

2007 T-Ball Objectives, Goals, & Rules

Performance Objective of the Tee Ball Program

The performance objective for the Tee Ball program is for our children to participate in coach assisted Tee Ball games that will be used to develop individual player skills in a non competitive environment. The team objective is to score runs on the other team while preventing the opposition from scoring. The dimensions of the Tee Ball diamond are smaller than regulation baseball. The rules are simplified to accommodate young beginner players. The program emphasizes skill development, and sportsmanship over winning. There is no score keeping of any kind.

Performance Goals of the Tee Ball Program

1. Familiarize players with the concept of teamwork and with the responsibilities of a team-member. Players will know and address all teammates by name.
2. Familiarize players with the concept of sportsmanship. We will not run-up the score on any team. We will shake hands with the opponent after the game. Etc..
3. Players will demonstrate knowledge of Tee Ball rules.
4. Players will demonstrate knowledge of basic offensive and defensive strategies.
5. Players will be able to identify parts of the baseball diamond.
6. Players will be able to identify the positions played in the game.
7. Players will be able to identify equipment used in baseball.
8. Players will be able to assume a proper batting position in the batter's box.
9. Players will demonstrate knowledge of the strike zone.
10. Players will be able to hit a ball off the Tee when at bat.
11. Players will be able to run the bases and score runs.
12. Players will be able to assume the baseball ready position on defense.
13. Players will be able to field a ground or fly ball.
14. Players will be able to make a throw to the appropriate base or cut-off man.

Rules of the Tee Ball Program

Safety

1. Safety is always first.
2. No throwing the bat.
3. All batters will wear a batting helmet while both at bat and on base.
4. No sliding.
5. No base stealing.
6. There is no on-deck circle. The on-deck batter will wear a helmet to be ready but

- will not have a bat in their hands until they are at the tee.
7. Shoes with steel spikes are prohibited.
 8. No jewelry will be worn.
 9. Throwing the bat by the batter constitutes an OUT. Speak with the player first, point out the danger that is caused by throwing the bat, but if the problem continues the player will be forced to lose an "at bat turn".

Start of the Game

10. Boys and girls baseball ages of 5 & 6 years old are eligible to play.
11. A team should field a minimum of 7 players to complete a game.
12. If a team has 7 players and the opposing team has 10 or more player, then the coaches will select 1 or 2 players to play with the team which is short.
13. A team should appear at the field, ready for play, 10 minutes prior to the scheduled start of the game.
14. Each game will consist of 6 innings or approximately 1 hour of playing time.
15. All players present will be placed in the batting line-up and will bat in the order listed.
16. Games will be cancelled when light or other conditions make it to dangerous to continue. Games will be cancelled when lightning or thunder is observed. A decision to cancel once a game is started should be made by both coaches.
17. The home team shall supply a new ball for the game.
18. The home team will sit on the first base side.
19. The home team is responsible for lining the field and for setting out the bases and Tee.
20. Protest will not be allowed. All rule disagreements will be settled on the field between coaches from each team. Judgment calls by the umpire/coach are not to be protested.
21. Each coach shall be responsible for the conduct of his players and fans/spectators.
22. Both Teams are responsible for cleaning up the area after each game.
23. No animals/pets of any kind are permitted on the fields during practices or games there is NO exception to this rule.

Players and Positions

24. A team should field a minimum of 7 players to complete a game.
25. All players present will be placed in the batting line-up and will bat in the order listed.
26. If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.
27. A fielding team will consist of 10 players.
28. On defense, the players will be positioned at 1B, 2B, SS, 3B, and 1 pitcher. All other players will be positioned evenly in the outfield area.
29. No player will play the same position for more than two innings.

30. Coaches will ensure that all players will play at least half of each game.

Coaches and Assistants

31. Each team should provide an adult to be an umpire (which can be a coach) or a parent willing to assist.
32. Coaches or assistants will be at the batting tee instructing the children while their team is at bat.
33. The 1st and 3rd base coaches are restricted to the area of the coach's boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
34. A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.

Play of the Game

35. Make the game fun.
36. There will be no score keeping of any kind. This is a non competitive league.
37. During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
38. The next batter will not approach the plate until called by the batting coach or umpire.
39. The umpire will place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter). The batting coach may adjust and reposition the batter at any time as long as the ball is not in play.
40. At the discretion of the batting coach, the batter then hits the ball off the tee after the umpire calls "ball in play" and thereafter.
41. Batters will have no more than 4 attempts to successfully strike the ball.
42. All batters will hit off the Tee. No pitching to more advanced players. When you have a stronger batter up, please notify the other coach so he can protect his smaller players.
43. The batting coach will remove the tee from the playing field after the ball is hit.
44. A 15 foot arc will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go outside the line. A foul ball is one hit inside the 15 foot arc line. Official baseball rules apply to a ball that stops on the line, i.e., foul ball rule. If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.
45. In T-Ball the play is considered 'over' when the ball is returned to a player at the mound or any base.
46. The pitcher can make unassisted outs by running the ball to the pitcher's mound or a base; he does not have to throw the ball.
47. At the time the ball is declared DEAD, the umpire shall award a runner the next base only if the runner is half the distance or more to that base. If the runner is not

- half the distance to the next base, he shall be returned to the base he had safely reached.
48. When the umpire calls the ball dead, it stays dead until the umpire calls the ball in play again.
 49. Runners may advance to the next base on an overthrow out-of-bounds. Runners cannot advance on any foul ball.
 50. The runner may not leave the base until the ball is struck by the batter.
 51. Leading off is not permitted.
 52. Base stealing is not permitted.
 53. An inning is not three outs. An inning will end after 6 batters have batted. The last batter shall run the bases back to home. Upon completion of the 6th batter, the order will continue during the next inning.
 54. In setting up defensive positions, the pitcher shall not play closer to home plate than the 15 ft arc line running from 1st base through the middle of the pitcher's mound to 3rd base.
 55. The infielders may not play on the infield grass until the ball is hit. Once the ball is hit, the entire field is then in play, and any player may then attempt to field the ball.
 56. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
 57. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
 58. Tagging-Up: A base runner will be allowed to tag-up after a fly ball out (base runner leaves base after fly ball is caught) only if the ball is caught in the outfield grass. Tagging-Up is not allowed on infield fly outs.

The Tee Ball Diamond

A regulation diamond has the following dimensions:

Batting Box: These are two squares on each side of home plate from which the player must stand to hit the ball. The pitcher may not throw the ball until the player is 'ready' in the batting box.

Foul Lines: Lines extending from home to first base and home to third base and beyond to the outfield. The area between the foul lines is considered fair territory, while any ball outside the lines is in foul territory.

Infield: The area generally covered in sand rather than grass, or an area extending just behind first, second and third bases (collectively, the bases).

Outfield: The area behind the bases that is generally grass is called the outfield.

Pitching Rubber: A rubber strip in the middle of the pitching mound from which the pitcher releases the ball.

A 15 foot arc will be drawn from the 1st base foul line to the 3rd base foul line. A hit ball must go outside the 15 foot line.

Tee Ball Field Dimensions

Range	Home Plate to Middle Field	Foul Lines	Home Plate to First & Third	Home Plate to Pitcher Mound
T-Ball 6 & under	200 feet	160 feet	50 feet	38 feet