

2017 BGSF Tee Ball Rules

- 1) Line-ups are to be presented to the scorekeeper 10 minutes before each game. Players arriving late will be placed at the bottom of the batting order at the coach's discretion and are not guaranteed an at-bat.
- 2) T-ball games will consist of four (4) innings. An inning will consist of either three (3) outs or six (6) runs, whichever comes first. In the event of rain, an official game is 3 innings (2 ½ innings if home team is ahead). If the game is suspended before it is official, the game will resume where it was stopped. Only the umpire and/or league official have the authority to cancel or postpone a game. Games are limited to one (1) hour and fifteen (15) minutes. Teams will be given an equal amount of time to warm up before a game when possible. There will be games when time does not allow for warm-ups.
- 3) A team must have at least eight (8) players present at the scheduled start time. Failure to field eight players will result in a forfeit and a loss in the standings.
- 4) Regulation Cal Ripken baseballs will be used. Bats must not exceed 28 inches in length and 2 1/4 inches in diameter. Bats must be in good repair with adequate gripping on the handle. Wooden bats are not acceptable.
- 5) There will be a maximum of four coaches on the field during games.
- 6) Format is Pool play, then single elimination
- 7) The whole roster has to bat

RULES OF PLAY

1) DEFENSIVE TEAM

- a) Regular infield positions (IB, 2B, 3B, SS) are stationed behind a chalk line approx. three feet in front of and parallel to the base path - "the Infield Line." Infielders may advance over the Infield Line only after a ball is hit.
- b) The catcher must wear a mask and stay in a designated position behind and away from the batter until the ball is hit. A team will have the option of not using a catcher.
- c) 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 facemask.
- d) All players present for the defensive team can play in the field (with number of infielders subject to limitations above). Outfielders must be stationed in the grass until the ball is hit.
- e) Defensive coaches (three (3) max) must maintain a stationary position on the outfield fence and must only coach outfielders. Coaches shall not physically assist a player during a live ball situation. A coach on the sideline must remain on the mats area near the dugout during a live ball situation.
- f) Defensive players should not block the path of a runner unless making a tag or playing the ball. *This is a judgment call by the umpire.* Defensive interference allows the runner(s) to advance to the next base. A runner interfering with a defensive player will be called out.

IF A PLAYER ON DEFENSE IS NOT PAYING ATTENTION DURING LIVE BALL SITUATIONS, THE COACH, UMPIRE, OR SCOREKEEPER MAY REMOVE THAT PLAYER FROM THE FIELD FOR THEIR OWN SAFETY.

2) OFFENSIVE TEAM

- a) The ball is hit off a tee located at home plate. The ball is placed on the tee by a coach of the offensive team. The batter shall not swing until the umpire - or the coach - calls out "Play Ball" after checking to see that the defense is ready.
- b) If the batter swings and misses three times, he/she is called out. If the batter hits the ball foul, it is counted as a strike. If the batter hits the ball foul on the third strike, he/she will have one more attempt to put the ball in play. A ball that does not travel past a line drawn in an arc from base line to base line approximately fifteen (15) feet from the plate is a foul ball.
- c) There will not be a "Batter's Circle," and there will be no outs applied for bat throwing. Coaches are expected to teach sportsmanship and safety, by expecting players to safely drop the bat after hitting.

- d)** 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.
- e)** There is no stealing and no infield fly rule. If a runner leaves the base before the ball is hit, he/she will be called out NO OFFICIAL WARNING WILL BE GIVEN. *ONLY THE UMPIRE CAN MAKE THIS CALL.*
- f)** A runner may tag up on a caught fly ball to the outfield (i.e. in the grass). A runner may NOT tag up on a caught fly ball to the infield (i.e. in the dirt). The location of the catch determines if the ball is in the outfield or infield, not the position of the player making the catch.
- g)** A runner INTENTIONALLY throwing off his/her helmet while running the bases will be given ONE WARNING PER GAME. The next time it occurs, he/she will be called out.
- h)** A runner interfering with a fielder attempting to play the ball, *in the umpire's opinion*, will be called out. If a runner runs out of the base line to avoid a tag, he/she will be called out. *This is a JUDGMENT CALL made by the umpire and not subject to challenge.*
- i)** A runner who misses a base can be tagged out. A runner missing home and going into the dugout will be called out. The runner can return in a "reasonable amount of time" to touch up at home plate, if he/she is not tagged out. *The umpire will make the call.*
- j)** If two runners are on one base at the same time the lead runner is safe. The second runner is out if tagged by the fielder but may return to base safely if not tagged. All runners attempting to advance or caught off base prior to the umpire calling the play dead are subject to being tagged out. A runner passing the lead runner will be called out.
- k)** The batter, the on-deck batter, and base runners must wear a helmet. No exceptions. AT NO TIME SHALL A COACH TOUCH OR OTHERWISE ASSIST A BATTER, RUNNER, OR A FIELDER WHILE THE BALL IS IN PLAY. DOING SO WILL RESULT IN A RUNNER BEING CALLED OUT, OR RUNNERS BEING ALLOWED TO SAFELY ADVANCE. IF A CHILD IS INJURED OR OTHERWISE IN DISTRESS, **PLAY WILL BE STOPPED** BY THE UMPIRE AND THE RUNNERS PLACED IN POSITION ON THE BASES *AT THE DISCRETION OF THE UMPIRE.*

GENERAL RULES OF PLAY

- 1)** The infield is considered the area within the foul lines and in front of the grass. A batted ball that does not cross into the grass (outfield) only allows the batter and all runners to advance ONE BASE. There is no advancing on an over throw to any base. A batted ball that does not cross the grass (goes into the outfield) is an "Infield Hit", although a runner cannot advance more than one base, **HE/SHE CAN BE TAGGED OUT IF THEY WANDER OFF BASE BEFORE THE UMPIRE STOPS PLAY.**
- 2)** An "Outfield Hit" is a batted ball that crosses into the grass" Once the ball is in the grass, it is a live ball with all runners advancing until one of the following takes place:
- a) An outfielder plays the ball and throws it or hands it to an infielder, who gets the ball under control within the infield or in foul territory on the home plate side of 1st or 3rd base. The umpire determines when the ball is under control.
- b) An infielder plays the ball and returns to the infield with control of the ball.

Once an infielder has control of the ball in the infield, runners can advance to the next base (a runner between 2nd and 3rd can attempt to reach 3rd for example). Runners attempting to advance after the ball is controlled ARE AT RISK. Once the umpire stops play, runners will be put back on the base they were entitled to attempt to reach prior to control. The umpire and scorekeeper will watch the position of the ball and the runners and make the call using their best judgment.

A COACH DELAYING PLAY TO CHALLENGE A JUDGEMENT CALL IS SUBJECT TO WARNING AND SUSPENSION OF PARTICIPTION. A COACH MAY SEEK A RULES CLARIFICATION DURING A DEAD BALL SITUATION. COACHES ARE EXPECTED TO KEEP THE PACE OF PLAY MOVING.

LONG DELAYS WILL NOT BE TOLERATED.

GENERAL INFORMATION

1) Warnings will be assessed by the umpire and noted by the scorekeeper.

2) The coach placing the ball on the tee should move the tee after the hit to allow runners a safe path to home plate. At no time, is that coach allowed in fair territory unless to retrieve a bat or at a dead ball situation to attend to an injured player.

3) Coaches are responsible for their players batting in the right order. The scorekeeper maintains the official batting order. When the scorekeeper realizes a batter has hit out of order before the next batter puts the ball in play, the order is corrected and all runners are returned to the proper base (no out or penalty assessed). When the error is noticed after the next batter puts the ball in play, play will resume and the order considered correct for the remainder of the game.

4) If a player misses his/her turn at bat, the order stays the same and that player will not bat until their position in the lineup comes up the next time through.

5) Games must move quickly in order to finish on time.

a. Coaches shall not have their batters take practice swings at the plate. It is recommended to have a tee set up at the on-deck circle for practicing before the batter reaches the plate.

b. Coaches shall have their fielder positions decided before they take the field.