

BABE RUTH LEAGUE INC. – SOUTHEAST REGION

Parkwood Sports Association (PSA)

Durham, NC

2010 Tee-BALL RULES

[Revised March 9, 2010]

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A. PSA Age Limit

1. PSA Tee-ball is limited to children 4, 5, or 6 years of age
2. A child must turn 4 before April 31st of the current season
3. A child cannot turn 7 before April 31st of the current season

B. Official Baseball Rules with Exceptions

1. A 8 player minimum is required for a team to make the game official. Ten (10) players, which include 4 outfielders, is the maximum number allowed on the field. If a team cannot field at least 8 players to start the game, the game will be forfeited, but if both coaches agree then a game can be played.
2. A regulation game will be 6 innings with a 1 hour 15 minutes time limit. An inning in progress at the expiration of the time limit will be completed. Any game in progress for at least 4 full innings with the home team ahead and called because of weather is official. Any game tied after completion of an inning with time expired shall be declared a tie. Ties will stand and only be replayed to determine division leader.
 - a. Games will be terminated after three (3) innings if one team is ahead by 15 or more runs and the teams have had equal times at bat or if the home team is leading.
 - b. Games will be terminated after four (4) or five (5) innings if one team is ahead by 10 or more runs and the teams have had equal times at bat or if the home team is leading.
3. Games will start on time. Be at games 30 minutes before game time. Turn in lineup to other team 15 minutes before game time.
4. One half inning is completed with either 3 outs or 10 batters, whichever occurs first. If the 10th batter is not the 3rd out, the opposing team must touch home plate with the ball to end the inning. (If a team has only 9 players, the 9th batter is considered the 10th (last) batter).
5. Tenth (10th) batters (or last batter of lineup) must be announced to the defensive team before completing a turn at bat. An unannounced last (10th) batter's turn can be nullified on

correct appeal. On correct appeal, the defensive team is out of the inning. The unannounced 10th batter becomes the first (1st) batter of the following inning.

6. The batting lineup shall consist of all players present and physically able to play, arranged in order chosen by the coach. Each player shall bat as his/her turn appears in the batting order, whether playing defensively or not. The batting lineup will not change once a game has started, except for illness, injury, or disciplinary action; batters will then be moved up to fill vacant slots. Disciplined players may be reinserted at the bottom of the lineup. If you start with 9 players and one is hurt, you may continue the game with a coach playing the catcher position only.
 - a. Batting out of order is an out if it is appealed by the defensive team before a pitch to the next batter.
 - b. (After completing a turn at bat) – A team not hitting in proper order will have 1 out charged to the team upon correct appeal by the defensive team. All runners must return to their original bases. The improper batter will return to the dugout and the proper batting order will resume.
 - c. (After completing a turn at bat) – If a team bats out of order and no appeal is made by the defensive team before a pitch to the next batter, the offensive team may call “time,” inform the other team that his/her team has batted out of order; and bat player(s) skipped, without liability to be call out for batting out of order. The original batting order will resume at that time.
 - d. A team may only bat as many players as are fielded with the maximum being ten players. (Example: If a team starts the game with nine players, the 9th player will be the last batter, and must be announced as the last batter.)
6. No player shall sit out defensively more than 1 inning consecutively. Free substitutions to defensive positions will be allowed when time has been called or when the ball is dead.
7. Each player present must play a minimum of two innings (6 outs) defensively.
8. Free substitution is allowed on defense.
9. Games cancelled due to bad weather will be decided by the Tee-Ball League Commissioner and PSA League President. Make-up games will be arranged by the Tee-Ball League Commissioner and PSA League President.
10. Two (2) coaches are allowed on the field with the defense; however, they must remain behind the outfielders. Coaches can run to the outfielders (Do Not Touch!) and tell them what to do; just stay even with or behind the outfielders. Offensive coaches must stay off of the playing field except for the coach who is pitching, 1st base coach, and 3rd base coach. If the head coach is not an offensive coach, he must remain in the shadow of the dugout. All other assistants must remain in the dugout or behind the fence.
11. All managers and coaches shall be in team uniform.
12. All coaches, team moms, etc. (anyone who plans to help with players in the dugouts, on the field, etc.) may have background checks as noted in the PSA league rules.
13. A player must wear protective headgear (left and right ear cover batting helmets) when on deck, at bat, and while a base runner. This must occur during practice and during the games.
14. The catcher must stay on or behind the Catcher’s Line marked 10 feet behind home plate until the ball is put into play by the batter.
15. Outfielders must be in the outfield grass and infielders must be in the infield dirt until the ball is put into play by the batter.
16. Pitcher’s must be fully in the circle when the pitch is made.
17. The infield fly rule does not apply.

18. Official baseball rules apply in all other cases.
19. No heckling by PLAYERS or PARENTS, like yelling *swing* at opposing batters.
20. Coaches and parents must act in a dignified manner, no matter how bad a call or situation.
21. The League President and/or League Commissioner do have the right to eject coaches or parents from the game or park for improper behavior (Judgment call).
22. The amount of suspension will be decided by the League President and League Commissioner based on PSA League Rules.

C. Tee-Ball Playing Field

1. The bases shall be set at 60 feet distances.
2. First base/right field and third base/left field foul lines will be drawn.
3. An arc, 20 feet from the back tip of home plate, will be drawn between the fair lines and extending 2 feet into foul territory on each fair line.
4. A circle, 10 feet in radius, will be drawn around the pitcher's mound. The defensive pitcher must stand with both feet inside the circle until the ball is put in play by the batter.
5. Catcher's Line will be drawn 10 feet behind home plate tip.
6. A circle, 3 feet in radius, will be drawn around first base.
7. Coaches boxes will be drawn about 3 feet off the first and third baseline near their respective bases.
8. On deck circles will be drawn in front of their respective dugouts near the exit from the dugout.

D. Batting With a Pitched Ball

1. The ball will be pitched by an offensive coach 20 feet from home plate. The pitching motion must be initiated with both feet behind the 20 foot line. The pitcher can cross the 20 foot line during the pitching motion.
2. When the ball is hit (from a pitch or off the tee) it must go at least 20 feet, which is shown by the 20 foot arc. A batted ball must travel past the 20 foot arc to be a fair ball. If it does not, then it will be considered a foul ball.
3. A batted ball striking the pitching coach is a dead ball, considered a NO pitch and will be replayed.
4. Three (3) strikes rule will be in effect, except that the batter may hit from the tee after he/she has two (2) strikes. Foul balls do count as strikes. No hitting off tee is allowed if a pitch is made with a 2-strike count.
5. If the batter does not swing at any three (3) consecutive pitches, a strike will be assessed to the batter after the third pitch.
6. A foul ball is counted as a strike.
7. No bunting is permitted. Player will be called out if the ball is bunted.
8. Throwing the bat will result in the team being warned during the first incident. Any future thrown bat(s) by the same team will result in the player throwing the bat being called out.

E. Batting With a Tee

1. The batter may not swing at the ball until the coach has moved out of the batter's box. If the batter hits the ball before this, the ball is dead and will be re-teed.
2. The pitching coach will adjust the tee to suit the batter.
3. The batter has 3 opportunities to put the ball in play off the tee.
4. Once the batter enters the batter's box, the batter will not be allowed to take practice swings or to line up the ball. The penalty for either action will be considered an opportunity.

5. A complete miss of the ball and tee or a practice swing after the 3rd opportunity is a third strike and will be called a strikeout.
6. If a player hits a foul ball on the 3rd opportunity, he/she will continue to bat.
7. If a batter hits part of the ball and part of the rubber tee, it is a fair ball if it goes past the 20-foot arc. If a batter hits all tee or the ball does not go past the 20-foot arc, it is a foul ball.

F. Base Running

1. No stealing or leading off is permitted. Runners may advance upon the batter's contact with the ball. If the runner has left the base early and the batter gets a hit, the runner cannot advance more than one base in front of the batter.
2. All overthrown balls will be considered live and the runner(s) can advance until they are contained or give up the effort to advance to the next base.
3. Balls entering dead ball areas will be dead and runner(s) will be awarded 1 extra base. For example, the runner on 1st base stops at 3rd and the runner on 2nd base goes home.
4. Defensive players must stay off the base paths and bases if they do not have the ball. The base path belongs to the runner.
5. The base coaches CANNOT touch the base runners. A warning issued for the first time the coach touches a base runner. After the warning, the runners will be called out if touched by the base coach.
6. Same rules apply for the 10th batter. The defensive team must make the 3rd put-out or stop the advancement of the runners.
7. Sliding into first base is not an out, but for the safety of the kids it is highly discouraged.

G. Dead Ball Conditions

1. When a defensive player has control of the ball and he/she has stopped the advancement of the offensive players.
2. Containment of the lead runner will stop the play. When the runner(s) stop and give up effort to advance, the play is completed and stopped. Once play has been stopped, no other runners may advance beyond the last base tagged.
3. At first base, the 3-foot circle will be marked around the base. An out will be called at first base if the defensive player has one foot on or within the circle and the ball is in his/her glove before the runner touches first base.

H. Appeals

1. An appeal to the misapplication of the rules may be done by the Head Coach ONLY, when a ball is dead, or when time has been called and before a pitch to the next batter. Head Coach of both teams must discuss the issue.
2. If no agreement can be made, the appealing Head Coach can play the remainder of the game under protest.
3. A protested must be submitted to the League Commissioner immediately following the game. The League Commissioner will make the final decision.
4. Judgement decisions cannot be subject to an appeal.