

Norcross TEE BALL Rules

Updated Jan '14

- Rule number 1: Have FUN! Our goal, at the t-ball level, is to have fun while teaching some of the basics of the game and to provide players with a positive and fun experience. Each player should become familiar with the game and its various positions and taught some of the skills necessary to move to the Pee Wee level.
- Home team occupies the 1st base dugout and provides and official scorebook keeper.
- Home team installs scoreboard equipment, bases, tee and ensures that the field is properly lined.
- Visiting team responsible for providing a scoreboard operator, for locking up the tee and bases (in the equipment room) and replacing the scoreboard equipment to the locker (electrical room) and turning off lights after final game.
- Eight players are required to start a game (15 min grace period, game clock starts at game time).
- Less than 9 players - If a team fails to field nine players at game time, they may play with seven or eight players. The missing players space(s) must take an out(s) the first time through the batting order. The manager of the team with seven or eight players has the option to take the out(s) at any point in the batting order. The manager must tell the umpire where the out(s) will be taken **before** the game begins.
- Team line-up: Before each game, each manager is required to submit one copy of the team line-up to the official scorekeeper and the opposing manager. Any player who arrives after the line-up has been turned in shall be added to the bottom of the line-up. A player who arrives after a team has completed one rotation through the batting order shall be allowed to play after notifying the opposing manager.
- All players must wear batting helmets, equipped with a chin strap and face guard, while on-deck, batting and on-base.
- The player pitcher may occupy the mound no more than 2 innings per game.
- The player pitcher must THROW any ball fielded within the circle to first base when making a play at first. (Base runner is safe when pitcher runs and tags the base or runner.)
- 1st HALF OF SEASON:
 - All hitters receive 5 swings of the bat. Three pitched (no strikes called) and two from the tee (the tee to be placed on home plate).
 - If the hitter does not put the ball in play after five swings of the bat, he/she will be called out.
 - Pitcher-coach must **start** each pitch with both feet in the circle.
- 2nd HALF OF SEASON :
 - All teams are required to identify **FIVE** regular hitters prior to the start of each game regardless of the number of players in the lineup. Regular hitters get 5 pitches or 3 swinging strikes. (additional pitches on final swing foul tips). The remainder of the players will receive 2 pitches, then 2 swings at the tee.
 - Pitcher-coach must **finish** each pitch with both feet in the circle.
 - Coaches may not touch batters in the batters box, if they need help aligning – draw a line in the batters box to assist them.
- No bunts, lead-offs, or base stealing.
- 4 RUNS per inning limit.
- PLAY STOPS when ball is thrown out of the **infield** in any direction (Runner advances if over half way to base).
- PLAY STOPS when player holds the ball in the mound circle and requests time.
- PLAY STOPS when player is in front of lead runner with ball, calls time, and runners are not making an effort to advance (determined by the umpire).
- DEAD BALL when coach-pitcher is hit by batted ball (The pitch does not count against the batter and the batter is pitched to again).

- Pitcher-coach to leave infield after ball is hit ("go to home and pick-up the bat").
- Base coaches are not allowed to touch players to get them to stop or go. (PLAYER OUT!)
- Each team is allowed two coaches in the outfield during defensive play, and one additional coach along the fence along the baseline or near home plate. All remaining coaches must stay in their dugout (Tournament ONLY).
- Outfield coaches are not allowed to touch players to get ball (DEAD BALL, Player gets approaching base + 1)
- Additional defensive players are in the outfield (Must be standing in the grass when ball is pitched or hit!)
- Game time limit: **no new inning will begin after the 60 minute mark or 5 innings** (Even scores will count as a tie game during regular season).
- A new inning **starts upon final out of previous inning or when the fourth run is scored.**
- A parent, guardian or designated adult **MUST** be present at each game or practice.
- Umpires will eject Coaches, Players, and Parents for unsportsmanlike conduct.

TEE BALL LOCAL OPTIONS – Tournament Play (all other rules remain in place):

- Tournament Seeding:** The seeding for the tournament will be determined by a drawing by the commissioner. The regular season record will not impact the seeding for the tournament.
- Time Limit (Tournament Games – that do not determine a Champion):** The time limit shall be one hour (60 minutes). Games will be completed at the end of 5 innings (4 ½ if home team is leading) If the game is tied after the completion of the time limit, extra innings will be played until a winner is determined.
- Time Limit (Tournament Games – that determine a Champion):** There is no time limit on games that determine a Champion (Division or overall). Game will be completed at the end of 5 innings (4 ½ if home team is leading). If at the end of five complete innings and the score is tied, extra innings will be played until a winner is determined.
- Tie Breaker** - If a game goes past six innings each team will start the seventh inning with a runner on second base and one out. If the score is still tied at the end of seven innings each team will start the eighth and subsequent innings with a runner on second base, one out and the run limit will increase to ten (10) runs.
- Suspended or Rained Out Game (All Tournament Games):** In the event of a suspended game, the game shall be considered complete if the game has completed 3½ innings and the home team is leading. In the event of a rained out or rain suspended game the Baseball Commissioner will reschedule games on the first available open date and notify the Team Managers prior to the playing date. Rain suspended games shall be played from the point of the suspension. The team failing to appear for make-up or suspended games shall forfeit. If it is the Championship game the Champion will be declared.
- Home Team Determination:** A coin flip between the two managers prior to the game will determine home team.
- Team Line-up:** Before each game, each manager is required to submit one copy of the team line-up to the official scorekeeper and the opposing manager. Any player who arrives after the line-up has been turned in shall be added to the bottom of the line-up. **A player must arrive before the team has completed one rotation through the batting order to be eligible for that game.**
- Substitutes:** No Substitute players may be used during the tournament.