**TEE-BALL League Rules (Ages 5,6,&7)**

**A. Game Times**

1. All weeknight games will be scheduled to begin no later than 6:00 p.m.

2. No new inning will start after 1 hour from the official game time.

If an inning is in process when time expires the inning will be completed if necessary. The inning will be considered complete once the home team goes ahead or three outs are made. (Intentional delay of game to gain advantage will not be allowed)

3. Drop dead 1 hour & 15 minutes. If an inning is in process at the drop dead time, the final score shall revert to the score at the end of the previously completed inning. Unless the home team ties or has taken the lead.

**B. Legal Games**

1. If at least TWO full innings of play have completed and at least 45 minutes of play has occurred, the game shall be considered a legal game.

2. If above (1) has not occurred, game will be re-scheduled and re-played from the beginning as a new game.

If a game being played is stopped due to weather, the game will be considered a legal game if the following has occurred, 1 complete inning has been played.

**C. Participation**

1. All players at the game will be listed on the lineup card and bat, only 10 players are in the field (4 in outfield).

2. A team must have at least 8 players to begin or resume any game.

3. Player pool or loaning players will not be allowed.

4. Batting line-ups cannot be changed at any time after the game has begun except to add late arrivals. (See General Rules)

5. The opposing coach and official scorekeeper must be notified of late arrivals/early departures of players.

6. Players may re-enter the game except that once the pitcher has been removed from the pitcher’s position, he may not return to that position during that game.

7. The same players **CAN NOT** assume the pitcher’s position in consecutive games. (Major infraction if broken.)

8. Consideration should be given to rotating players to allow all players to experience different positions they do not typically play in games that have been decided in which the opponent cannot catch up. (This allows all players to improve skills and increases confidence in kids).

10. During a game no player shall sit for more than 1 inning at a time.

Example: Player(s) that sit the bench (defensively) in the first inning must take playing field the second inning. Player(s) that sit the second inning go back out the third inning and so forth.

**Bat your entire roster**. This must be followed unless you are disciplining a player. If you are disciplining a player, you must inform an SGLL Board member and the official scorekeeper before the game.

**D. Play**

1. Our bases are set at 60 feet from home plate.

2. No defensive player may be in front of the pitcher, with the exception of the catcher, when the batter is ready to hit.

3. Outfielders must not play on the infield.

4. The pitcher must keep both feet on the rubber until the ball is hit.

5. If the pitcher catches a ball inside the circle (any part of the player is inside the circle) he MUST throw the ball to get someone out, if he catches it outside the circle he/she may make a natural play and tag someone, not chase kids all over the field.

6. When the pitcher or the catcher is in possession of the ball and is in contact with either the pitcher’s rubber or home plate, play will be stopped. Runners must return to their last “safe” base. (Base reached prior to pitcher or catcher contacting plate or rubber.)

7. Batted ball must travel at least 15 feet from(onto the grass).

8. The batter gets a maximum of 3 swings to put the ball in play. 9. Both teams will bat their entire roster for that game.

10. There are no balks or infield fly rules.

11. Protests are not allowed in Tee-Ball. The umpire has control of calling the game

12. The ball used in Tee-Ball shall have a flexible sponge-rubber core.

13. No forfeits are allowed. If opposing team refuses to play after a re-scheduled game, the other team will be awarded a win.

14. When umpire states “Play Ball”, no unison chanting will be allowed.

15. The batting coach may not physically position the batter. THE BATTING COACH must move to the backstop and remain there while the ball is in play.

**TEE-BALL League Rules (Ages 5,6,&7) cont’d**

16. The placement of the ball on the Tee is the sole responsibility of the umpire.

17. There will be no “rolling” or “bowling” the ball to any player on the playing field. All throws are to be overhand, with an attempt to place the ball in a forward motion in the air. Players are to be taught and encouraged to play the game as it was intended, by throwing & catching. This will possibly increase the potential for over throws, but throwing and catching is the name of this game. Runners can & may be called safe if players are not making attempts to throw & catch.

**Over throws**

1. 1st throw after the ball is retrieved from the hit – results in an over throw – the base runner is given one base, but it must be earned. (Example: The ball is hit and runner proceeds to 1st, the ball is retrieved by the shortstop and thrown to the 1st baseman that missed the catch, runner proceeds to 2nd, while the 1st baseman retrieves the overthrown ball and runs down the runner before he gets to second – the runner is out. It is the decision of the coach as to the ability of that player, if he is sent and cannot run fast enough to get there and the ball is retrieved and can tag out the player that is baseball.

2. There will only be one overthrow per at bat.

3. The third base player and the first base player cannot be positioned in front of the pitcher when a batter is preparing to bat. They must remain at or behind the 47-foot arc, which translates to 47 feet from the back of the home plate down the first and third base line.

4. The defensive coaches are allowed to be in the outfield grass and on first and third base for coaching purposes. They cannot touch a player while the ball is in play. They cannot grab a player and give direction while the ball is active. Once time is called they may give personal attention to a player, but if this happens while the ball is in play runner(s) will be called safe.

5. When your team is on the field all coaches that are not on a base or in the outfield are to be inside the dugout. This can also be a reason for ejection and subsequent game suspension.

6. Runner out of the base path – is a judgment call by the umpire. If a runner is attempting to avoid a planted player that is standing in the base path, that could actually be called obstruction on the part of the player on the field, it is the umpire’s decision as to how to make that call.

7. There are 10 players allowed on the field at any given time and all 10 players should be involved in the game. A single player will not be allowed or encouraged to retrieve all hit balls, running down and tagging all players and generally being allowed to make all plays without involving the other defensive players. If this occurs, the runners may be called safe at the discretion of the umpire.

**E. Scoring**

1. Teams will be limited to 5 runs per inning.

When the offensive team reaches the maximum score allowed for the inning, their at-bat is considered complete.

**F. Coaches**

1. The Tee ball division is allowed 4 coaches, per SGLL board approval.

2. 2 Adult base coaches, 1 Batting coach and 1 dugout coach is allowed. (Total 4)

3. The batting coach must move to the backstop and remain there while the ball is in play. Exception: Coach/Umpire may correct a batters position if such position creates a safety issue.

4. The dugout coach is responsible for maintaining order in the dugout as well as the batting order. There must be an adult in the dugout with players AT ALL TIMES.

5. Defensive coaches shall take positions in the outfield. When the ball is not in play, they may enter the infield to give instructions to players on the infield. They must not cause excessive delays, and must return to the outfield upon the umpire’s request.

6. Before a coach can enter the field they must ask for time out from the umpire, receive the requested time out from the umpire – before entering the field of play. If not that coach may be ejected from the game, resulting in the next game suspension

7. Coaches are not allowed to leave the field without the umpire’s permission. All other coaches must remain inside the dugout.

8. Coaches are not allowed behind the backstop.

**G. Field**

1. 60 ft. - base lines will be used.

**H. Safety**

1. All players in the Tee-Ball division will be required to a wear facemask on the batting helmet at all times.

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2. If a batter throws a bat recklessly, the coach will be notified and player warned by the umpire, that upon the next occurrence, he/she may be called out at the umpire’s discretion.

**Rule 4.07 in the Little League Official Regulations and Playing Rules Book**

4.07 - When a manager, coach or player is ejected from a game, they shall leave the field immediately and take no further part in that game. They may not sit in the stands and may not be recalled. Any manager, coach or player ejected from a game is suspended for his or her team’s next physically played game and may not be in attendance at the game site from which they are suspended.