



Tee Ball League Division Rules

Updated: Spring 2024

1. Teams will consist of a minimum of 10 players with a maximum of 13 players.
2. Line-ups will be presented to the official scorekeeper before the game starts. Lineups should include players last name, number and position in the batting order. All players present and listed on the roster must be in the line-up and bat each game.
3. A game will be 5 innings. Games will have a time curfew of 55 minutes. No new inning will start after the time curfew has expired. An inning that has started prior to the expiration of time will be allowed to finish.
4. Teams must have at least 8 players to start and finish a game. The 9th position, if vacant, would not be an automatic out. The 9th,10th etc ... Missing/late rostered players may be added to the lineup after the game starts, until the lead off batter has begun their second at-bat. If the need arises, a 9th player may be called up from the wee ball division.
5. A team may be granted a 5 minute “grace period”, beginning at the scheduled start time of the game to allow for late arrivals. If after the “grace period”, a team still does not have 8 players to start the game, it shall be declared a forfeit. The score documented in the Official Score Book will be 5 - 0 for the winning team. In the event a game is forfeited, the 2 teams scheduled to play will be allowed to scrimmage for the remaining time.
6. The 1st, 2nd, 3rd and 4th innings will have a 4 run per half inning limit. These innings are over when the 4th run is scored. The 5th inning will be the only “open inning” and have a 6 run limit per half of inning.
7. Mercy rule will be in effect. If a team is leading by a score that is mathematically impossible for the opposing team to overcome, the game will be stopped and the team leading the game declared the winner.
8. If a player is injured during the course of the game and is unable to continue play, no out will be recorded when their turn at bat is reached.
9. Once an injured player misses their at bat, they may not re-enter the game.
10. Regular infield positions (1B, 2B, 3B, SS, P, C) are to be used. All other players will be spread evenly amongst the outfield.
11. Outfielders cannot make a play in the infield.

12. The catcher must wear a helmet with a mask and stand in the designated area behind and away from the batter until the ball is hit.
13. The pitcher must maintain contact with the pitching rubber with at least one foot until the ball is hit. The pitcher must wear a helmet with a mask.. The pitcher may be allowed to move back in line with the rubber for batters that may cause safety issues. Both feet must remain in pitching circle until the ball is hit.
14. Each team is allowed 2 coaches in the outfield on defense. Coaches may not touch or physically move a player on offense or defense.
15. Defensive players should not block the path of the runner unless making a tag or playing the ball. *This is a judgement call by the umpire.* Defensive interference allows the runners(s) to advance to the next base. A runner interfering with the defensive player will be called out.
16. Infielders shall not be permitted inside the 45' hash mark until contact with the ball is made. Umpires will be instructed to not begin play until each player is behind the line.
17. A 6' circle will be chalked around the pitching rubber. If the ball is fielded inside, it must be thrown to a base to attempt the out.
18. Any infielder attempting to put a runner out must make a true "baseball play" to record the out. They are not allowed to chase a runner across the field and tag them out. The intent of this rule is to stop infielders from excessively chasing base runners across the field in an attempt to record and out. A "base ball play" is at the umpires discretion.
19. All hitters will bat using a tee. The tee must maintain contact with home plate and may not contact the batters box.
20. Each batter will have 5 swings to put the ball in play or a strikeout will be recorded.
21. A batter who hits a foul ball on the 5th swing will be given one additional swing.
22. A ball must travel beyond the 6 foot arc in fair territory before it is considered in play. Any batted ball that that comes to rest on the 6ft arc line will be considered a "dead ball". This counts as a swing and runners cannot advance.
23. The coach placing the ball on the tee should move his/herself and the tee after the ball is hit to allow runners a safe path to home plate.
24. The batter must make an effort at a full swing. If the umpire, *at his discretion*, feels the batter is attempting to "bunt" the ball, he/she will be given ONE WARNING PER GAME and then assessed a strike on subsequent attempts.
25. It is the coach's responsibility to keep the game moving. Coaches are not allowed to spend excessive time prepping batters or fielders. Teams will receive a delay of game warning at the *umpire's discretion*. Deliberate action to delay a game will be reported to the league VP. Repeated violations may result in suspension for the violating coach.

26. There is no stealing, leading off, or leaving the base early. If the runner leaves the base before the ball is hit, the team will draw one (1) team warning. After one (1) team warning, runners will be called out. *Only the umpire is allowed to make this call.*
27. *Infield fly rule is **not** effect for tball*
28. A runner may tag up on a caught fly ball to the outfield (grass). A runner may not tag up on a caught ball in the infield (dirt). The location of the catch determines if it is infield/outfield, not the position of the player making the catch.
29. The batter, on-deck batters, and base runners **MUST** wear a helmet. **NO EXCEPTIONS.**
30. Base runners may advance 1 base on a ball hit to the infield.
31. Runners may **not** continue to advance on an overthrow by an infielder at any time.
32. Runners may advance at their own risk on a ball hit to the outfield.
33. Runners may continue to advance until the ball is in possession of an infielder standing in the dirt. Once the ball is in possession of an infielder, runners may not advance but can be put out.
34. If the runner is past the halfway mark between bases, then the runner may advance forward to the next base with the risk of being put out. This is the umpires call and is not subject to challenge.
35. If the runners are on base and a line drive is hit in the infield, the runners on base can be doubled off.
36. A batter slinging or throwing the bat will be given one warning by the umpire and then called out for any subsequent bat slinging or throwing. When the umpire sees a bat slung or thrown, the umpire will warn the batter for the first offense or call the batter "out" if the warning had already occurred. This applies no matter where the ball travels. This call is at the discretion of the umpire.
37. The home team will occupy the 1st base dugout.
38. Home team is responsible for lining the fields before the game. This must include a 6ft batting arc, a 6ft pitching circle, and 45ft hash marks down the 1st and 3rd base line.
39. The home team is responsible for providing a bookkeeper for the game. The visiting team is responsible for providing someone to run the scoreboard. These individuals should set together at the scorers table.
40. Only rostered players, coaches and approved volunteers may be in the dugout during the game. Parents of injured players are also permitted to enter to care for their child.

41. In the event a player or coach is ejected from the game by an umpire, the player or coach will not be eligible to participate in the next game played by their team. (The ejected individual will not be permitted to have any involvement with his / her team inside the fenced-in area of the playing field on the game day they are suspended for.) In the event that a second ejection occurs involving the game individual during the season, that player or coach will not be eligible to participate again until he / she has been given permission by the JCYB Board of Directors.
42. Any individual ejected from a game or the park by an umpire or league official must vacate all park facilities INCLUDING THE PARKING LOT. Failure to leave in a prompt fashion or continued unsportsmanlike conduct may result in forfeit of the game for the team affiliated with that person/player/coach and may result in the ejected party being arrested for trespassing.
43. Any rule not covered here will be covered by the Babe Ruth League rulebook and / or ruled on by the game umpire.