

2011 North Roanoke Rec. Club Tee Ball Rules

GAMES- A regulation game will be 3 innings with a time limit not to exceed 1-1/2 hours. In case of a suspended game, the game will be considered an official game if 1-1/2 innings are completed. No new inning will be started if less than 15 minutes remain in the 1 1/2 hour time limit. Last inning may be completed past the 1 1/2 hour limit.

ALL PLAY RULE - Every player on the bench must enter the game and play 2 defensive innings, they do not have to be consecutive.

OFFICIALS - At least 1 official umpire will be assigned to each game.

WEATHER AND CANCELLATIONS - All game time decisions will be determined at the field unless the Roanoke Co. Rec. Dept calls the games off earlier by recorded message. You can reach the NRRC Voice Mail Recording by calling **540-206-2072**.

UNIFORMS - Matching uniforms will be provided. ***No modifications of any type can be made to any part of the uniforms.***

PROTECTIVE EQUIPMENT - Pitcher must wear a helmet with face shield & chin strap. Catcher must wear a helmet with face shield, chin strap plus a chest protector, and shin guards. Batter must wear a helmet with face shield & chin strap. Base runners must wear a helmet with chin strap. ***No modifications can be made to any protective equipment.***

PLAYING FIELD - GROUND RULES

- Any overthrown ball that goes around, between, under, over or lodges in the player control fencing or screen becomes a dead ball and 1 base* will be awarded to the runners.
- Any overthrown ball that hits inside of fence or player control fence, ball is in play and base runners may advance at their own risk.
- A defensive player attempting to catch a ball cannot go between openings in fences or beyond the player control fence to catch a fly ball.
- Any batted ball that lands in fair territory in the outfield and kicks out beyond the fence, 2 bases will be awarded to all runners. But, if the ball stays in the playing area, runners may advance at their own risk.

*AWARDED ONE BASE - Is interpreted to mean the base the runner is going to, plus one additional base.

PLAYING RULES

- Ten players will be on defense. Pitcher, Catcher 1st base, 2nd base, 3rd base, Shortstop, and four outfielders. All must play in their respected positions.
- Player-Pitcher must take a position on the pitching circle at a point closest to 2nd base. The Player-Pitcher may position themselves in a manner to provide maximum vision, the player-Pitcher must be in contact with the circle and must be positioned behind the pitching rubber.
- On a ball hit directly to the pitcher or player and fielded cleanly, the pitcher or player must attempt to make a play.
- In the event of a hit ball that results in an injury to a player, one base will be awarded to the runners, the plus one rule does not apply.

DEAD BALL

- The ball becomes dead when the pitcher has control of the ball within the 12 ft. pitching circle (Both feet must be in the circle)
- The ball can become dead prior to being returned to the pitcher if in the umpire's judgment, a fielder in possession of the ball is able to stop the advance of play.

HASH MARKS - Half way marks between 1st and 2nd base, 2nd and 3rd, and 3rd and home plate. If the runner is past the hash mark when the ball becomes dead, the umpire will give the runner the base he is going to. If the ball becomes dead before the runner crosses the hash mark he must go back to the base he came from.

FOUL BALL - The batted ball must cross completely over the 15 foot arc in front of the plate and remain in fair territory to be a fair ball. If the ball goes outside fair territory or stops on or behind the arc, the ball is foul and becomes dead. Fair territory is the space between the first base line and third base line.

Only 2 defensive players are allowed inside the foul ball arc at any time.

BUNT - No bunting is allowed (must take full swing).

BATTING –

- All players on the team will bat each inning whether or not they played in the field.
- All Players must hit from the Tee for the first 3 games, the 4th game and beyond players may be pitched to by the coach. Underhand pitching preferred but not mandatory due to the angle of the pitch from an adult vs. a smaller individual. (Tee Ball only)
- The players will bat in consecutive order as arranged by the coaching staff and must bat in the same order.
- Coaches are to arrange the batting order to allow players hitting from the tee to go first followed by the players who will be pitched to by the coach. Players hitting from the tee must be at the top of the order and be in consecutive order.
- BASE COACHES - Adult base coaches will be allowed in the coach's boxes, but at no time will the coaches be allowed to physically assist the runners in his or her actions.
- (Penalty -- runner is out.)

BALL AND STRIKES

- From the Tee: Maximum 6 swings
- From a Coach Pitcher: Maximum 6 pitches or 3 strikes, after the 3rd strike or 5th pitch the Tee can be used for 1 more swing. Coaches must have the Tee handy and must keep the game moving
- The coach assisting the batter or pitching to the batter should remove bat and or Tee from the players area after the ball is batted then move to side fencing area out of the way.
- No walks are allowed.

SUBSTITUTION - Players may re-enter the game after all other players have satisfied their minimum playing time. A player, upon re-entering may assume any defensive position; however, he must bat in THE SAME POSITION IN THE BATTING ORDER AS HE BATTED ORIGINALLY.

STEALING - No stealing is allowed. Base runners cannot leave the base until the ball is hit. Penalty will be the return of the runner to the base and the batter will bat again, except in the case where an out occurred on the hit.

INFIELD FLY - Not enforced in Tee Ball.

APPEAL PLAY - Not enforced in Tee Ball.

Coaches

- Batting-3 coaches may be on the field for the batting team, **one** to assist the batter or to pitch to the batter, **one** as a first base coach and **one** as a third base coach. All must adhere to previous stated terms. In consideration of time a fourth coach may be used during coach pitched to help return non batted balls to the pitcher.

- Defense- **1** coach may be allowed in the outfield to advise the players what is taking place in the infield and tell the children in the outfield which base to throw the ball to. **Coaches must stand behind the outfielders.** Coaches may not assist the players.
- The coach pitching to the batter must be in touch of the pitching circle.

FORFEIT OF GAME - No forfeits. Teams must be ready to play within five minutes after game time.

THROWN BAT - Flagrant throwing of the bat will be an automatic out after one warning by the umpire.

TIME OUTS - One one-minute time-out will be allowed during a 3 inning game. This does not include for injuries.

THROWING THE BALL - In attempting to make a play, or return the ball to the pitcher to dead the ball, the fielders must make every effort to throw the ball. Intentionally rolling the ball will not be allowed. If the ball is rolled, it will be a judgment call by the umpire to determine intent. Penalty: Batter and runners are safe and are awarded the base they are going to. In the case of the last batter, batter and runners are awarded the base they are going to plus one.

LATE ARRIVALS -For players arriving before the end of the 1st inning the standard all-play rule applies. For players arriving during the 2nd inning, they must play the 3rd inning. Beyond this, late arrivals play at the coach's option

Miscellaneous Rules

The Last Batter - The last batter should be announced by the team batting and shall be played as if there were a "two out" situation in baseball. Pitcher control of ball in the pitching circle does not count on the last batter and runners may advance at there own risk.

Base Advancement – no runner shall advance more than two bases on a live ball except for the last batter.

"End of play" on the last batter of the inning, shall be interpreted to be when an out has been made on the last, or any base runner on base at the time the last batter bats, or when the umpire declares that play is dead because the lead base runner cannot advance without being put out because a fielder is holding the ball between the runner and the next base the runner is attempting to reach. Only the hash mark between home plate and 3rd base comes into play, if the base runner is on the home plate side of the hash mark a play must be made. Only two defensive players are allowed inside the 15 ft. foul ball arch.

Respect -The coach is responsible for the words and actions of his or her players, parents and fans and themselves. The kids come first and all things should work in a manner to reflect that.

Spectators –Spectators are to remain behind the players control fence, no one except the before mentioned are allowed on the playing field. Example Parents on the field to take pictures is not allowed it must be done from behind the player control fence.

Smoking- No smoking is permitted in or around the player's area

Alcohol and Drugs- No alcohol or drugs are permitted on any Roanoke County owned or maintained property. Coaches do not hesitate to contact the authorities to report any persons who may be under the influence of Alcohol or Drugs.

NRRC reserves the Right to amend these rules without prior notice.