

# Williamsburg Youth Baseball League Tee Ball Rules and Information - 2019

## Game Information

All games will be played at Warhill, on Field 2.

On rainy days or when the weather is questionable, call 220-1530 after 4:00 p.m. on game day to learn whether your game will be played or rained out.

Rainouts will be rescheduled and updated on [www.WilliamsburgBaseball.com](http://www.WilliamsburgBaseball.com).

Games will last 1:15 minutes or 6 innings. On Saturday, when there is a game following yours, your team must be off the field after 1:15 so that the next 2 teams can start their game promptly.

## Rules

- Players may cheer for their team. NOT against the opposing team or its players.
- ALL players bat in sequence EVERY game. A fair way of batting all your players is to bat in order of the players' uniform numbers, and to continue where you left off in the next game, and so on for the remaining games.
- One coach stands near the batter to place the ball on the tee and help the batter. Balls hit inside the semi-circle in front of home plate are not in play and coach helping batter is to indicate such. Teams on offense may also have first and third base coaches; teams on defense may have 2 coaches in the field. Balls that hit defense coaches in the field are in play.
- All batters and base runners MUST wear helmets.
- The catcher should be a least 6 feet behind the batter to avoid being hit by thrown bats.
- When the ball is hit in the infield, players may only advance 1 base. If a ball is hit into the outfield, players may advance 1 or 2 bases (i.e., no triples or homeruns, only singles and doubles). The infield is defined by the imaginary line that passes through the bases.
- Runners may not steal bases or take leads. Runners advance after the ball is hit.
- Four outfielders will play and must be positioned on the grass behind the base paths.
- Each player should play both infield and outfield during a game. Players should be moved to various positions during the game. All players should play an approximately equal number of innings in the field each game.
- Half innings end after 3 defensive outs or 5 offensive runs.
- Do NOT keep score. Games at this age should be fun and not emphasize losing or winning. Stress playing hard and having fun, not winning or losing.
- Contact the League Coordinator if there are flagrant violations of any rules.

## Lightning

If lightning is detected within 6 miles of the field, play will be suspended. This follows the "Flash-Bang" method recommended by the National Severe Storms Laboratory where the

observer begins counting when a lightning flash is sighted. Counting is stopped when the associated bang (thunder) is heard. Divide this count by 5 to determine the distance to the lightning flash (in miles). For example, a flash-to-bang count of 30 seconds equates to a distance of 6 miles. This is also the basis for the 30/30 rule, which requires that games be suspended when the flash-to-bang count is less than 30 seconds (6 miles) and play is only resumed after 30 minutes following the last lightning strike.

In all other instances (including practices), coaches are urged to utilize good judgment with an emphasis on safety.

### **Other Helpful Information**

- Each team must have a Team Rep to coordinate snacks. Tickets are available at the concession stand, 16 tickets for \$25 gets each kid a drink and a snack.
- Uniform includes the distributed Hat and Shirt. Baseball pants, socks, and cleats are optional.
- Athletic cups are encouraged for all.
- Work on the fundamentals of game play!