



Germantown Baseball League TEE-BALL LEAGUE RULES

The Tee-Ball League is for 5 and 6-year-old boys and girls.

The distance between bases will be 50 feet.

Defensively, each team must have a pitcher on the rubber, and a catcher. The catcher at all times must be wearing a batting helmet and be against the backstop during at-bats. The catcher may attempt to make plays on runners at home plate but MUST NOT block the plate or the base path without possession of the baseball.

A limit of 5 additional players will be allowed on the infield (1st base, normal 2nd base, right behind 2nd base, shortstop, and 3rd base). All infield players must be behind the base paths with no player in foul territory. All other players play in the outfield.

No one or two players can be placed at pitcher's mound and/or first base for the entire game. Each coach should rotate 4-8 players in these two positions.

Each game shall last a maximum of three (3) innings or one hour. The teams competing will be as per a schedule published prior to the season. Each coach will verify with the umpire the official starting time and record the time in the home team scorebook. The games will be called at one hour regardless of position in inning or batting order. The record line up on the scorer's book is the batting order used throughout the game for both teams. Games can end in a tie.

The batting team will be allowed one (1) adult at home plate, first base and third base. The fielding team will be allowed two (2) adults located behind the base paths, only.

The batting team coach can tell the runner when to run, but cannot touch the runner, or the runner will be out.

The runner cannot leave the base until the ball is hit off the tee. One warning, then runner is called out.

Base runners may advance only one base on an overthrow to first base or third base, but the base is not free, the runner may be thrown out advancing to the next base.

If an overthrow advances to the outfield, runners may advance until the ball is retrieved and crosses base path.

A ball that is hit past the base paths into the outfield will stay "in play" until the ball crosses back inside the base paths into the infield. The ball does not have to be touched once it is in the infield to stop play. (Ball crossing base paths stops play, even though the ball may be overthrown and roll off the field.) Players advancing around the bases are awarded the next base if they are half way, or more, to the next base at the time the ball crosses the base paths back into the infield. Base runner will be awarded next base if interference occurs in path or base.

On a hit ball that does not leave the infield, runners may advance only one base at their own risk, unless there is an overthrow on the play.



Coaches may call "Time" to regroup and/or instruct the players. "Time" will only last two minutes.

The batter, on-deck batter and runners will have a batting helmet on at all times.

Player's uniform will be a cap, uniform shirt, long pants and proper shoes. No metal spikes.

Each team will bat all players each offensive inning. Runs will not count after three (3) outs. A player who is called out shall not remain on the base. After first inning, the line up will be reversed. The line up may not be changed during the game. Late arriving players may be added to the bottom of the line up.

The "T" will sit IMMEDIATELY behind home plate. Runs are scored when home plate is touched, not the Tee.

For a "hit" to count, the ball must go at least eight (8) feet beyond home plate in fair territory, otherwise it is considered "a strike". We expect the coaches to make this call and to mark this line in field before the game.

NO BUNTING!!!

A batter shall be given ample opportunity to bat a ball in play. Batters should not be called out on strikes. However, excessive attempts to bat a ball into play should be avoided in order to not hold up play. If a player can't, in a reasonable amount of time, put the ball into play the batter's coach can declare him out on strikes. This out does not count against the batting team. Only 3 outs by the defensive team can end an inning.

Each player will be allowed 3 balls pitched by the coach. If after three balls, the player does not get a hit, regardless of where the balls were pitched by the coach, the ball must be put on the tee and hit by the player. If the player swings and misses the ball, it may be placed on the tee and another attempt to hit the ball will be allowed until the ball is put into play.

An adult will place the ball on the Tee. Adult supervision is important around home plate.

After one caution from the coach/umpire, per team, a player will be called out if he throws his bat farther than six (6) feet from the Tee.

A coach may touch the player to position him while he is in the batter's box. He may also adjust the Tee height and instruct the player at any time.

No fielder may intentionally, or be coached, to roll a ball to a base or another player. (This technique does not aid the player in learning the true fundamentals of baseball).

Each Coach has the option to remove the batting tee for any batter and pitch in any safe manner from any distance, to the batter, as long as he does not hold up play. All above rules remain the same, *i.e.*, 4 strikes, 8 ft. arc, *etc.* If batted ball hits pitcher (coach), a "no-pitch" is declared and batter returns to ball/strike count prior to pitch.