

## **Sullivan Teeball League Rules**

*These rules have been developed to provide for consistent play under a structured athletic environment. They are not designed to stress competition. The purpose of the Tee-Ball division is to help kids learn the fundamentals of the game, to acquire basic baseball skills, and to develop good sportsmanship attitudes while having fun in a healthy and positive outdoor environment. Following the league rules is just one of the life skills stressed under the Tee-Ball program.*



- Official score and league standings will NOT be maintained in Tee-Ball. This is an instructional league, and all actions must be done with the individual player's growth and development in mind.

### Equipment:

1. The bat must be a T-Ball bat.
2. Any non-adult personnel occupying a coach's box must wear a helmet.
3. Helmets shall not be removed during play.
4. Shoes with metal spikes are not permitted. Shoes with molded cleats are permissible.
5. Home team shall occupy the 1st base dugout.
6. Three (3) **garbage cans** full of equipment will be stored behind the front desk at the Civic Center for use by T-Ball and Pinto groups. Please only take one (1) can for your practice. If nobody is practicing after you for T-ball or Pinto, please return the garbage can to Civic Center. If the Civic Center is closed, please return the equipment the following morning. Helmets are required when batting, even during practice.
  1. Note: The equipment may already be on the diamond if a T-Ball or Pinto team is practicing before you.

### Game Length:

1. Three full innings. Four innings if time allows and both team managers agree.
2. Games are approximately one hour (60 minutes) in length.
3. No new half inning may begin after one hour (60 minutes). If a half inning is in process the game will end upon completion of the half inning.
4. Half innings are over after the opponent's full team has batted.

### Offensive Team:

1. Offensive team is required to announce the last batter to the opposing team. The inning is over when the defensive team makes an out after the last batter hits the ball or that runner makes it all the way to home.
2. Players will swing until a fair ball is hit (no strikeouts).
3. Limit the number of pitches to each batter: **5 good pitches**. After the 5th pitch, the Tee shall be used.
4. If a defensive play is made and the base runner is called out, that runner shall leave the base.
5. All bases must be cleared if/when the defensive team makes three outs.
6. The ball is considered dead if the tee (not the ball) is hit. The offensive coach assisting batters at the tee will call out "Dead Ball" and the batter will try again.
7. All balls hit in front of home plate are live.
8. Helmets must be worn by all batters and runners.
9. Bunting, lead offs, stealing and sliding are not permitted.
10. Runners shall not leave the base until the ball is hit.

11. Pinch runners will be used only for injured players.
12. Runner must touch all bases. This is the perfect time to teach the runner the proper way to touch the base that they missed.
- 13. Only the batter is allowed to handle a bat. All other players must remain on the "bench". An assistant coach or parent must monitor this requirement to avoid injuries.**

### Defensive Team:

1. Defensive team will consist of all players. Minimum of six players are required to start a game or continue a game. Coaches will play all players for each inning, playing the normal infield positions and placing all other players in the outfield. Outfield is defined as the grass area behind the infield dirt.
2. A player will play an infield position at least once during each game.
3. Infielders should play their own positions.
4. Having a catcher is at the discretion of the manager considering safety first. The catcher should be placed behind the coach managing the Tee and wear a helmet at all times.)
5. Catcher must wear a helmet when playing behind the plate.

### Umpires/Coaching:

1. Umpiring responsibilities will be shared evenly by the teams.
2. The head coaches are to maintain complete control of the game and must have good knowledge of the rules and ethics governing Tee-Ball.
3. A meeting between the two head coaches is recommended to fairly resolve any questionable play.
4. Play is stopped when a coach has called "time".
5. Coaches will stop play immediately upon an injury to any player. Base runners will be awarded only the next base. All defensive players and runner will sit down at their positions during the injury timeout.
6. The hitting team may have 1st and 3rd base coaches. A second base coach may be used when necessary.
7. The defensive team may only have two coaches in the field of play, but parents are encouraged to assist their child in the outfield.

### Conduct:

1. Please remember that our primary purpose at this age group is to teach the players the basic rules and fundamentals of the game in a safe and positive environment. Only positive reinforcement should be used by a coach, player, or parent. As a coach, please also remember that YOUR conduct is being watched by players, parents, and coaches on BOTH sides of the field. Concerns regarding conduct by a coach, player or parent should be brought to the attention of the Tee-Ball Commissioner immediately.

### Rainouts

Coaches need to get together and agree if the game is to be rained out. Also, check the game schedule and diamond calendar at [www.sullivansports.org](http://www.sullivansports.org) to schedule a time agreeable to both coaches.

NOTE: IF ANYONE SEES LIGHTNING, PLAY IS TO CEASE IMMEDIATELY. IT MAY RESUME ½ HOUR AFTER LAST VISIBLE STRIKE. IF A STRIKE OCCURS AFTER PLAY RESUMED, GAME IS TO BE CALLED OFF.