

# **LARKSPUR-SALEM RECREATION TEE-BALL RULES**

## **GENERAL RULES**

- 1. Umpires for the game will be selected by mutual agreement of the coaches for the respective teams.**
- 2. The umpire's decision is final.**
- 3. All disagreements will be settled on the field in a gentlemanly manner. No games will be protested.**
- 4. When runners are on base, and the ball is overthrown, runners may safely advance one base, if the ball is overthrown into foul territory. If the ball crosses the extended line made by the backstop on the first and third base sides of the field or goes behind the backstop, play will be stopped and runners may only advance one base. If the overthrown ball remains in fair territory, runners may advance at their own risk until the play is stopped.**
- 5. Players must remain on the bench when not playing in the field, at bat or in the batters circle. It is the coach's responsibility to enforce this rule. A team parent may be seated on the bench to assist the coach in maintaining all team members on the bench.**
- 6. When a team is "at bat" only two players should be swinging a bat, the player at bat and the "on deck" batter. This rule will be strictly enforced.**
- 7. During a game any player warm-up will be outside of the fence bordering the ball diamond.**
- 8. The batter and all base runners are required to wear helmets. Any player intentionally discarding head gear will be declared out after the play is over.**
- 9. Baseball shoes with metal cleats will not be allowed.**
- 10. It is illegal to wear any other head gear other than prescribed team hats and helmets. Players will not be allowed to wear watches, or other jewelry (including ear rings) during the game. Coaches will enforce this rule for player safety.**

## **MISCELLANEOUS RULES**

- 1. Coaches are responsible for the sportsmanship and conduct of their players, fans and parents. If a parent becomes unruly, loud and obnoxious, the coach should ask the parent to observe common courtesy for all of the players. If**

the fan persists, then the coach should ask the fan to leave the field. If the fan won't leave get a name and call the Commissioner or the Athletic Director.

2. The home team coach for the first game of the day is responsible for preparation and lining of the field and should have parents/workers arrive one hour prior to game time. Field prep will include:
  - a. Smoothing all rough spots.
  - b. Filling all holes that would present a danger to players.
  - c. Lining off all base lines, batters boxes, 18' arc and warm up circles. Warm up circles will be behind the backstop.
  - d. Placing bases.
  - e. Picking up all trash left immediately after the game.
3. All teams will be responsible for cleaning up any mess they create around the bench area. The Home coaches for the last game of the day on the field will ensure a thorough cleanup of the field is conducted.
4. No coach will smoke on the field.
5. Unsportsmanlike conduct by players and coaches will not be tolerated. Actions such as throwing helmets or yelling at coaches or umpires while they are doing their job will result in the ejection of the player for the remainder of the game. Coaches are expected to enforce this rule. If any parent objects to actions taken, refer them to the Commissioner or Athletic Director.

### **RULES SPECIFIC TO TEE BALL**

1. Playing field shall be laid out as per the attached diagram.
2. **EQUIPMENT**
  - a. The ball shall be the same size and weight as the Little League Boy's Baseball and shall have a molded rubber cover. Each team will be expected to provide one new baseball for each game. At the end of the game the balls will be returned to the coach for use as practice balls.
  - b. The bat shall not be more than 29 inches in length.
  - c. Only the batting tee provided by the League will be used during games.
  - d. A mitt or glove will be used by each player in the field.
  - e. Batting helmets will be worn by the batter, all base runners and the catcher.

### **3. UNIFORMS**

Each player shall wear a cap and shirt of uniform color. If a player does not have a shirt or hat to match the team color, he shall not be permitted to play.

### **4. ELIGIBILITY**

- a. No game shall start with less than SEVEN (7) registered players on either team.
- b. The minimum age is FOUR (4) years old as of May 1<sup>st</sup> and the maximum age cannot be SEVEN (7) years old prior to May 1<sup>st</sup>.

### **5. THE GAME, GENERAL**

- a. The visiting team shall bat first.
- b. When the players on defense are ready, the catcher shall place the ball on the batting tee. The batter may not hit the ball until the pitcher makes the pitching motion. A swing and a miss is considered a strike. If the batter hits the tee and not the ball it will be considered a foul ball. The player will be allowed to swing at the ball until he or she is able to place the ball into play.
- c. Any batted ball that is not a fly ball, that comes to a stop within an arc 18' from home plate, and is between the foul lines, and has not been touched by a defensive player, shall be ruled a foul ball.

NOTE: Infielders have the option to play the ball within the 18' arc.

- d. If a batter throws the bat, he shall receive a warning. At the second offense, the batter will be called out.
- e. Any fly ball that is caught is an out, regardless of where it is caught. A dropped fly ball inside the lines marking the 18' arc is a foul ball. "INSIDE THE 18 FOOT ARC" is to be determined by the position of the defensive player when touching the ball occurs. If ANY part of his body is inside the line or touching the line, he is considered inside the circle.
- f. All defensive players including the pitcher must be in their respective positions when the ball is hit.
- g. The catcher must be in the catcher's position until the ball is hit.
- h. The pitcher must have one foot on the pitcher's rubber before making the pitcher's motion.

- i. When the last official batter bats, the ball remains in play until it is returned to home plate.
- j. An official game consists of THREE (3) innings.
- k. Official score will not be kept and standings within the League will not be maintained.

## **6. MISCELLANEOUS**

- a. Only THREE (3) adults on each team will be allowed in the playing area. This number does not include the adult that is managing the players on the bench.
- b. TWO defensive coaches will be permitted on the playing field while his team is on defense. The infield coach will be positioned directly behind the pitcher, preferably kneeling. The outfield coach may be positioned in any field as long as he is behind all outfield players. If a ball passes the outfielders, the coach will not be permitted to run near the player trying to field the ball. He will stay clear of the ball and the infield so he will not interfere with the throw in.
- c. Players playing 1<sup>st</sup> base, 2<sup>nd</sup> base, 3<sup>rd</sup> base, shortstop, and short field may play no closer than halfway to the plate at the time of the pitch as measured from the baselines.
- d. All other fielders must play on the outfield side of the grass line or designated grass line.
- e. An outfielder shall not play a ball on the infield side of the base line.

### **VIOLATION:**

Any violation of the rules in 5F through 6E shall result in the offensive team having the option of accepting the play, or the batter will be awarded first base, and all runners advance one base.

- f. No infield fly rule or tagging up on a fair or foul ball is allowed. Runners may not leave the base until the ball is hit or the runner is out. A base runner who passes another base runner on base is out.
- g. A forced runner may be called out by the defensive player tagging the Base to which the runner is approaching. A non-forced runner must be tagged by the defensive player possessing the ball. The runner

must be tagged by the ball or by the glove containing the ball in order for the runner to be out.

- h. The ball remains actively in play until an “INFIELDER” is able to Stop the play. To do so, he must secure possession of the ball and hold it above his head. The infielder must be on the home plate side of the baseline in order for this rule to apply. If a runner has reached the half –way point as the play is stopped, he may advance to the next base, otherwise he returns to the base from which he started.**
- i. The umpire will rule when a play is over so that no runner may advance while the ball is being returned to the catcher to be placed on the batting tee in preparation for the next batter.**
- j. Only one base will be allowed on a overthrown ball. An overthrow situation is created anytime a play is made at a base and the ball is missed. An overthrow can be made at first, for example, and then at second base if the defensive team continues to pursue the runner. The overthrow rule does not apply when the last official batter bats.**
- k. Every member of the offensive team bats every inning. The inning is Over when the last official batter completes his/her turn at bat. The Offensive coach shall notify the umpire that the next batter is the last batter. The umpire shall notify the defensive coach.**

**These rules are in addition to the GENERAL BYLAWS FOR ALL COMMUNITY SPORTS.**

**Revised and updated January 28, 2003.**

