

Philadelphia Dragons Sports Association
Tee-Ball Rules
Effective 4/7/2021

1. Game Preliminaries

- 1.1. **Age.** Players must be born between April 30, 2018 and May 1, 2016, unless otherwise stipulated by the Commissioner.
- 1.2. **Team.** There is no minimum number of players for a game.

2. Player Equipment

- 2.1. **Uniform:** All players must be in **full uniform** during the game (TYBA-issued shirt, pants and cap), or they will **NOT** be allowed to play. There will be *no exceptions* to this rule! Shorts or other pants are not permitted; other baseball caps are not permitted. All players must wear proper footwear, either sneakers or nonmetal cleats. Sandals or non-athletic footwear are not permitted. *All* batters and *all* base runners must wear protective head gear.

3. **Medical Release Forms.** A completed medical release form for each player must be available at every practice and at every game. Without a completed medical release form or a parent present, a player is not eligible to participate.

4. **Field dimensions.** Bases will be a distance of 50 feet apart, with the pitching mound a distance of 35 feet from the back corner of home plate.

5. **Practices.** Practices are to be held once a week for 1 hour. During practices, coaches and managers should work on baseball fundamentals, teaching the skills of catching, fielding ground balls, throwing, batting, and base running. In addition, Tee Ball players need to learn teamwork, the basic rules of baseball, and good sportsmanship. Occasional scrimmages are permitted.

6. Game Play

- 6.1. **Applicability of Rules.** To the extent not covered in these rules, standard rules of baseball apply. These rules and the standard rules of baseball may not be amended or disregarded by any manager(s) or coach(es) for any reason, even if both teams agree.

- 6.2. There is no infield fly rule.

- 6.3. **Line-ups and Late arrivals.** Before each game, the managers will exchange copies of their line-ups (batting order). A player who arrives after the start of the game goes immediately to the bottom of the batting order.

- 6.4. **Game Length.** Games are four (4) innings in duration unless halted for bad weather or lack of light. If at one (1) hour and 30 minutes from the **SCHEDULED** start time the game is still on, whatever inning the game is in at that point is the last inning that will be played. If the 1:30 mark comes between innings, the game is immediately over. A legal game is two (2) innings.

6.5. Offense.

- 6.5.1. **Batting Order.** If a player does not bat in his or her correct order, an "out" must be taken for the missed at-bat, subject to rule 6.3 above.
- 6.5.2. **Batters.** All batters will bat off of a tee except when we have reached the point of the season at which pitching machines have been introduced. Coach-pitch is not permitted at any point of the season.
- 6.5.3. The batter receives six (6) swings (strikes) to put a ball in play; if the batter is unable to do so, he or she is out.
- 6.5.4. **Balls in Play.** For a ball to be in play, after contact, it must land beyond the line that is drawn four (4) feet in front of the tee. (Coaches shall mark the field accordingly).
- 6.5.5. **Position of Tee.** The tee is to be placed so that the post of the tee is aligned with the front edge or point of home plate (not *on* home plate); managers are responsible for removing the tee if a base runner is advancing toward home.
- 6.5.6. **Length of Each Half-Inning.** Each half-inning will conclude after either of the following occurs: (1) a maximum of eight (8) players bat; or (2) if a team has fewer than 8 players, after all players on the team have batted; or (3) three outs are made.
- 6.5.7. **Thrown Bats.** Should the batter throw the bat, he or she must not run the bases, and will receive a warning. The batter should then immediately attempt to hit again without throwing the bat. On the second or subsequent offense, whether or not immediately after the first offense, the batter must return to the bench without running the bases, although the team will not be charged with an out.
- 6.5.8. **Base Running.**
 - 6.5.8.1. **Balls Hit to the Infield.** Base runners may continue to run the bases on a ball hit in the infield until an infielder throws the ball in the direction of a base to which a runner is advancing. Once the throw is made, if the runner is not tagged out or the fielder does not touch the base (on a force), the runner must stop at the next base; the ball is dead.
 - 6.5.8.2. **Balls Hit to the Outfield.** If the ball is hit into the outfield, play stops when the ball is thrown back to the infield. If a runner is more than halfway to the next base, he or she is awarded that base.
 - 6.5.8.3. There is no advance on overthrows.
 - 6.5.8.4. If a runner is hit with a batted ball, he or she is out. If a runner is hit with a thrown ball, play continues.

6.5.9. **Force Outs.** If base runners are out (due to a tag or force-out), they must leave the field. Base runners cannot continue to run through the bases once they have been tagged or forced out.

6.5.10. **Stealing.** Stealing is not permitted. The base runner may not leave a base until the ball is hit off the tee. There will be one warning for an infraction, and then the runner will be called out.

6.5.11. **Bats.** USA Bat Standard bats must be used in all games; all bats must bear the USA Baseball logo. Any bats not conforming to these regulations shall be considered illegal bats and shall be promptly removed from the game.

6.5.12. **Base Coaches.**

6.5.12.1. The offensive team is permitted **no more than two (2)** adult coaches, at first and third base.

6.5.12.2. Only an adult, or child aged 13 or older, may be a base coach. A base coach under the age of 16 must wear protective headgear.

6.5.12.3. If an offensive base coach interferes with a play, the runner is out.

6.6. **Defense.**

6.6.1. All players for the team on defense should be on the field.

6.6.2. All defensive players should be at approximately "normal" playing positions with no more than seven (7) players in the infield (the bases, shortstop, pitcher, catcher and a position between first and second).

6.6.3. The catcher must always wear a chest protector and catcher's helmet, but may use his/her own fielder's glove. Shin guards are optional. The catcher should have a coach or parent assigned to watch him/her to ensure that s/he stays out of the way of the batter. The catcher should stand at least six (6) feet behind the batter, and move into position only after the ball is in play.

6.6.4. It is discouraged for a "pitcher" to run down a batter; the "pitcher" should be encouraged to throw the ball to another fielder for the out (including the catcher at home).

6.6.5. The "pitcher" should be changed each inning. No player shall be "pitcher" more than one inning in any game.

6.6.6. **Defensive Coaches.**

6.6.6.1. The defensive team is permitted **no more than two (2)** adult coaches in the outfield, and **no (zero)** coaches in the infield.

6.6.6.2. If a defensive coach interferes with a play, all runners advance one base.

6.7. **Pitching Machines.** Teams will introduce pitching machines in the last two or three games, timing at the discretion of the commissioner.

6.8. **Missed at-Bats (sick, injured, early departure).** If a player misses an at-bat, the team takes an "out" for the first missed at-bat. If a player misses a second at-bat, that player is ineligible for the remainder of the game, but no further "outs" are taken.

7. **Umpires and Officiating**

7.1. In Tee Ball, parent volunteers act as umpires. If both teams agree, one parent may umpire all innings; otherwise, it is expected that each team provide an umpire for two (2) innings.

7.2. As in the leagues with professional umpires, the parent umpires have the last say on calls. Only managers have standing to challenge an umpire, and only if there is a violation or misapplication of a written Taney Youth Baseball Association rule or standard rule of baseball. Challenges should be discreet and used judiciously, bearing in mind that this league teaches good sportsmanship and respect for officials as well as baseball skills.

7.3. There are no protests in Tee Ball, since there are no standings or playoffs.

*****ALWAYS HAVE A COPY OF THE RULES HANDY AT ALL GAMES!*****

Please use your common sense in applying these rules. Don't be too literal and think of the spirit in which they were written