

SGAA BASEBALL RULES TEE BALL LEAGUE (4)

With exception of the following SGAA rules listed below, all games shall be played in accordance with the Statewide Athletics Committee (SWAC) Rule Guide. Any situations that occur which are not covered by these rules will be left to the discretion of the League Commissioner.

League	Pitching Distance	Base Distance	Pitcher	Eligible Bats Listed at:
4 Yr. Tee Ball	35 Feet	50 Feet	Tee/Adult	usabat.com

To be eligible for T-ball, a player must be 4 years old by April 30th of the current year. The goal is to have a minimum of 7 players and a maximum of 9 players per team. Tee ball leagues redraft every season. The home team coach will provide the tee for games.

1. Teams will have 45 minutes of field time. When the time is approaching 45 minutes, the team at bat will advise the dugout coach not to put another batter in the circle.
2. A maximum of 5 runs or 3 outs, whichever comes first, constitutes an inning. There is no scorekeeping in t-ball.
3. Each batter is given five attempts to hit a fair ball **using either of the two methods listed. Batters may use all attempts to hit from the tee OR coaches may pitch 3 pitches and if the batter does not hit the ball, the batter is allowed two attempts to hit from the tee.** After five attempts to hit, if the batter does not hit the ball, the batter is automatically called out. The ball must pass the 15-foot circle to be considered a hit. An adult, older sibling, etc. may run with the batter to first base and may even hold his/her hand if necessary but must not pick the batter up. The adult must be outside the foul line to avoid interference on a defensive play.
4. No game will start after 7:30 on a school night.
5. In the event of rain or other inclement weather, the field Commissioner or his designee will make the determination of whether to begin the game. After the start of the game, the umpire will determine whether or not play should be stopped. Because scores are not kept, rain games may not be made up unless a team experiences a large number of rainouts.
6. One umpire will be used to call all games.
7. Each team should attempt to have at least six players on the field at game time. An adult, older sibling, etc. may stand beside any player in the field and should feel free to give verbal instruction to the player. If there are less than six players, older kids may retrieve balls from the outfield, but must roll them in to the infield players. The maximum number of older players on the field is two and those players will not be allowed to bat. They may assist either team. If a coach doubts that he/she will have enough players, they may contact a player from another team, but that coach must get permission from the league commissioner. The player pulled up must not have a scheduled game to be played at a later time that day, unless that player's home coach gives permission. There will be no forfeits and no grace period in tee ball.
8. All players will bat every rotation in the order of their line up and are eligible to play every inning defensively.
9. Defensive teams should be warned when strong batters come up to bat.
10. Defensively, players shall be used in the following positions: 1st base, 2nd base, shortstop, 3rd base, pitcher and all others in the outfield. Outfielders must play behind the infield circle.
11. The pitcher will stand within six feet behind, to the left, or to the right of the 35-foot pitcher's rubber. When the ball is in play, the pitcher can come in front of the 35-foot line but cannot field the ball inside the 15-foot batter's arc. If the ball is fielded within the 15-foot arc (ground ball), the batter will be

awarded first base and all runners will advance one base. If there is a pop up within the 15-foot arc, it will be treated as a foul ball. If the fielder catches it, it is an out; if he does not catch it, it is a strike on the batter.

12. Once the ball is returned to the infield, if the runner is past the halfway line when time is called, the runner is awarded the next base. If the runner is not, he/she must return to his/her original base. Runners may not advance once time is called.
13. Players will not be allowed to advance from an overthrow made from an infield position. Note: An infielder that moves to an outfield position becomes an outfielder. If the ball is thrown from an outfield position, runners are permitted to advance. If a ball is secured inside the outfield line, whether by an infielder or an outfielder, the ball is dead. A ball thrown to a base to throw out a runner is a live ball until the play is complete ("complete" meaning until the player is tagged out or until the runner runs past the base he is going to).
14. Each team will give the opposing team their batting order at least 5 minutes before the start of the game. If a player is not present when the defensive team takes the field, his name will be removed from the line up and will be entered in the bottom of the lineup if he arrives.
15. Offensively, teams should have at least five coaches at the following positions: 1st base, 2nd base, 3rd base, batting coach (sets tee) and dugout coach.
16. Defensively, teams should have at least five coaches at the following positions: 1st base outside foul line, 3rd base outside foul line and three outfield coaches. At the BAP field only – The defensive coach may stand in his/her on-deck circle so that infielders can hear instructions.
17. All players must wear current year shirts and hats supplied by SGAA. Shoes with metal spikes are not permitted. Jewelry is not permitted. Hard, nonpliable hair accessories are not permitted.
18. No infield fly rules apply in this league.
19. Courtesy runners will be allowed if a player becomes ill or injured during his turn at bat.
20. The first player who throws a bat is warned, along with the coaches from each team. Afterwards, any player from either team who throws the bat is automatically called out.
21. If a batter goes to home plate out of order, the correct batter should bat as soon as it is discovered.
22. A base runner may not leave the base until his teammate hits the ball. If the runner leaves the base before the ball is hit, the runner is removed from the base with no out being called. Base stealing is not permitted.
23. Appeals are not permitted for missing a base or for leaving early on fly balls. The umpire must make the call.
24. There will be no protests in this league.
25. There will be no tournaments in this league. All players will be awarded medallions at the season's end.

The purpose of this league is to promote FUN and fundamentals, not competition. It is important that our children leave the field with a love for baseball and an appreciation of a team environment. **While some players will be noticeably stronger than others, coaches are encouraged to place players in different positions as a teaching tool.** Parent participation is vital to your team's success!