

**NEW HOPE LEAGUE
2010 BASEBALL SEASON
TEE-BALL RULES
(6 & UNDER)**

I. PURPOSE

- A. To provide an opportunity for boys and girls of a beginner age to actively participate in baseball under conditions favorable to their age.
- B. To provide a competitive atmosphere under controlled conditions with emphasis on participation and learning the fundamentals of baseball.
- C. To teach the following skills:
 - 1. How to properly swing the bat at the ball;
 - 2. How to field the ball properly;
 - 3. How to throw the ball with accuracy; and
 - 4. An understanding of the fundamental rules of baseball.

II. OFFICIAL RULES

These rules were written with the following priorities in mind: safety of the players; equal participation; and enjoyment of the game by the players. The “Official Baseball Rules 2010 Edition” shall govern, with the following exceptions:

Completed Game

- A. An official game is comprised of five (5) innings or one hour fifteen minutes, whichever occurs first. All games will be played to completion, no matter the score.
 - 1. In the event of a rain out, light failure, or darkness at an unlighted field, game will be official if at least three (3) innings (or 2-1/2 innings if the home team is ahead) have been played.
 - 2. Runs are limited to seven (7) per half inning, or three (3) outs, whichever occurs first.
- B. **Player Participation.** The purpose of this rule is to insure that all participants receive adequate playing time and to insure coaches do not get so wrapped up in winning that they do not allow players to participate. Each player on the team must play two (2) defensive innings, unless unwilling or unable to participate. In the event of an official game being shortened as described above, this rule shall not apply. Each team must keep a list with their score book showing the defensive innings played by each player, and such list shall be provided upon request. Substitutions should be noted as to the inning the substitution is made.
- C. **Disciplinary Withholding of Participation of Players:** Coaches may withhold participation as a form of discipline, as long as it is announced at the beginning of the game. Withholding participation shall apply to both batting and playing in the

field. Withholding participation shall not extend past two (2) consecutive games for a single player.

- D. Each able player on the team's roster must be included in the batting order, and all players must bat. If a team plays with only eight (8) players, the ninth (9th) batting position shall be counted as an automatic out.
- E. Teams shall play ten (10) defensive players on the field: six (6) infielders and four (4) outfielders. Outfielders must remain behind the baseline until the ball is hit.
- F. Coaches are limited to two (2) conferences with defensive player(s) per inning.
- G. Coaches may physically position the batter in the box.
- H. The baseline and arc-line are in fair ball territory.
- I. The batting tee must be squared directly on home plate.

THE FIELD

- A. Bases on the tee-ball field shall be 60 feet apart.
- B. The pitching rubber will be 42' from the back tip of home plate. The pitcher must keep one foot on the rubber until the ball is put into play.

Penalties:

1st offense: The play continues. After the play has ended, the team at bat has the option of taking the result of the play or a no-pitch.

2nd offense: The Player pitcher is removed from the pitching position for the remainder of the game.

- C. Fair Ball Arc: There will be a 20' arc drawn from the 1st baseline to the 3rd baseline in front of home plate. A ball must go past this line to be fair.
- D. There shall be an arc line across the field from the 3rd base line to the 1st base line at a distance of 30' from the back tip of home plate. No fielders may be positioned inside the 30' arc.
- E. All batting tees must be of factory manufactured rubber products with an inside diameter of no less than one (1) inch.
- F. SAFETY BASES: Will be used at first base. Runners must use the orange base and the first baseman must use the white base if there is a play at first. If the runner touches the white base, the runner will be called out. Once the runner reaches first base, the runner must then use the white base.

THE BATTER

- A. The ball is put into play when it is batted from the tee located on home plate.
- B. A batter is allowed three (3) swings to put the ball into play, or is declared out.

RUNNERS

- A. **DEAD BALL:** The ball is live until progression of the lead runner is halted, at which time the ball is dead. The runner on third base is considered live for play at home until his progress has been halted.
- B. Runners must remain on base until the ball is hit. If the runner advances before the ball is hit in play, the runner will be called out by the umpire.
- C. Runners may advance on throws into out of bounds territory (this rule applies to plays in which the ball is throw or rolls into territory past the fence line along the 1st or 3rd base lines).
- D. A runner is automatically out for missing a base if he does not return to the missed base before the ball is placed on the tee for the next batter (umpire's judgment).
- E. A player may be intentionally walked one time per game.

THE PITCHER

- A. The pitcher must position one foot on the pitching rubber and must remain with one foot on the pitching rubber until the ball is hit.
- B. Penalties: 1st offense, warning
2nd and subsequent offenses: Batter awarded 1st base and any other runners will advance one base.

THE CATCHER

- A. The catcher must be positioned directly behind home plate in the catcher's box until the ball is hit, but no closer to home plate than is allowed by the catcher's box.
- C. The catcher must wear a protective helmet and mask.

UMPIRES

The umpire will give one warning to a player for throwing the bat and notify the scorekeeper of the warning. If the player again throws the bat, the umpire will call the batter out. The object of this rule is to protect players from injury (umpire's judgment).

III. SCORE REPORTING

Scores must be reported weekly in order to receive credit in League standings. The designated representative for each Town scores must report team scores to the League President no later than 4 p.m. on the Sunday following the completed game. As such, team scores (for both winning and losing teams) shall be reported to their Town's designated representative in advance of the Town representatives' reporting deadline. If no score is reported prior to the deadline for reporting same, the team not reporting will receive a "0" score or a loss for that game. **NO EXCEPTIONS.**

Before the start of each game, the plate umpire will present each team manager with an official umpire score card. The manager or team scorekeeper will complete the score card with all required information, sign the card and return it to the plate umpire at the end of the game. Failure to do so will result in the offending team receiving a "0" score or a loss for that game. **NO EXCEPTIONS.**

IV. COACHES PASSES

- A. Each team will be allowed a total of four (4) coaches' passes to enter the game free. Passes must be presented to the gate attendant to be allowed in at no charge.
- B. Two coaches may stand in the outfield and give direction only to their players while on defense. Coaches will not be allowed to touch players or go into the infield.
- C. Coaches are required to prominently display their League coach's pass at all times during games. The League will provide each coach with a lanyard and pouch in which to place their required certification card and pass.

Any person who attempts to deceive any League official by displaying or presenting improper identification will be removed from the field. If the offending person refuses to leave the field, the offending person's team will forfeit that game. A second offense may result in suspension from coaching for the remainder of the season.

**TOBACCO USE IN DUGOUTS OR ON FIELDS DURING GAMES PROHIBITED
AT ALL LEAGUE PARKS!
SMOKING PERMITTED ONLY IN DESIGNATED AREAS,
PER INDIVIDUAL PARK RULES
LEAGUE RULES DO NOT APPLY TO TOURNAMENTS**