption from liability to be put out and may be put out by tagging the base or by tagging the runner before that; runner returns to the missed base.

**7.05** When obstruction occurs:

- a. If a play is being made on the obstructed runner, or if the batter-runner is obstructed before touching first base, the ball is dead and all runners shall advance without liability to be put out, to the bases they would have reached, in the Umpire's judgment, if there had been no obstruction. The obstructed runner shall be awarded at least one base beyond the base last legally touched by such runner, before the obstruction. Any preceding runners forced to advance by the award of bases as the penalty for obstruction shall advance without liability to be put out.
- b. If no play is being made on the obstructed runner, the play shall proceed until the Umpire calls "Time." The Umpire shall then impose such penalties, if any, as in that Umpire's judgment, will nullify the act of obstruction.

**7.06** Any runner is out when -

- a. running more than three feet away from a direct line between bases to avoid being tagged, unless such action is to avoid interference with a fielder in the act of fielding a batted ball.
- b. the runner does not slide or attempt to avoid contact with a fielder in possession of the ball waiting to make the tag.
- c. that runner is tagged, when the ball is live, while off a base;

**EXCEPTION:** A batter-runner cannot be tagged out after overrunning or over-sliding first base if said batter-runner does not make an attempt to advance to second base.

**EXCEPTION:** If the impact of a runner breaks a base loose from its position, no play can be made on that runner at that base, if the runner had reached the base safely.

**EXCEPTION:** If a base is dislodged from its position during a play, any following runner on the same play shall be considered as touching or occupying the base if, in the Umpire's judgment, that runner touches or occupies the point marked by the dislodged base.

- d. failing to retouch the base after a fair or foul fly ball is legally caught before that runner or the base is tagged by a fielder. The runner shall

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not be called out for failure to retouch the base after the Plate Umpire calls "Play ball" to begin the next play. This is an appeal play;

**NOTE:** Base runners can legally retouch their base once a fair ball in flight is touched and advance at their own risk and can also advance if a foul ball is caught.

- e. failing to reach the next base before a fielder tags said runner or the base after that runner has been forced to advance by reason of the batter becoming a runner. However, if a following runner is put out on a force play, the force is removed and the runner must be tagged to be put out. The force is removed as soon as the runner touches the base to which that runner is forced to advance, and if overrunning or over-sliding the base, the runner must be tagged to be put out. However, if the forced runner, after touching the next base, retreats for any reason towards the base last occupied, the force play is reinstated and the runner can again be put out if the defense tags the base to which the runner is forced;
- f. touched by a ball in fair territory, **while not touching a base**, before the ball has touched an infielder. The ball is dead and no runner may score, no runners advance, except runners forced to advance;
- g. leading off base, or leaving the base before the ball is struck by the batter, no stealing is allowed;
- h. passing the preceding runner before such runner is out;
- i. after acquiring legal possession of a base, the runner runs the bases in reverse order for the purpose of confusing the defense or making a travesty of the game. The Umpire shall immediately call "Time" and declare the runner out;
- j. in running or sliding for home base, the runner fails to touch home base and makes no attempt to return to the base, when a fielder holds the ball in hand, while touching home base, and appeals to the Umpire for a decision;

**NOTE:** The base of the batting tee is NOT considered home base unless it is still sitting on home base when the runner runs or slides for home base.

- k. an offensive coach interferes with the runner in such a way as to assist the runner in returning to or leaving a base, while the ball is in play;

**EXCEPTION:** A Base Coach may assist a runner (e.g. a hand touching the runner) in leaving first or third base, if said runner has a disability. The Umpires and opposing Head Coach must be notified of this condition before the start of the game and immediately before said player's time at bat.

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- I. in the Umpire's judgment, the runner intentionally causes the helmet to be removed from the runner's head while running the bases.

**EXCEPTION:** No player deemed as "Special Needs" by the Board of Directors of the Bolingbrook Tee-Ball Association shall EVER have an out recorded against them. The batter can be retired, but no out will be recorded. (See Coach's Code of Conduct)

- 7.07** It is interference by a batter, runner, or coach-pitcher when -
- a. after hitting a fair ball, while holding the bat, the bat of such batter hits the ball a second time in fair territory. The ball is dead and no runners may advance. If the batter-runner drops the bat and the ball rolls against the bat in fair territory and, in the Umpire's judgment, there was no intention to interfere with the course of the ball, the ball is alive and in play;
  - b. the batter intentionally deflects the course of a foul ball in any manner;
  - c. any batter or runner who has just been put out hinders or impedes any following play being made on a runner. Such runner shall be declared out for the interference of a teammate;
  - d. in the Umpire's judgment, a base runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the runner out for interference and also call out the batter-runner because of the action of the runner. In no event can bases be run or runs scored because of such action by a runner;
  - e. in the Umpire's judgment, a batter-runner willfully and deliberately interferes with a batted ball or a fielder in the act of fielding a batted ball, with the obvious intent to break up a double play, the ball is dead. The Umpire shall call the batter-runner out for interference and shall also call out the runner who has advanced closest to the home base, regardless of where the double play might have been possible. In no event shall bases be run because of such interference;
  - f. with a runner on base, the Base Coach acts in any manner to draw a throw by a fielder;
  - g. in running the last half of the distance from home base to first base, while the ball is being fielded to first base, the batter-runner runs inside (to the left of) the foul line or more than three feet outside (to the right of) the foul line and, in the Umpire's judgment, interferes with the fielder taking the throw at first base or attempting to field a batted ball;
  - h. the runner fails to avoid a fielder who is attempting to field a batted ball, or intentionally interferes with a thrown ball, provided that if two or more fielders attempt to field a batted ball, and the runner comes in

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contact with one or more of them, the Umpire shall determine which fielder is entitled to the benefit of this rule, and shall not declare the runner out for coming in contact with a fielder other than the one the Umpire determines to be entitled to field such a ball;

- i. the runner intentionally fails to avoid contact with a ball in play
- j. **PENALTY FOR INTERFERENCE:** The runner is out and the ball is dead.

**7.08** Any runner shall be called out on appeal when -

- a. after a fly ball is caught, the runner fails to retouch the base before said runner or the base is tagged;
- b. with the ball in play, while advancing or returning to a base, the runner fails to touch each base in order before said runner, or the missed base, is tagged;

**NOTE:** No runner may return to touch a missed base after a following runner has scored. When the ball is dead, no runner may return to touch a missed base or one abandoned, after said runner has advanced to and touched a base beyond the missed base.

- c. overrunning or over sliding first base, the runner starts toward the bench, or other position and fails to return to first base at once, that runner is out on appeal, when said runner or base is tagged.
- d. the runner fails to touch home base and makes no attempt to return to that base, and home base is tagged.

**NOTE:** Any appeal under this rule must be made before the Plate Umpire calls "Play ball" to begin the next play. If the violation occurs during a play which ends a half-inning, the appeal must be made before the defensive team leaves the field (the defensive team has left the field when no players remain in fair territory). An appeal is not to be interpreted as a play. Successive appeals may not be made on a runner at the same base. If the defensive team on its first appeal errs, a request for a second appeal on the same runner at the same base shall not be allowed by the Plate Umpire. Appeal plays may require the Plate Umpire to recognize an apparent "fourth out." If the third out is made during a play in which an appeal play is sustained on another runner, the appeal play decision takes precedence in determining the out. If there is more than one appeal during a play that ends a half-inning, the defense may elect to take the out that gives it the advantage.

**7.09** The players and coaches of an offensive team shall vacate any space needed by a fielder who is attempting to field a batted or thrown ball.

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**PENALTY:** Interference shall be called and the batter or runner on whom the play is being made shall be declared out.

- 7.10** Unless two are out, the status of a following runner is not affected by a preceding runner's failure to touch or retouch a base. If, upon appeal, the preceding runner is the third out, no runners following the preceding runner shall score. If such third out is the result of a force play, neither preceding nor following runners shall score.

**8.00 THE UMPIRE**

- 8.01**
- a. The Head Umpire shall appoint or hire one or more Umpires to officiate at each league game. The Plate Umpire shall be responsible for the conduct of the game in accordance with these official rules and for maintaining discipline and order on the playing field during the game.
  - b. Each Umpire is the representative of the Bolingbrook Tee-Ball Association and is authorized and required to enforce all of these rules. Each Umpire has authority to order a player, coach or spectator to do or refrain from doing anything which affects the administering of these rules and to enforce the prescribed penalties.
  - c. Each Umpire has authority to rule on any point not specifically covered in these rules.
  - d. Each Umpire has authority to disqualify any player or coach for objecting to decisions or for unsportsmanlike conduct or language and to eject such disqualified person from the playing facilities. If an Umpire disqualifies a player while a play is in progress, the disqualification shall not take effect until the Umpire calls "Time," suspending play.
  - e. All Umpires have authority at their discretion to eject from the playing field any spectator or other person not authorized to be on the playing field.
- 8.02**
- a. Any Umpire's decision which involves judgment is final, such as, but not limited to, whether a batted ball is fair or foul, whether a bat hit the ball or the tee, or whether a runner is safe or out. No player or coach shall object to any such judgment decisions. There is a zero-tolerance policy on acting out towards the umpire in game situations.
  - b. If there is reasonable doubt that any Umpire's decision may be in conflict with the rules, the Head Coach may appeal the decision and ask that a correct ruling be made. Such appeal may be made only to the Plate Umpire.
  - c. If a decision is appealed, the Umpire making the decision may ask another Umpire for information before making a final decision. No

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Umpire shall criticize, seek to reverse or interfere with another Umpire's decision unless asked to do so by the Umpire making it.

- d. If different decisions should be made on one play by different Umpires, the Plate Umpire shall call all the Umpires into consultation, with no coach or player present. After consultation, the Plate Umpire shall determine which decision shall prevail, based on which Umpire was in best position and which decision was most likely correct. Play shall proceed as if only the final decision had been made.
- 8.03**
- a. The Plate Umpire shall report to the League Official, after the end of the game, all violations of rules and other incidents worthy of comment, including the ejection of any coach, player or spectator, and the reasons therefore.
  - b. When any coach or player is ejected for a flagrant offense such as the use of obscene or indecent language, or an assault upon an Umpire, coach or player, the Plate Umpire shall forward full particulars in writing to the league President within twenty-four hours after the end of the game.
  - c. After receiving the Plate Umpire's report that a coach or player has been ejected, the league President shall require such coach or player to appear before the Board of Directors at a regularly scheduled meeting to explain his conduct. In the case of a player, the Head Coach shall appear with the player in the capacity of an advisor. The members of the Board present at the meeting shall impose such penalty as they feel is justified. Coaches or players that have been ejected are not allowed to participate in any league functions, including games, until such meeting with the Board of Directors takes place.
- 8.04** Umpires shall not wear shoes with metal spikes or cleats.

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**LITTLE TEES DIVISION:**

**1.01** Rules for Little Tee's follow the same rules established for Tee Ball with the following exceptions detailed below. If an issue is not specifically mentioned in the additions below, refer to the Tee Ball section for information on how to resolve it.

**1.02 TEAM POSITIONING AND SET UP.**

A. There is no minimum player requirement on a team, and teams do not need to forfeit if sufficient players are not available.

B. In the event that one team has significantly more players than the other team, players may be redistributed to the other team for that game at the coaches' discretion.

C. The entire team is allowed to be on the field defensively. Players may sit out at the coach's discretion.

D. Up to two players can play at any infield position. Other players must stand on the outfield grass.

E. As many parents as the coach wants to allow may serve as field "coaches". They are not allowed to touch or field the ball in any way, but can encourage players to do so and help guide players on the field.

**1.03 BATTING**

A. A ball is considered hit and put in play as long as it goes forward off of the tee and stays in fair territory.

B. The bat must hit the ball, and if it hits only the tee it is considered a foul ball.

C. There is no required strike out. Players may continue swinging at the ball even after their fourth strike. In the interest of keeping the game moving, a parent or coach may help the player swing only after four strikes have been committed.

D. Batting will continue until nine batters reached, three outs occur, or the entire team has batted once through (whichever comes first)

**1.04 BASERUNNING**

A. Runners are encouraged to run on their own. In cases where they cannot or will not, parents may help them run along the base paths.

B. Runners may only advance one base at a time, unless the ball reaches the outfield. Runners must stop at next base when ball rolls into the infield.

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C. Standard outs can still occur in baserunning. Players need to be tagged with the ball to be considered out except in the cases of force outs. Players will leave the base and return to the dug out if they are called out.

**1.05 UMPIRES**

A. Head coaches will umpire their own games. If head coach is not present, designated assistant coach will take their place.

B. Outs and other close calls can be called by either coach. In the event of a disagreement, the home team coach can overrule during the first instance, the away team coach during the second, and it will alternate in that fashion during the rest of the game.

**1.06 GENERAL PHILOSOPHY AND GOOD PRACTICES**

A. Little Tees is meant to be instructional and non-competitive. If anything is not clear or vague, always err on the side of whatever makes things most fun for the players.

B. Score is not kept. Wins and losses are not assigned. Standings will not be tabulated. Focus should not be on winning games but on teaching kids the game of baseball and making things fun for everyone involved.

C. Coaches can be asked to leave if, in the opinion of any board member on duty, they are not acting in the best interest of the players on their team. The first time will serve as a warning and a second infraction will result in them being removed from their duties as coach.