

2008 Aurora Baseball League Tee Ball Rules

(Revised 2/20/07)

General

- ❖ Tee-ball is not a competitive league, thus team standings will not be kept.
- ❖ A game will be 3 innings or 75 minutes, whichever comes first. No new innings will begin after 75 minutes. If a team cannot field at least 8 players at the beginning of the game or any time during the game, the team can “borrow” players to meet the minimum number required. If the teams are unable to divide up the available players and have at least 8 per team, the game will end.
- ❖ Players arriving late to a game can be inserted in the game without penalty and do not have to play the required amount if the game has progressed to the point that it is impossible for them to meet this requirement.
- ❖ Notification of substitutions to the other team's manager is not required.
- ❖ Team uniforms (shirt and hat) are to be worn by every player, but an otherwise eligible player will not be prevented from playing because he/she does not have the uniform.
- ❖ All players must wear protective headgear while at bat, on the bases, catching or pitching.
- ❖ Throwing of bats, helmets, gloves or other objects is prohibited. A batter who throws his/her bat while in the act of swinging at the ball will be warned once during the game. Thereafter, the batter will be called out and the play will be dead. If, on the play, an out is recorded, the out will stand and the rule not applied.
- ❖ Team managers have the right to bench a player for disciplinary reasons other than ability or player performance but must notify the other manager of their action. The team manager should notify the league director when disciplinary action has been taken.
- ❖ All games appearing on the league schedule should be played at the field, time, and date shown.
- ❖ All players not in the field, batting, or on base will remain on the bench. Only team members may be on the bench. Bat boys or girls who are not team

members are not allowed. Only one player is allowed in the deck circle at any time.

- ❖ Safety bags will be utilized at all games

Conduct

- ❖ Team members and staff must conduct themselves in a SPORTSMANLIKE manner at all times.
- ❖ There will be no bench jockeying or other forms of harassment of the other team or its members by any players or staff.
- ❖ Staff will not, under any circumstances, be allowed to have or use alcoholic beverages before, during or after any games, practice or while functioning in their capacity as a member of the team. The use of any tobacco product is prohibited within the playing area or on the bench. The league director can enforce reasonable conduct at all times.

Playing Rules

- ❖ The distance between bases will be 45'. Pitching distance will be 30'. Games will be played even if conditions do not permit the proper layout of the field, within reason, as determined by the managers. The batting tee will be placed 3' behind home plate.
- ❖ The pitcher's mound will be 30' from the back point of home plate and have a 4' radius around it. The defensive player/pitcher will remain in the circle until the ball is struck or to avoid interfering with a defensive player attempting to field a ball.
- ❖ Foul or fair balls are determined by the location of the ball when a player, not the position of the player, touches it. Foul territory includes the area within the 10' arc out from home plate. A ball must cross this to be fair. A fly ball caught within the arc is a foul out.
- ❖ Free substitution of players is allowed. Only one time out per inning is allowed for substitution of defensive player except for injuries. There is NO maximum number of defensive players; all players on the team are permitted in the field while on defense. Outfielders cannot play on the dirt portion of the infield; rather they must remain on the outfield grass. Keep defensive infielders out of the baselines so they don't interfere with the offensive base runners.
- ❖ The offensive team will bat through the ENTIRE lineup once. This will complete half of an inning. Outs will be recorded to teach fundamentals. If three outs

are tallied in a half inning, the offensive team will continue until all players have batted one time. The same batting order will be followed during the game, with late arrivals placed at the end of the order. Each member of the team must be in the lineup and bat.

- ❖ There will be no pitching by coaches. All players must hit from the Tee. If a player hasn't made a hit to advance to a base after 6 attempts, the coach may assist in him/her making contact to move the game forward
- ❖ If a thrown ball hits an offensive coach, the ball is in play.
- ❖ 2 defensive coaches are allowed on the field. These coaches must remain behind the infielders. If a batted or thrown ball hits a defensive coach, the ball is in play.
- ❖ When a batted ball is thrown or brought into the dirt area of the infield by a defensive player who fielded the ball in the outfield (grass), the ball is dead and play will stop. Runners not more than halfway to the next base will return to the last base legally held. The ball does not have to be held or in the control of the player to stop play under this rule.
- ❖ When an infielder attempts a play at the plate, all other play will stop and base runners cannot advance unless they are more than halfway to the next base. The only live play will be the one being attempted at home plate.
- ❖ Runners cannot overrun bases except 1st base.
- ❖ Runners cannot lead off. A runner leading off before the ball is hit will be warned once and ball declared a dead play. Thereafter, they will be called out and no play declared.
- ❖ Runners passing up a preceding runner will be called out. Runners struck by a batted ball before it passes an infielder will be called out (the pitcher is not an infielder for the purpose of this rule).