

Wilders Grove Tee-Ball Rules (revised 2007)

Read these rules and teach them to your players. Teach them to your coaches. Distribute them to and/or explain them to your players' parents.

The Field

1. Bases are 60' and are already set. Do not remove the bases at any time.
2. The pitchers rubber is to be at 35'.
3. The dead ball arc is to be 15' from the front of home plate.
4. Catcher's circles are to be marked. These are not batter's boxes.
5. Use the batter's box template provided to mark the boxes on either side of home plate. The stud on the template should be positioned on the back corner of the plate with the long part of the box to the rear. This stud will give you the proper distance from the plate.
6. Coaches' boxes should be 3' off the baseline and located at 1st and 3rd base.
7. **The home team's coaching staff is responsible for the marking of the field before each game and retrieving the game balls from the concession stand. In an effort to display good sportsmanship and to start games on time, please help each other out!**

The Dugout and Batters Cages

1. Players and coaches **ONLY** in the dugout.
2. **Only one player at a time (the next batter in the lineup) is allowed in the batters cage. Players in the batting cage must be wearing a helmet.**
3. No player should leave the dugout until called to the plate by the umpire or coach.
4. All batters and base runners must wear a helmet at all times outside the dugout.
5. Keep all equipment inside the dugout fenced area.
6. Each team is responsible for cleaning their respective dugouts at the end of the game.
7. EXIT THE DUGOUT AS QUICKLY AS POSSIBLE AT GAMES END. Meet with your team, coaches, and parents outside the dugout. Time is limited and other teams are waiting to play. Help us stay on time.
8. Players receive a drink at the concession stand at the end of regular season games. Please send an adult with them to help facilitate this process. We have three ballgames going on at any one time and 90 players wanting drinks at one time. **PLEASE DO NOT ALLOW YOUR TEAM TO RUN OUT IN THE PARKING LOT UNATTENDED. TRAFFIC IS HEAVY BETWEEN GAMES AND IT OFTEN HARD FOR DRIVERS TO SEE TEE-BALL PLAYERS! PLEASE APPOINT SOMEONE TO ESCORT THEM AS A TEAM TO THE CONCESSION STAND.**

The Game

1. **THIS IS TEE-BALL!! IT IS A GAME!! MAKE IT FUN!!**

2. Defensive positions are as follows:

Pitcher – Must maintain contact with the pitcher's rubber until the ball is hit

Catcher – Must remain in the catcher's circle until the ball is hit. **MUST WEAR A HELMET.** Must be in the appropriate circle, facing the batter.

Fielders – Left Field, Right Field, Left Center Field, Right Center Field

Infield – 1st Base, 2nd Base, 3rd Base, Short Stop. These infielders must stay behind an imaginary line, which runs across the field from 3rd base to 1st base, until the ball is hit.

Coaches – Two coaches will be allowed in the outfield to assist in positioning players. At no time is the coach on the field allowed to touch the players or the ball once the play is in progress.

Rotate your players around the different positions. Keeping players in one place all the time limits their ability to understand the entire game (not to mention, it gets boring!). Remember, THIS IS AN INSTRUCTIONAL LEAGUE!!

3. All players present must play a minimum of two (2) innings in a four (4) inning ballgame. Alternate your players. **THEY CANNOT LEARN IF THEY DO NOT PLAY!! FAILURE TO PLAY YOUR PLAYERS AS REQUIRED WILL RESULT IN A ONE GAME SUSPENSION FOR THE HEAD COACH ALONG WITH A WRITTEN EXPLANATION TO THE DIRECTOR OF BASEBALL AS TO WHY THIS HAPPENED. THE SECOND OFFENSE WILL RESULT IN THE REMOVAL OF THE HEAD COACH FROM THE TEAM FOR THE REMAINDER OF THE SEASON AND THE FOLLOWING SEASON!!!**

4. Ten (10) players is the standard number of players to begin a game. However, a team may begin the game with as few as eight (8). If this situation occurs, the following positions will be deleted until sufficient players arrive or the game ends. If a team has only nine (9) players, one of the outfielder positions will be deleted. If a team has only eight (8) players, then an outfielder and the pitcher positions will be deleted. This is the rule and is not up to the discretion of the coach. At no time will an out be assessed due to the number of players in the game being less than 10.

5. Visitors bat first. Lineups should be presented to the opposing team prior to the start of the game. A continuous batting order will be used. Batters cannot bat out of turn. Once the game has begun the lineup must remain the same. In the event of late arriving players, they will be added to the bottom of the lineup with no penalty to the team. If a player is injured and is deemed unable to continue, his/her position at bat will simply be skipped over with no penalty to the team. If the injured player is able to return, he/she resumes his/her position in the lineup with no penalty to the team. **THIS IS TEE-BALL.**

6. The time limit for a game is 1 hour and 15 minutes. No new inning will be started after 1 hour and 5 minutes. Once an inning is started, both the top and bottom half of the inning will be completed. The home team should write the official starting time of the game down in their scorebook as given to them by the umpire.

7. No official score will be kept. The purpose of the scorekeeper is only to alert the coaches and the umpire that the team at bat has scored 5 runs and to maintain the proper batting order. Three outs or 5 runs will change sides.

8. An out is:
 - Three complete misses by the batter
 - Two fouls followed by a complete miss
 - A caught pop fly
 - A proper tag out of the runner by the defense
 - A proper throw out of a runner on a force out by the defense
 - When two base runners occupy the same base at the same time the lead runner is out
 - When a batter has been warned and continues to sling the bat
 - When a base runner runs more than 3 feet out of the baseline to avoid the defense
 - When a base runner fails to tag each base
 - When a base coach assists the base runner by touching him/her
9. A foul is:
 - A hit ball that falls outside the baseline on the fly
 - A hit ball that rolls or bounces outside the baseline inside 1st or 3rd base without being touched by the defense
 - A hit ball that fails to go beyond the 15' arc without being touched by the defense
 - An attempt that hits any part of the upright on the Tee
 - A batter may continue to foul until the ball is hit fair or a complete miss
10. A coach of the batting team will be responsible for placing the ball on the tee for his/her player. This coach may briefly encourage the batter, but this should not be taken as an opportunity to coach, as it delays the game. With the time limit set on the game, it is not fair to either side.
11. **Coaches should not line up the batter within the batter's box. If a coach attempts to line up a batter in any manner other than parallel to home plate, the coach will be given a warning from the umpire. If a second violation occurs, the incident should be reported to the league commissioner. (Revised 4/6/02)**
12. Coaches of the batting team are not allowed on the playing field without first calling and being granted a time out by the umpire.
13. No stealing. The base runner must stay in contact with the base until the ball is hit.
14. Base runners must stop when the umpire calls time. If time is called and the runner is less than halfway to the next base, the runner returns to the previous base.
15. Time will be called when:
 - The ball is thrown from any position into the infield and it crosses the baseline inside 1st or 3rd base or crosses the 15' arc.
 - However, if the ball crosses the baseline or the 15' arc and there is a runner advancing from 3rd base to home plate, who is either over halfway or who must go home because the bases were loaded, then time is called when the runner is either called out or arrives safely at home plate (or back at third if possible)
 - The ball is in possession of the defense and the lead runner is contained
 - The ball goes into deadball territory
16. **THE UMPIRE'S CALL IS FINAL.** We use volunteer umpires. This is an instructional league. Set a good example for your players (and their parents) by respecting the umpires!!!!
17. Coaches or players ejected from a game due to unsportsmanlike conduct will remove themselves from the field of play and will sit out the following game. If a player is ejected from the game for unsportsmanlike conduct, then an out will be assessed at the time of his turn at bat.