TEE-BALL RULES AND REGULATIONS

1.) All batters must hit off a TEE. Players and coaches shall not pitch.

2.) The batting order shall include all rostered players present and all players will bat once per inning.

3.) A batter will only hit off the TEE.

   a) On the third swing if the batter cannot put the ball in fair play, the coach may choose to help the player hit the ball.

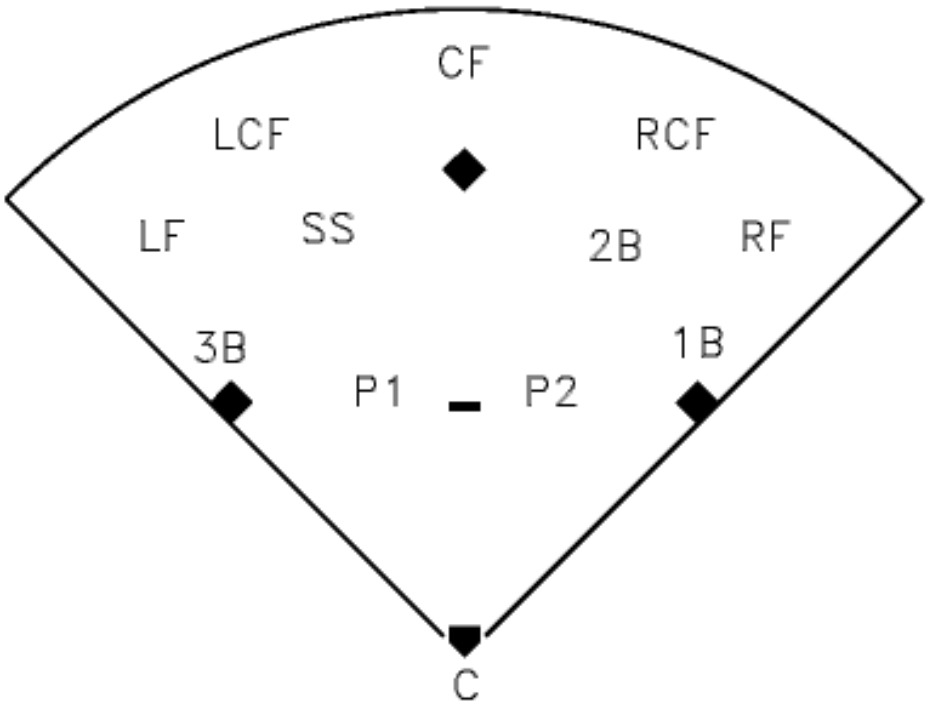
4.) Please reward defensive play by calling outs; congratulate batter or base runner on effort, but explain that they are out. This will accomplish numerous items; teaching the game of baseball, encourages effort when running, gives them a goal to achieve, and rewards good play. Being on base should be something earned.

5.) There is to be no leadoff or stealing by the runners. An advance to the next base can only take place when the ball is hit into fair territory.

6.) Runners can only advance 1 base per hit ball.

7.) All players will play defense.

8.) The defensive team will consist of all players. Infield positions are P1, P2, 1B, 2B, SS, 3B and Catcher. All others in the outfield (see diagram)



9.) An inning shall end after all players have had a turn at bat

10.) Pitcher's distance is 35 feet, or wherever the coach feels comfortable. Keep safety of the players in mind.

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11.) Coaches will handle all Umpiring from their respective positions on the field during play.

12.) Defensive coaches are permitted to be on the field in fair territory for instructional purposes. Coaches are not permitted to touch a live ball, but only to instruct other players. If a ball accidentally touches a coach, the ball shall remain a live ball. If a coach purposely touches a ball, the ball shall be dead and the runners shall be allowed to take the base they were attempting to make and shall then be allowed to take one additional base.

13.) No league standings and no official score is to be kept. Since no standings are kept all games need not be completed. Coaches wishing to schedule a make-up game will coordinate the make-up game with the opposing coach and the field scheduler.

14.) No "infield fly rule" will be used.

15.) Batters and base runners must wear helmets at all times.

16.) Coaches should equalize playing time in the infield and outfield for all players throughout the season. Players shall be given the opportunity to play a variety of positions.

17.) Throwing of the bat is an automatic out. Any bat that travels more than 10 feet, or is thrown in anger, is considered a thrown bat.

18.) Sliding is not permitted. Sliding is not an out, but a player who repeatedly defies the coach's orders not to slide may be removed from the game.

Things you can do to help speed up the games:

- Be ready to start and take the field at your starting time.
- Have your players warmed-up before game time.
- Have your lineup made up before you arrive at the park.
- Games shall be 5 innings in length or 1½ hours, whichever is less and no new inning shall start after 1 hour 15 minutes from the time the game started.
- In the event you still can't get your games in on time we will discuss alternatives.