

B.P.G.S.A General Rules

Tee Ball (6U)

The following rules apply to the (6U) Tee Ball division and are for girls ages 5 to 6 as of December 31st of the previous year.

The B.P.G.S.A will follow the rules of ASA with the following exceptions:

CANCELLATION & DELAYS

1. **Cancellations** - It will be the responsibility of the home team to cancel the game. The home team manager must notify the opposing manager, umpire coordinator and the division coordinator at least 60 minutes before the scheduled starting time of the game. All cancellations will be rescheduled through the division coordinator.
2. **Rain** - In case of rain, the game will be suspended if less than 3 full innings have been played. Division Coordinator will reschedule the game as soon as possible.
3. **Start of Game** - All games will start at scheduled times. A 15-minute grace period will be given. Teams having 8 players must start the game at the scheduled starting time. Players arriving late will be entered at the end of the batting order. All players will play in the field each inning. Teams may share players if on team has less than 4 players.

EQUIPMENT

4. **Mouth Guards** - Mouth Guards are required at all times when players are on the field of play.
5. **Heart Guards** - Players located in the pitching position will be required to wear a heart guard.
6. **Helmets** - Batters/runners shall wear helmets with chinstraps that are securely in place
7. **Face Masks** – Players in the pitching position are REQUIRED to wear a face mask. The BPGSA STRONGLY recommends (but does not require) all other players wear a face mask when fielding.

FIELD

8. **Field Preparation** - The home team is responsible for setting up and lining the field. Raking, dragging, and filling in holes from vacated bases & low areas in the batter's boxes & around bases are included within the field preparation requirements.
9. **Field Dimension:**
 - a. Baseline = 50 Feet (hash marks $\frac{1}{2}$ way between bases)
 - b. Pitching Distance = 35 Feet
 - c. Outfield = 150 Feet
 - d. Infield = Arc of 10 feet in front of Home Plate from Foul Line. Ball must pass this line to be in play.
10. **Double First Base** - The use of a double first base will be employed to reduce collisions. The bases will be strapped together and securely anchored so that one lies within the outside of the foul line. The fielder will use the infield (white) portion only; the runner will use the foul line (orange) portion

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only when there is a play on the batter/runner. If the fielder uses the wrong $\frac{1}{2}$, the runner is safe. If the runner uses the wrong $\frac{1}{2}$, the runner is out.

SCORING

11. **Run Rules** - Each team bats entire roster every inning. After entire team bats their half of the inning is over. No cumulative score is to be kept. No team standings will be kept.

RULES OF PLAY

12. **Tees** - A "Tee" will be used the entire season. During the second half of the season (after 4 games), a player can opt to have her coach pitch a maximum of 5 live pitches to her. If the player fails to put any of the 5 pitches into play, she must then use the Tee for that at-bat.
13. **Game Length** - 4 innings or 1-hour time limit from the start of the game, if another game follows. No new inning can be started after the time limit but an inning in progress must be finished. Practice time will be divided evenly between teams before the start of the game.
14. **Innings of Play** – All players must play at least 2 innings in the infield at the 6U level
15. **Outfielder Positions** - All outfielders must remain in the outfield during play and at least 10 feet beyond the baseline. No outfielder can make an unassisted play at a base.
16. **Pitchers & Catchers** - A player will be assigned to field the pitching position. There will be no one fielding the catcher's position at any time.
17. **Stoppage of Play** - Play will stop when A) a fielding play is made at any base (whether or not an out is recorded); B) when an infielder throws the ball into or close to the pitching circle (whether or not the pitcher has possession); C) a field returns the ball from the outfield across the infield/outfield line. There shall be no advancement due to overthrows, poor throws, dropped balls or if any injury occurs. Runner may only advance 1 base on each play.
18. **Base Running** - Learning to run the bases is an important part of the game. A player has the option of staying on the base and continuing to run the bases even if an "out" is recorded.

GENERAL & CODE OF CONDUCT

19. **Bench** - Team Members only on the bench. A maximum of 4 coaches per team, all coaches must remain within the designated team area.
20. **Coaches** - To qualify for a Head Coach/Manager or Assistant Coach position, you must be the parent/guardian of a girl on the team, unless approved by the board
21. **Behavior** - Managers are responsible for the behavior and actions of your team's parents and cheering section