

## **FYBA TEE BALL LEAGUE RULES**

- 1) **FIELD** – The field will be defined as follows. Bases will be 50 feet from the back of home plate to the back of first and third base. Second base will be equidistant from first and third base and perpendicular to the base lines. Pitcher’s mound will be 39 feet measured from the back point of home plate to the middle of the pitching rubber.
- 2) **TEAMS** – Team will be made up of a minimum of 11 players, not to exceed 13 per team. No minimum number of players needs to be present to play a regular game. **NO FORFEITS!**
- 3) **DRAFT (DRAW)** – The draft will be solely the pick of the draw. All teams will have an equal number of 5 and 6 year olds to the best extent possible. Each manager will have a chance to take two players new to the league as coach options before the draw. Special requests made by parents of new players will be honored if possible before the draw. Sponsor’s kids will be placed to allow for maximum coverage of teams. The League VP will make the call on how this is accomplished. If the number of teams in the league is reduced from the previous year, every effort will be made to keep returning players together. If the league expands from the previous year, the expansion team or teams will receive an equal number of 5 and 6 year olds as the other teams to the best extent possible.
- 4) **PROTEST** – **THERE WILL BE NO PROTEST!!!!** No heated discussions between managers or coaches and umpires over calls or rules.
- 5) **PLAYERS** – must display good sportsmanship at all times. No bad language will be used on or off the field. No hitting other players. No climbing on fences, backstops or benches. The destruction of the facilities will result in the player being benched for a limited time period as determined by the manager for that game.
- 6) **HOME TEAM** – For each game the home team will provide the tee and a new game ball. The umpire will also be chosen from the parents of the home team.
- 7) **VISITING TEAM** – For the first game of the day the visiting team will retrieve the bases from the building across from the concession stand. The visiting team from the last game will return the bases.
- 8) **DEFENSE** – All players able to play will play on the field while the team is on defense. Six players will occupy the regular infield positions, and all remaining players will be positioned evenly in the outfield. Outfielders are not permitted to carry the ball into the infield. Infielders must play at their assigned position for the complete inning except in the case of an injury. Each player must play at least one inning in the infield and one inning in the outfield. The same player will not play the first base position for more than 2 innings during the game.
- 9) **PITCHER** – Player must have their body centered over the rubber until the ball is hit. In the event the player is not centered at the time the ball is hit, and the pitcher makes the play resulting in the batter being put out, the umpire shall declare the batted ball dead. All runners return to their original base and the play shall start over. If the pitcher is not involved in the play, the play shall continue as normal.
- 10) **CATCHER** – The catcher shall take a position to the side and back of the umpire until the ball is hit. Each person should be on the opposite side of the batter.
- 11) **OFFENSE** – All players present will bat in rotation. Any player arriving late will be placed at the last batting position. Batting orders need not be exchanged. Scores will not be kept during the game.
- 12) **BATTING TEE** – The tee will be no higher than the strike zone of the batter(letter high). Players should be encouraged to hit the ball as hard as possible with full level swings. Intentional upper cutting on the swing should be discouraged, and not taught as a good swing. The player must be in the batter’s box when hitting.

- 13) **THROWING THE BAT** – When the player throws the bat there will be a warning from the manager and umpire for the first occurrence. Any second occurrence by the same player during the same game will result in the player being called out.
- 14) **NINTH BATTER RULE** – Each half inning shall consist of 9 batters regardless of the number of putouts. When the ninth batter is at bat, there shall be 2 outs. Play shall stop when the batter or runner is put out for the third out, or the ball is thrown to the catcher in the deal ball zone. See rule 18 for further definition of stopped play.
- 15) **GAME** – The game is complete after 4 innings or the last full inning closest to 1 hr and 15 minutes of playing time, regardless of the score. No inning shall begin after 1 hr and 15 minutes from the starting time. Each team shall bat an equal number of times. (There are no league standings).
- 16) **STARTING THE GAME** – The ball is placed on the tee by the umpire. After the ball is hit, the umpire removes the tee. No strikeouts or walks. The batter must hit the ball.
- 17) **DEAD BALL ARC** – A 15 foot arc, measured from the back corner of the plate, will be used for the purpose of preventing collisions at home plate and for the determination of foul balls. A foul ball is one that is outside the field of play or does not get hit past the 15 foot arc. A pop up in this area is playable and if caught is an out.
- 18) **STOPPED PLAY** – Play is stopped, the ball is dead, and runners advance if between bases when:
  - a. An infielder making a play on a ball outside the deal ball arc throws the ball to the catcher and the catcher enters the arc. If a player is running from 3<sup>rd</sup> to home, the runner will be called safe if the runner enters the dead ball arc before the catcher enters the dead ball arc with the ball. The defensive player may make the tag or call time out if the defensive player gets in position to make either play in time. If time is called, the runner must return to 3<sup>rd</sup> base if the runner has not made it to the arc. The pitcher or any other player may back up the catcher but may not be the first player to attempt to catch the ball. If other players retrieve the ball after the catcher fails to catch the ball, the player need only to step into the dead ball arc to stop play. The umpire must then call time out.
  - b. An infielder making a play on the ball outside the dead ball arc throws or runs the ball to a base to attempt to put out a runner. After the put out, the player must then call time out.
  - c. An outfielder retrieves a ball hit to the outfield and throws the ball to an infielder. With control of the ball, the infielder may make a play, throw it to the dead ball arc, or call time out.
  - d. When all play stops the umpire must recognize the infielder calling time out or call time out. The outfielder cannot call time out.
- 19) **RUNNERS** – Base runners may not leave the base being occupied until the ball is hit. Leaving the base too soon will result in the runner returning to the base. There is no stealing.
- 20) **COACHES** – Adults will coach first and third base. The manager or coach may assist each batter at the plate and remove the tee. There may be two coaches in the outfield while their team is on defense.
- 21) **UNIFORM** – All players must wear the shirt and hats provided by the league. Hats are to be worn correctly with the logo visible. Baseball pants are optional.
- 22) **MANAGERS** – Will control any interference from the parents. If a situation should occur, first bring it to the parent's attention. If it should continue, the parent should be asked to leave the field until the game is completed. Please be very unemotional and as inconspicuous as possible. Remember, the players are watching and learning.
- 23) **SCHEDULE** – The schedule has been loaded with the maximum number of games possible so that in the event of rain, the games will not be rescheduled unless a team finishes the season with less than 15 games. In this event, the League VP will reschedule the number of games required to enable the teams to reach the minimum number of games required for the season.
- 24) **TOURNAMENT** – No tournament games will be played.