



# Tee Ball Rules 2014



## GENERAL:

1. Grade: Kindergarten (2013-2014 School Year).
2. Games will be 50 minutes long. Once the game clock has reached 50 minutes the team at bat will finish their at bat and then the game will be over regardless whether the visiting or home team is up to bat. Official game time will be kept by the Site Supervisor and will be indicated by a horn.
3. 2<sup>nd</sup> team listed on the schedule is the home team and will take the field first.

## BATTING:

4. Tee shall be adjusted to approximately belt level by the coach.
5. Batter has five deliberate attempts at hitting the ball.
6. On one of the five attempts, the ball must be hit at least 10 feet, and remain in fair play to be considered a hit. If the batter does not make a successful hit, they will be allowed to walk to first base.
7. Any batter intentionally interfering with a play will be called out.
8. Batters must drop the bat after swinging. Any thrown bat will result in the batter being called out, with no advancement of runners.
9. Batter must make contact with the ball while in the batter's box, or the batter is out.
10. Each team will bat **all** players each inning. There will not be a 3 out rule to end the inning. **Players must go to the nearest base once the ball has entered the pitcher's circle. Players may stay on their base even when they are called out. There is no limit as to how many bases a player may advance during the immediate play.**

## DEAD BALL:

11. Any ball not hit at least 10 feet, or hit in foul territory.
12. When ball is returned to pitcher.
13. All dead balls will be called by the coach.

## FIELDING:

14. Fielding team will consist of all players. Only six (6) players can be in the infield, the rest of the players must be in the outfield (outside of the painted field).
15. Catcher must retrieve balls intended for them, and return them to the **coach** after the ball is dead.
16. Pitcher must stand in the pitcher's circle until the ball is hit.
17. **Please rotate all players throughout all positions, especially Pitcher and 1<sup>st</sup> base.**

## STEALING:

18. No stealing. Runners must stay on base until the ball is hit (no leading off). Player may advance one base on an overthrow.

## UNIFORMS:

19. Team shirts and hats are provided by the Legacy Center. Closed-toe shoes must be worn. Shorts are allowed.

## PHILOSOPHY:

It is our intention to stress participation and learning rather than the competitive aspect of the game. We hope you have fun this summer, and let's make it a great experience for the players and all that are involved.