

Facts about Tee Ball

- Bases are spaced 45 feet apart.
- The distance from Home Plate to the fence is approximately 100 feet.
- There is a line that runs across the field called the fielding line.
- No player can cross the fielding line before the ball is hit.
- Every player bats and plays in the field.
- The ball is hit off a batting tee; there is no pitching
- There are no walks or strikeouts.
- A ball batted must travel 10 feet or it is foul.
- Stealing is not allowed. The runner must stay on base until the ball is hit.
- An inning is over when all players on each team have batted once.
- The standard game will be 3 innings or 1 hour, whichever comes first.
- Score will not be kept.
- Safety helmets must be worn.
- Bats are 24-26 inches long, 2 1/4 inches in diameter, and weigh 17-20 ounces.
- Game balls are 9-9 1/2 inches in circumference, 2 3/4 inches in diameter, and softer than a baseball.
- Gloves range from 9-12 inches.
- Shirts and caps will be provided by the league
- Parents will need to purchase a glove (9 inch recommended for this age), baseball pants (not required) and rubber cleats (not required).

Colonial Baptist Tee Ball League Standards

PLAYING FIELD STANDARDS

1. The baselines shall be forty-five feet (45').
2. The pitcher's "mound" shall be a circle with a radius of 5', the center of which shall be 35' from the point of home plate (batting tee).
3. The outfield fence shall be between one hundred (100') and one hundred twenty-five (125') feet from the back point of the home plate.
4. The batter's box shall be five feet (5') long and three feet (3') wide. It shall be six inches (6") off from home plate with two feet (2') extending forward from the center of the plate, and three feet (3') extending backward from the center of the plate.
5. Home plate shall be a portable plate with an adjustable height tee attached on which the ball is placed to be hit by the batter.
6. Bases shall be any youth league bases.
7. The catcher's box shall be the distance between the outside edges of the batter's box extended six feet (6') back of the batting tee.
8. A foul strike arc shall be made from baseline to baseline in front of home plate on a ten foot radius from the back point of home plate.

EQUIPMENT STANDARDS

1. The ball shall weigh not less than four ounces (4 oz.) nor more than four and one-fourth ounces (4-1/4 oz.). It shall measure not less than nine inches (9") nor more than nine and one-fourth inches (9-1/4") in circumference and may be of orange color. TB-100 orange ball produced by Worth Sports Company. NOTE: The TEE BALL BASEBALL is 1 oz. lighter than a regular baseball. The lighter weight and the orange color are for the purpose of making the game safer for this age youngster.
2. The bat should be one piece of solid, round hardwood, one piece of hollow metal (aluminum or magnesium), molded plastic on a metal base (inner), or nylon and wood combination. It may be filled with light material for sound effect if this does

not materially affect the weight. The bat shall be not less than twenty-four inches (24") nor more than twenty-seven inches (27") in length. The barrel of the bat must not exceed 2-1/4" in diameter. The knob shall be of such size so as to give a good grip and maximum protection from the bat slipping from holder's hands. Bats may be "Flame Treated" or natural finish or colored if made of wood.

3. Players will be furnished a jersey and cap. They are encouraged to purchase baseball pants and rubber cleats. Metal cleats will not be allowed.
4. Helmets must be worn by batters, base runners and on-deck batters. The batter's helmet shall be made of ultra high impact plastic or high impact plastic for the shell. The shell shall be of one-piece construction or two pieces if they snap into a single unit similar to the one-piece construction type. The helmet shall have pieces for the ears and full protection for the head and temples. The padding shall be of heavy rubber or similar material. The use of the web-type suspension inside the helmet is not recommended. The wrap-around helmets that protect the ears, temple areas, and back of the head are acceptable. Helmets that are not designed to stay on without a chin strap must be worn with a chin strap. NOTE: It is important that helmets stay on while players are sliding or running the bases. Any violation of this safeguard could result in the player being called out.
5. Players need to provide there own glove. 9-inch gloves are recommended for this age group.

GENERAL INSTRUCTIONS

1. Two (2) adult base coaches are required, as well as one coach in the dugout.
2. One (1) adult coach shall operate the tee and serve as the home plate umpire and determine whether the ball is fair/foul.
3. Each team will need three (3) coaches on the infield positioned behind first, second, and third base and will serve as umpires and on the field coaches.
4. Each team will need at least one (1) outfield coach but three are recommended.
5. A regulation game shall consist of three (3) innings or a time limit of one hour fifteen minutes, whichever comes first. Each team must have an equal time of at bats. This may necessitate stopping the game before the time limit if the time limit does allow for equal times at bat. A game called because of rain, etc., shall be considered a regulation game if it is halfway completed.
6. All players shall be listed in the batting order and be assigned an infield or outfield position.

7. Changes must be made at the beginning of each half-inning unless a change must be made due some injury or illness.

DEFENSE INSTRUCTIONS

1. All players shall play in the field every inning
2. All players should have played both the infield and outfield during the season.
3. The infield fly rule is not in effect.
4. There is no advance on an overthrow. For balls hit to the outfield, base runners may advance until the ball is "under control" (in possession) in fair territory in the infield by one of the infielders. A trapped ball does not constitute possession; the ball must be off the ground. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out; otherwise the above rules apply as to whether the runner was half way or not when the ball was originally "under control". In order to fairly judge this, a mark should be placed half way between first and second, second and third, and third and home plate.
5. A team on defense shall be allowed no more than two time outs per inning.
Exception - injury to a player or other emergency.
6. On defense, the pitcher must remain inside the 10' diameter circle until the ball is hit. All other players shall assume normal baseball positions. The additional players shall be placed in an outfield position.
7. Players may shade to the left or to the right of their normal position, however, those positions normally to the right of second base cannot move to the left of second base before the ball is hit and those positions normally to the left of second base cannot move to the right of second base before the ball is hit.
8. Defensive players may not cross the playing line between first and third base before the ball is hit.

OFFENSE INSTRUCTIONS

1. All players shall bat once every inning. The only exception occurs when one team has 50% more players. In this situation the team with fewer players will bat through the order twice each inning.
2. Players arriving after the start of the game will be added to the end of the batting order.
3. All batters must remain inside the dugout while waiting to bat.
4. The batter coach will adjust the tee and give hitting instruction as well as serve as the home plate umpire.
5. Bunting is not permitted. Chopping down on the ball, even though the batter swings through the ball, shall be considered as an attempt to accomplish the same thing as a bunt.
6. After the last batter in the lineup has batted, and either a runner or batter-runner has been put out or everyone reaches home plate without being put out, all play shall stop and the half inning shall end.
7. Base stealing is not permitted. A base runner must be in contact with his base at the time the ball is hit by the batter.
8. If the ball is struck hard enough to roll past the 10' foul circle in front of home plate, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the foul strike line, it is a foul ball. If it stops on the foul strike line, it is a fair ball. NOTE: The batter must make contact with the ball, NOT just the tee.
9. A ball is fair if; it lands in or is touched by a player in fair territory; it bounces past first or third base on or over fair territory; first lands in foul territory and then rolls into the infield; it bounces on a base or touches a player or umpire while in fair territory.
10. A ball is foul if; it lands and remains in foul territory; it touches a player or umpire in foul territory; rolls untouched into foul territory before reaching first or third base and comes to rest there.
11. The batter shall be called out for slinging the bat and runners returned to their bases. (No warning).