



TEE BALL RULES

GOALS

- To have fun!
- To teach good sportsmanship and team spirit.
- To teach the player positions on the field.
- To practice hitting from a tee and after the May long weekend practice hitting from coach pitch.
- To practice
- To practice stopping ground balls.
- To practice throwing.
- To teach running between bases.

FIELD

- The base paths will be 50 feet in length and the pitcher's mound will be 38 feet from the home plate.
- A semi-circle (foul line) of 5 feet in radius will be laid out in front of the home plate.

RULES

1. There is no record keeping of points, statistics or score sheets. Everyone wins!
2. Regulation games will be 2 or 3 innings or 1 hour in length (all innings started MUST be completed in full). DO NOT start another inning if the time limit is almost up.
3. All players will bat in each inning, with the last batter running all the way around the bases. All players are on the field for each inning.
4. Coaches and managers may assist the batter in positioning him/her in the batter's box.
5. The ball must travel past the semi-circle for it to be a fair ball. No balls or strikes will be called and the game can be stopped at any time for instructional purposes.
6. Coaches and managers may coach their team from the field.
7. The play is dead once the throw is made to a base OR the ball reaches the infield. If the runner has passed the base before the ball reaches the infield they may attempt to run to the next base.
8. No extra bases are allowed on overthrown balls. Runners may ONLY take one base on balls which stay on the infield.
9. The maximum number of bases a player can advance on a hit is two.
10. The following is NOT ALLOWED – bunting, lead offs, stealing, sliding, pinch hitting, or protesting.

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NATURE'S HOME TOWN





11. When a player in the outfield has retrieved the ball and has made a reasonable effort to throw the ball in, even if it falls short of the infield, then the play will stop. If the ball is thrown to the infield then the play will stop.
12. The pitcher must stay in position until the ball has been hit.
13. Infielders are not allowed to stand on the base line or the base.
14. A runner cannot touch or pass the runner ahead of him/her or he/she will be out.
15. If the umpire (parent) is unsure of the outcome of the play, then the decision goes in favour of the runner.
16. Players are not allowed to play the same position more than 2 innings per game. Coaches should alternate the players from the infield to the outfield and rotate their positions so that all the children get an equal opportunity to play in key positions.
17. There will be no arguments on the fields by coaches, managers, or parents with regards to an umpire call. The umpire's decision is final.
18. Players are to throw the ball, not try and outrun the runner. Note: If the player runs and tags the runner, the runner is still out, but we are trying to teach the player to make the play be throwing the ball.

T-BALL UMPIRES (PARENTS)

- In T-ball, official umpires will not be provided. Instead, parents will take on this role.
- Home plate umpire will make the calls at home plate and 3rd base. The 1st base umpire will make the calls at 1st and 2nd base.
- The innings will change when all the children have batted, with the last batter running all the way around the bases.
- The batter swings until they hit the ball.
- The batter must DROP the bat – do not throw it. If the batter throws the bat, they get one warning. A second infraction means that the batter is out.
- Remove the tee and/or bat when the runners are coming in to the home plate and replace it when the plate is clear.
- Ask the coaches if they have asked the players if they are wearing jocks.

ORDER OF CALLS

1. The umpire will call the first batter by saying “Batter Up”
2. They will then say “Ready in the field” to make sure the players in the field are paying attention. The players should answer “Ready”.
3. The umpire shall then say “Play Ball”

