

Tee Ball Gameplay Rules

This is a recreational and instructional league. The objective of the Tee Ball program is to help children enjoy the game, learn the basic skills, and feel like important members of a unified team, all while developing fair play, good sportsmanship, and a love of the game.

Field Dimensions

- **Bases:** 60 ft.

Equipment

- **Game Balls:** Provided by the Recreation Department.
- **Bats:** No bat restrictions; composite, two-piece, or three-piece bats are not allowed.

Roster Rules

- **Eligibility:** Players aged 5-6, born between May 1, 2017, and April 30, 2019.

General Rules:

1. **Batting:** Every player on each team will bat every inning. The batting rotation must change each inning. One example of rotating players is:
 - 1st inning: 1, 2, 3...11
 - 2nd inning: 5, 6, 7...11
 - 3rd inning: 9, 10, 11...1
2. **Bunting:** Not permitted.
3. **Base Runners:**
 - Players may not lead off or steal bases. Runners may advance only when the ball is hit.
 - If a fly ball is caught, runners must tag up before attempting to advance.
 - Once an infielder has possession of the ball and makes no attempt to throw or tag, runners must stop unless they are already more than halfway to the next base, in which case they may proceed at their own risk.
 - Runners must stop advancing if the ball is thrown out of play; they will then be awarded one base.
4. **Outs:** Outs will be acknowledged, but the player shall remain on base to stay involved.
5. **Fielding:**
 - Each player will play every inning defensively.
 - Players should rotate through all defensive positions. No player should play the same position more than one inning.
 - No player may play more than one inning at either pitcher or first base.
 - A maximum of 5 players may be placed defensively in the infield, in positions similar to regulation baseball: pitcher, first base, second base, shortstop, and third base (no catcher).
 - All other players must be placed randomly throughout the outfield.
 - Every player must play at least one inning in the infield.
6. **Coaches on Field:**
 - Offensively: A maximum of 1 coach may be stationed behind the plate to instruct and encourage the batter, adjust and load the tee, and collect balls.
 - Defensively: A maximum of 2 coaches may be stationed beyond infielders to provide instruction to defensive players.

7. **Injuries:** Play stops immediately in the event of an injury.

Game Duration

- **Innings:** Games are 3 innings. The first 2 innings are Tee-Ball; the 3rd inning is coach pitch.

Coach Pitch Rules

1. **Pitching:**
 - A coach pitches for their team each half-inning; relief pitching is allowed.
 - Coaches may pitch from anywhere between the mound and the plate.
 - Coaches may use either overhand or underhand motion, though overhand is recommended.
2. **Player Pitcher:**
 - A defensive player must stand on the pitching rubber and cannot leave the pitching rubber until the pitch crosses the plate.
3. **Pitches per Batter:**
 - Each batter gets a maximum of 6 pitches. If the ball is not hit in fair territory, the batter advances to first base.
4. **Interference:**
 - If a coach pitching touches a live ball, the batter advances to first base, and all forced base runners advance one base.

Umpires

- No umpires are assigned; coaches manage gameplay and resolve disputes collaboratively.

Score Reporting and Scheduling

- This is a developmental league; no score or season standings will be kept.
- Coaches are not required to submit a lineup.
- There is no tournament or playoffs at the conclusion of the regular season.

Last Game

- Regular season games canceled due to inclement weather will not be rescheduled except in extreme circumstances. However, all teams will participate in a final game to celebrate the season with players, parents, and coaches.