



Portage Area Youth Association

Tee Ball Rules

Tee Ball Program Objective

The objective for the Tee Ball program is for our children to participate in coach assisted Tee Ball games that will be used to develop individual player skills in a non competitive environment. The team objective is to score runs on the other team while preventing the opposition from scoring. The dimensions of the Tee Ball diamond are smaller than regulation baseball. The rules are simplified to accommodate young, beginner players. The program emphasizes skill development, and sportsmanship over winning. **There is no score keeping of any kind.**

Tee Ball Goals

1. Familiarize players with the concept of teamwork and with the responsibilities of a team member
2. Familiarize players with the concept of sportsmanship: shaking hands after the game, no name calling, etc.
3. Players will demonstrate knowledge of Tee Ball rules.
4. Players will be able to identify parts of the baseball diamond.
5. Players will be able to identify the positions played in the game.
6. Players will be able to identify equipment used in baseball.
7. Players will demonstrate knowledge of the strike zone.
8. Players will be able to hit a moving ball and/or a ball off the Tee.
9. Players will be able to run the bases in the proper order and score runs.
10. Players will be able to assume the baseball ready position on defense.
11. Players will be able to field a ground or fly ball.
12. Players will be able to make a proper throw using a correct throwing motion.
13. Players will be able to catch a thrown ball.
14. Players will be able to make a throw to the appropriate base or cut-off man.

Rules

Safety

1. No throwing the bat.
2. All batters will wear a batting helmet while both at bat and on base.
3. No sliding.
4. No base stealing.
5. Shoes with steel spikes are prohibited.
6. No jewelry will be worn.
7. Throwing the bat by the batter constitutes an OUT.
8. Only one player besides the batter should have a bat in his or her hands at a time.
9. While a team is at bat, all players should remain in the dugout for the entire half inning except while batting, while on-deck, or on base.

Start of the Game

1. Boys and girls baseball aged 5 and 6 years old (by 04/30) are eligible to play.
2. A team should field a minimum of 7 players to complete a game.
3. If a team has 7 players and the opposing team has 10 or more player, then the coaches will select 1 or 2 players to play with the team that is short.
4. Teams should appear at the field, ready for play, 10 minutes prior to the scheduled start of the game.
5. The game will begin with both teams lined up on their respective foul lines reciting the Pledge of Allegiance.
6. Each game will consist of either 4 complete innings or 2 hours whichever occurs first.
7. All players present will be placed in the batting line-up and will bat in the order listed. Coaches may change the order each inning if so desired.
8. Games will be cancelled when lightning or other conditions make it to dangerous to continue. Games will be cancelled when lightning or thunder is observed. A decision to cancel once a game is started should be made by both coaches.
9. The home team shall supply a new ball for the game.
10. The home team will sit on the first base side.
11. Each coach shall be responsible for the conduct of his players and fans/spectators.
12. Umpires are typically not necessary. However, if coaches request, each team should supply one umpire. The home team's umpire will umpire first and second base while the visiting team's umpire will umpire third base and home.
13. Both Teams are responsible for cleaning up the area after each game.

Players and Positions

1. A team should field a minimum of 7 players to complete a game.
2. All players present will be placed in the batting line-up and will bat in the order listed.
3. If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.
4. All players present will be placed in the field as well.
5. On defense, the players will be positioned at 1B, 2B, SS, 3B, and 1 pitcher. No catcher is necessary. All other players will be positioned evenly in the outfield area.
6. No player will play the same position for more than two consecutive innings and coaches are encouraged to have all players play both the infield and outfield positions.

Coaches and Assistants

1. If requested by the coaches, each team should provide an adult to be an umpire (which can be a coach) or a parent willing to assist.
2. Coaches or assistants will be at the batting tee instructing the children while their team is at bat.
3. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
4. A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st, 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.

Equipment

1. Safety helmets with faceguards must be worn by all players batting or running the bases
2. Balls - 9½" around; 5 ounces. Softer than a standard baseball. Molded core or sponge rubber center.
3. All players will provide their own gloves
4. Team will supply bats. Players may also bring their own bats.
5. Players are not required to wear "spikes" but should wear some sort of athletic footwear
6. Players are required to have their shirts tucked in at all times.

Play of the Game

1. Make the game fun.
2. There will be no score keeping of any kind. This is a non-competitive league.
3. For the first two innings. The tee will be used for all a batters. In the last two innings, players may be pitched to by the coach if both the coach and the player feel the player is ready. A selected coach or assistant coach from the batting team will pitch to each of his/her players. The coach should be at a comfortable distance to the plate to assure accuracy but is not to interfere with the fielding of the ball. Each ball pitched is used in the 5 pitch count total including swings and misses, balls that the player does not swing at whether a ball or a strike, and foul balls. If the player is unable to put a ball in play after 5 pitches, the batting tee will then be used.
4. If necessary, each player may also receive up to five swings off of the batting tee. If the player is unable to put a ball in play after 5 swings using the tee, the batter will be called out.
5. When the batting tee is used, the batting coach will place the ball on the tee after verifying the fielding team is alert and ready and will adjust the tee within the strike zone (between the knees and the chest of the batter). The batting coach may adjust and reposition the batter at any time, as long as the ball is not in play however, the player should be completely inside the batters box and should be positioned toward the pitcher's mound, not toward either baseline.
6. When you have a stronger batter up, please notify the other coach so he can protect his smaller players.
7. The batting coach will remove the tee from the playing field after the ball is hit.
8. A 12 foot arc will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go outside the line. A foul ball is one hit inside the 12 foot arc line. Official baseball rules apply to a ball that stops on the line, i.e., foul ball rule. If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.
9. Batters will have no more than 10 attempts to successfully strike the ball (5 off a coach-pitched ball and 5 off of the Tee) If a player has not put the ball in play, after 10 attempts, he or she will be declared out.
10. In Tee Ball, the play is considered 'over' when the ball is returned to a player at the mound or any base.
11. At the time the ball is declared DEAD, the umpire shall award a runner the next base only if the runner is half the distance or more to that base. If the runner is not half the distance to the next base, he shall be returned to the base he had safely reached.
12. The runner may not leave the base until the ball is struck by the batter.
13. Leading off is not permitted.
14. Base stealing is not permitted.
15. Outs will be recorded with players called 'out' being removed from the base paths, however an inning is not three outs. An inning will end after all batters have batted. Once 3 outs are recorded however, all players will be removed from the base paths to enforce the concept that 3 outs is an inning.

16. In setting up defensive positions, the pitcher must remain in the circle around the pitcher's mound until the ball is batted.
17. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
18. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
19. Tagging-Up: A base runner will be allowed to tag-up after a fly ball out (base runner leaves base after fly ball is caught) only if the ball is caught in the outfield grass. Tagging-Up is not allowed on infield fly outs.
20. There is no infield-fly-rule in Tee Ball.

The Tee Ball Diamond

The coaches of the home team should insure bases are in place and should line the field before the game begins as follows:

1. Two batter boxes
2. A 12 foot arc will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go outside the 12 foot line.
3. Lines extending from home to first base and home to third base and beyond to the outfield. The area between the foul lines is considered fair territory, while any ball outside the lines is in foul territory.
4. Half-way marks should be placed between 1st and 2nd base, between 2nd and 3rd base, and 3rd base and home to be used to judge the progress of runners
5. A 12 to 15 foot diameter circle should be drawn around the pitcher's mound. This is the area where the pitcher will play and when the pitcher touches the ball in this circle, the play is considered dead.

Parents Rules

1. Exhibit exceptionally good behavior at practice sessions and games.
2. See that your children – the players – have the proper equipment.
3. See that your children arrive and are picked up at the stated times.
4. Applaud all good efforts and good plays or remain silent.
5. Allow the coaches to coach without outside interference or influence.
6. See that your children receive ample positive encouragement and hugs regardless of the outcome of their games.
7. Allow your children to play without negative pressure, verbal or physical.
8. Support the coaches in what they want the players to learn.
9. Treat the coaches, league leaders and game umpires with dignity and respect.
10. See that your children do not intentionally injure other players.

PAYA Tee Balls Rules adapted from the following sources:

1. Tee Ball USA Association Rules
2. North American Youth Sports Institute
3. Dixie Youth Baseball
4. Linganore Urbana Youth Athletic Association