

OCEE PARK ATHLETIC ASSOCIATION TEE-BALL RULES FOR 2008

Tee Ball Motto: Keep the Game Moving!

The rules for Tee Ball are designed to keep the game moving which will help the players maintain better focus and enjoy the game more.

1. PLAYING REQUIREMENTS

- A. All players present for a game will be placed in the batting order. Once your batting order is established for the game it may not change.
- B. All players will play defensive positions. Players should be rotated between infield and outfield positions. Coaches will rotate various players at first base and pitcher positions unless it is determined by the coach that a child should not play that position for safety reasons.
- C. Each team shall have exactly 6 infielders during their defensive half of the inning. All other players must be positioned in the grass of the outfield – there will be no stacking the infield with extra players. No team shall use less than 6 infielders during their defensive half of the inning. All players from the team will be in the field during that team's defensive half of an inning – no players will remain in the dugout.

2. BATTING RULES

- A. Based on the child's ability, the coach shall determine whether a player should initially bat off of the hitting tee or receive pitches from the coach. However, a batter may only receive three (3) pitches, and is then required to hit off the tee. If a batter hits foul on the third pitch he/she may receive one additional pitch. **Each batter is limited to a maximum of 4 pitches even if the 4th pitch is a foul ball.**
- B. The coach pitcher will be allowed to call only 2 no pitches per batter. This is to speed up the game and to play more innings.
- C. There are **NO STRIKE OUTS**. When a batter hits off of the tee, he/she shall take as many swing attempts as is necessary to place the ball into fair territory beyond the 8 foot arc. Anything short of the 8 foot arc is a foul ball.
- D. Bunting is **not** permitted.

- E. There are **NO WALKS**.
- F. There is **NO INFIELD FLY RULE**.

3. THE GAME

- A. A regulation game will conclude at the completion of 6 innings, and no new inning may begin after reaching a TIME LIMIT of 1 hour and 5 minutes. Any inning in progress as the time limit expires will be completed with the home team getting its last at bat.
- B. There is no official score kept and standings are not maintained.
- C. Players will be positioned in the field each inning in accordance with the Playing Requirements and positioning defined in Section 1(C).
- D. There is no leading off a base or stealing a base. The base runner is not allowed to leave the base until the ball is hit into play.
- E. The play becomes dead when:
 - Infield Hit – any defensive player controls the ball in the infield and is not attempting to make a play on the base runner.
 - Outfield Hit – a ball is returned to the infield, except if the ball becomes controlled by a defensive player who is trying to make a play on a base runner. In this case, a base runner may advance one base.

NOTE: BASE RUNNERS MAY ADVANCE ONLY ONE BASE PER OVERTHROW OR ATTEMPT TO MAKE AN OUT. THE HALFWAY RULE WILL APPLY. IF A BASE RUNNER IS HALFWAY OR MORE WHEN THE BALL BECOMES DEAD THEN THEY WILL BE ALLOWED TO ADVANCE, IF NOT, THEN THEY WILL RETURN TO THEIR PREVIOUS BASE.

- F. Dugout Coach: Each team shall provide a Dugout Coach. Players shall not be left unsupervised in the dugout. To speed up the game, the Dugout Coach shall manage the players in the batting order, and ensure that they are prepared with a helmet. All helmets shall have a **protective cage attached**.
- G. Placement of coaches on the field
 - Offense - One Coach at catcher position to assist with hitting. One Coach will be allowed in pitcher's circle. First Base Coach and Third Base Coach. All coaches will provide verbal support but may not provide any physical assistance. The coach behind home plate may assist in setting batter in correct stance but not

in swinging. Base coaches may instruct players to run but may not push them in the direction of the next base.

- Defense - There will be 4 coaches allowed on the field to assist defensive players. One will be placed directly behind the infield, one in left field, one in right field, and one at first base to keep this player aware of throws.
- H. The offensive team will continue their at bats until they have either **batted through their entire lineup once** or the defensive team has obtained **THREE OUTS**. Since we do not have umpires the coaches shall use fair judgment when determining whether a player is out or safe. Keep the game fun and fair. Remember that Tee Ball games have no score kept, and are played for the enjoyment and benefit of the kids. When a player is called out they shall return to the dugout and will not be left on base.
- I. Base Running: When a ball is sharply hit to the outfield, the base-runners may advance as many bases as possible. However, if the defense produces a clear comedy of errors, then the base-runners will be allowed their intended base plus one more.

4. HOME TEAM RESPONSIBILITIES

A. The Home Team is required to line the field. The chalk and the field liner are placed in the metal box next to the left field fence. Minimum lining requirements are the first and third base foul lines, as well as the 8 foot arc in front of home plate. Home teams shall arrive at least 30 minutes prior to the first game of the day to prepare the field.

B. Home Teams are also responsible for putting the field equipment away when no longer in use. For games following the first game, if necessary, it is the responsibility of the Home Team to reline the field.