



*Tee-Ball Division (6 & Under) Playing Rules*

Category	Rule	Remarks
Maximum time per game	1 Hour	No new inning after this time. The remainder of the inning must be played out so both teams get to bat.
Maximum innings per game	N/A	See Maximum time per game (above).
Maximum runs per inning per team	N/A	No score is kept.
Outs per inning	N/A	All players bat around each inning.
Mercy Rule	None	
Minimum innings per game per player	N/A	All available players play every inning, <b>every</b> player must play at least one inning in the infield. Safety must be a consideration.
Number of Fielders	All available players	Standard infield plus rover. No minimum number of players. No Catcher position.
Number of Batters	All available players	Bat around is mandatory.
Hitting	All girls hit off the tee the first half of the season. The second half of the season which normally starts at game #5 or #6 (tentatively the beginning of May) coach pitch will be implemented.	Players swing from the tee until the ball is put in play. Halfway through the season, Coach Pitch will be implemented. Coaches will pitch a maximum of 4 pitches and must pitch from within the pitchers' circle. After the pitching limit, the tee is brought out
Ball Used	10"	
Stealing	Not Allowed	
Advance on Overthrow at First Base	None	No runners may advance.
Ball thrown to pitcher	Deadball	Ball is dead when it crosses the pitchers' circle and runners may not advance.
Stealing	Not Allowed	
Bunting	Not Allowed	
Sliding	Not Allowed	After one warning runner shall be called out if they slide again.
Protests	Not Allowed	No game may be protested and arguing with umpires/parent volunteers is not allowed.



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### **Batters:**

- All players will hit off the tee the first half of the season. The second half of the season, coaches will pitch a maximum of 4 pitches. Coaches must pitch from within the pitcher's circle. After the pitching limit, the girls will hit off the tee.
- Only two players are allowed out of the dugout while a team is at bat, the player batting and the player on deck. Both players must wear a batting helmet. All other players must remain in the dugout.

### **Fielders:**

- All available players play defense.
- The infield will be the standard positions, with one additional Rover. The Rover will be assigned a position at the start of the inning and remain in this position for the entire inning.
- All other players will be evenly placed in the outfield. All outfield players must start each pitch no closer than the grass line or 15 ft. behind the base path.

### **Outs:**

- If a batter gets forced/tagged out at any base, the batter will be called out and will go back to the dugout. If a player catches a fly ball, the batter is out and will not advance to first base. The inning is not over until all batters have had a turn at bat.

### **Overthrows:**

- Base runners may not advance on an overthrow.

### **Umpires/Parent Volunteer:**

- Home team will provide the field umpire/parent volunteer who will be positioned in the field behind the pitching circle. The field umpire/parent volunteer will make all calls at first, second, third and home bases; and determine placement of runners on overthrows.
- The defensive team in the inning will provide an authorized person who will be positioned behind the catcher. This person will retrieve pitched balls and make sure the tee and bats are removed after each batter.
- **COACHES ARE NOT ALLOWED TO MAKE CALLS.**
- **ARGUING WITH THE UMPIRE/PARENT VOLUNTEER IS NOT ALLOWED!**

### **Coaching:**

- There will be defensive coaching allowed on the playing field during the game.

### **Misc. Rules:**

- Every player must play the infield at least one inning. Try to rotate the players evenly between the outfield and the infield. Safety must be a consideration.
- There is to be no more than one manager and two coaches on the field and one coach or parent in the dugout during the game, all other parents must be behind the fence.
- The home team is responsible for field preparation and providing the field umpire/parent volunteer.
- The batting Tee shall always be placed in front of home plate.
- There will be a batting arc from home plate that will be used to determine whether the ball has been hit a sufficient distance and can be called fair.
- The pitcher must stay within the pitching circle on defense until the ball is hit off the Tee.
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