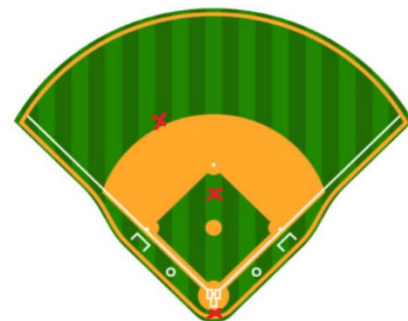


TEE BALL RULES

2024 SEASON

A guide to the Tee-ball program used by Saydel and Southeast Polk Little Leagues

1. You can have 4 coaches on the field at any one time. At least one of these coaches is required to be over 18 year old and the rest over 15 years old and anyone over 18 in the dugout or on the field with the players must have passed a league background check.
2. Except in extenuating circumstances (i.e. lots of rain cancellations) the league will never schedule more than two games per week and you should never schedule more than one additional make up game or practice during a week.
3. If you're on defense you're allowed three coached on the field. One behind the plate, one behind the pitcher in the infield and one in the outfield.
4. If the ball hits the defensive coach when they are in the field the ball will be dead and the play will be redone. If a defensive coach intentionally makes contact with a player or a ball during a play the ball will be called dead and each base runner will be awarded one additional base. If it is on the last play of the game, each baserunner will be awarded home and all runs shall be counted.
5. If you're on offense you're allowed three coaches on the field. One as pitcher, one in the first base batter's box and one in the 3rd base batter's box.
6. If the ball hits the offensive coach when they are in the field the ball will be dead and the play will be redone. If an offensive coach intentionally makes contact with a player or a ball during a play the ball will be called dead, the runner will be out and all players will be returned to their previous bases. If it is on the last play of the game, each baserunner will be deemed out and no runs shall be awarded.
7. Each team will bat the same number of players in every inning. If the home team has 8 players and the away team has 9 players the home team will have their first batter also bat last to give each team 9 players in their lineup. During the regular season you **MUST** rotate your batting order every inning. Your last batter is never the same player each inning. This rule is only lifted for the consolation and championship game (the last two games on the last day) of the Tee-ball Tournament.
8. All players on the team must be in the field each time the team is on defense unless a player is injured or refusing to leave the dugout. Your team **MUST** position players in correct baseball positions in the orders indicated.
 - a. 4 players (catcher, pitcher, 1st base, 3rd base)
 - b. 5 players (catcher, pitcher, 1st base, 3rd base, 2nd base)
 - c. 6 players (catcher, pitcher, 1st base, 3rd base, 2nd base, shortstop)
 - d. 7 or more players, players 7 and up must be in the outfield, on the grass, **NOT** in the dirt
9. The catcher is not required to wear catcher's equipment in Tee-ball, although they can if they want to. If the catcher is not wearing catcher's equipment they are required to wear a batting helmet and/or helmet with a mask and stand back behind the plate by the fence. They can then move forward after the ball is hit.
10. Teams are allowed to play with 4 players. Anything below that is a forfeit. If it's a regular season game you can reschedule it at the opposing teams discretion. If it's a tee-ball tournament game it will not be rescheduled.



11. The home team is required to chalk the field before each Tee-ball game. There needs to be a 1st base line, a 3rd base line, a batters box and a chalk arc (approximately 12 feet). The purpose of the arc is to determine how far the ball must travel before it is required to be thrown home for an out.



12. The bases distance for Tee-ball is 60 feet (the same as Jr Minors, Minors & Majors)

13. Offensive play

- a. The away team will bat at the top of the inning and the home team will bat at the bottom of the inning, just as in regular baseball
- b. Coach pitch is mandatory for every batter for the entire season. The coach throws three pitches to the batter. If the batter does not hit the ball after the 3rd pitch a tee will be brought out for them to hit off of. If the coach's 3 pitch is nowhere near the strike zone the player will be allowed a 4th pitch but no more than 4 for any at bat.
- c. All fair/foul balls are normal baseball rules. Any ball that stays in fair territory before 1st and 3rd bags including on the lines and on top of home plate are fair balls.
- d. When the batter is hitting off the tee please remember this is baseball and they are trying to learn. Please use your best and fairest judgement when the ball is struck. If any part of the ball is struck by the bat it is to be ruled a good hit and the player must run no matter how short the hit may be. If the bat misses the ball entirely and hits only the tee and the ball falls into play, it is a dead ball please give that batter another fair chance at a successful at-bat.
- e. Home team in each game will bat last like regular baseball.
- f. Each time the ball is hit the runners will advance one base. There is no stealing in tee ball and players are **NOT** allowed to advance an additional base on an overthrow.
- g. Except on the last batter, a player does not have to advance one base if there is no player behind them. (i.e. if there is a runner on 2nd but no runner on 1st they can run to 3rd when the ball is hit, or stay on 2nd base)
- h. When a player crosses home plate without being put out either on base or at home, a run is recorded for the offensive team.
- i. If a player is put out on a base either by a tag or a force out that player **MUST** leave the bases and return to the dugout. No player who is put out shall remain in the field and the game will stop until the player is removed from the field.
- j. Players that hit a Home Run, going over the fence, will be allowed to clear the bases.
- k. The last batter of the inning is deemed to have hit a "home run." All players will run all the way around the bases and touch home. A run will be scored for each player who touches home plate before the defensive team's player steps on home plate while holding the ball
- l. Force and tag outs are still allowed during the last batter. If a player is put out either by force or by tag during the last batter the player may continue to round the bases but a run will not be counted for them when they cross home plate.

14. Defensive play

- a. Any runner either tagged or forced out using a reasonable baseball play will be required to leave the bases
- b. A reasonable baseball play means that the player who fields the ball must throw the ball to a base, unless the player can make it to the base or runner with reasonable effort being made to record the out. For example, a pitcher picking up a batted ball on the first/third baseline may be able to make a reasonably quick tag to the runner and that would be a successful out. However, if the ball is hit to the 2nd baseman he is not allowed to run it to 1st base, he must throw it. Likewise, if the ball is hit to the pitcher, who is on or in the vicinity of the pitching mound, the pitcher must throw the ball to 1st base, not run it there.
- c. Tee-ball is not tag. Chasing after a runner with the ball down the baseline is also not a reasonable baseball play and will not be considered a successful out.
- d. All baseball outs made can happen at any base on the field including home plate, force outs are in play. (i.e. if there is a runner on 1st & 3rd when the ball is hit, a force out could happen at 2nd base but if the runner on 3rd base goes home, they would have to be tagged to be out.)
- e. If the ball is hit and it is inside of the arc either the pitcher or the catcher may field the ball and step on home plate.



- f. If the ball is hit and it lands outside of the arc, either by initial hit or by rolling, the catcher may **NOT** run out past the arc to field the ball. The ball must, instead, be fielded by a position player, including the pitcher, who **MUST** then throw it to the catcher at home plate for any of the runners to be put out. Any ball picked up past the arc and not thrown to the catcher will be immediately ruled a dead ball and all runners will safely advance to the base/bases. In the event of the final batter, the fielder must take the ball outside of the arc to where it was fielded and throw it in to the catcher for the outs to count.
- g. During the last batter of the game, once the plate is touched by the defensive player with ball in hand, all runners left on base will be treated as a force out, no tag is required at home plate. No runs will be awarded for runners left on base but they can continue to run the bases and touch home plate.
- h. Any runner that is either tagged or forced out on the base paths will not be allowed to cross home plate to count for a run. All runners behind that said runner are still in play.
- i. If the batted ball is caught on the fly, the runner is out. On the last batter of the inning if the batted ball is caught on the fly, all runners and batter are immediately out.



15. Scoring

- a. Runs shall be awarded to the offensive team for each player that crosses home plate without being put out either on base or at home.
- a. For the final batter of the inning the offensive team shall be awarded one run for each baserunner who crosses home plate, including the batter that was not individually put out on base prior to the a player with the ball touching home plate.
- b. Ties at the base between baserunners and defensive players shall be ruled safe for the baserunner. Tee-ball does not have umpires until the tournament. Coaches shall make these calls in good faith.
- c. At the end of each half inning each teams coach is required to discuss with each other the amount runs made that half inning to avoid conflict at the end of the game.
- d. Winning team is responsible for reporting the final score after each game to sepllscores@gmail.com or hbyers0502@gmail.com or entering it into Sports Connect

16. Game Length

- a. During regular season, games shall have a one hour time limit or play three innings, whichever comes first.
- b. There shall be no extra innings in regular season games and games may end in a tie.

17. Tournament games shall be 3 innings with no time limit.

- a. During the tournament, if after 3 innings during of play the score is tied, teams shall continue to play full innings until a winner is determined.

18. Adverse weather (cold, snow, rain, lightning)

- a. It is the coach's discretion to cancel or delay a game or practice in the event of cold, snow, or rain if it may adversely affect the children.
- b. In the event of severe weather, including thunder and lightning, players **MUST** be removed from the field of play and removed from possible harm. Play may not resume until 30 minutes has passed between lighting strikes.
- c. In the event of adverse weather, a board member may elect to cancel all league activities in the park for that day.
- d. If a regular season game is called due to adverse weather, and at least 1 full inning completed, the game score shall be final by reverting the score of the last completed full inning of play.
- e. Resuming play after a weather delay shall resume exactly as it was when delayed (same batter and baserunners).
- f. Regular season games canceled due to adverse weather that have not completed at least one inning of play shall be rescheduled for a later date.
- g. Tournament games canceled or delayed due to weather shall be rescheduled for a later date if the game may be played prior to the next round. If unable to reschedule, the higher seeded team shall advance.

19. There shall be **NO GAME PROTESTS** in tee-ball.