



**YOUTH BASEBALL & SOFTBALL PROGRAM
RULES AND REGULATIONS
2022**



KINDERGARTEN TEE PITCH

SECTION EIGHT: SPECIFIC LEAGUE RULES – TEE PITCH RULES

KINDERGARTEN TEE PITCH

1.1. GENERAL

- 1.1.1. There are no standings.
- 1.1.2. There is no all-star game.
- 1.1.3. Participation awards will be given to each player.
- 1.1.4. There are no playoffs following the end of the regular season

1.2. FIELD SET UP

1.2.1. Base Paths

- 1.2.1.1. Fifty (**50**) feet apart with chalked foul lines.

1.2.2. Pitching Mound

- 1.2.2.1. The pitching rubber will be forty (40) feet from home plate.
- 1.2.2.2. There will be a ten (10) foot circle chalked around the pitcher's mound.

1.2.3. Batter's Box

- 1.2.3.1. Painted by CSPD.

1.2.4. Batting Arc

- 1.2.4.1. A twenty (20) foot arc will be put in with chalk between the foul lines in fair territory from home plate.

1.2.5. Outfield

- 1.2.5.1. Chalk or paint lines will be made at twenty (20) feet behind the baselines to show each outfielder where to stand with each batter.

1.3. GAMES

- 1.3.1. Games will start with a 30 minute warm/up practice.

- 1.3.2. There will be ten (10) games.

- 1.3.2.1. Games started will not be made up if stopped for weather, darkness, etc.

- 1.3.3. Games will be three (3) innings or 1 hour; whichever comes first.

- 1.3.3.1. When the last batter bats, the inning is over when either an out is made or all runners have crossed home plate.

- 1.3.4. An inning is recorded when the entire line-up has batted.

- 1.3.5. There will be no infield fly or dropped third (3rd) strikes.

- 1.3.6. There will be a maximum of two (2) defensive coaches on the field positioned behind the infielders.

- 1.3.7. On offense there will be a first (1st) base, third (3rd) base, and batting coach.

- 1.3.8. The manager will designate a bench coach to keep order.

- 1.3.9. There is no minimum number of players necessary to start/play the game.

- 1.3.9.1. When necessary, players will be used from the other team.

- 1.3.10. Players who arrive after the start of the game must be immediately added to the line-up and placed at the bottom of the batting order.
- 1.4. SCORING
 - 1.4.1. No scores are kept.
- 1.5. UMPIRES
 - 1.5.1. The offensive coaches will serve as umpires.
- 1.6. BATTING
 - 1.6.1. Both teams will have an equal number of at bats.
 - 1.6.2. All players will bat once per inning.
 - 1.6.3. No balls and strikes will be called.
 - 1.6.4. There is no bunting.
 - 1.6.5. The batter will first attempt to hit the ball from a coach pitch.
 - 1.6.6. Any ball hit off a pitcher will be playable anywhere in fair territory.
 - 1.6.7. If a ball hits a batter, the batter will complete the at-bat.
 - 1.6.7.1. If the batter is injured and cannot complete the at-bat, the next player bats.
 - 1.6.8. If the batter does not hit the ball into fair territory after four (4) pitches, the batting tee will be used.
 - 1.6.9. The batting tee is placed in front of home plate, not on it, with the point of the plate pointed toward the pitcher.
 - 1.6.10. The batter must take a full swing (no bunting) and hit the ball out of the twenty (20) foot arc. If the ball does not go out of the arc, it is a dead ball and the batter must try again. After four (4) "dead balls" the next ball hit off the tee in fair territory will be considered playable regardless if it goes beyond the twenty (20) foot arc.
 - 1.6.11. The last batter will be announced to the opposing team in each inning.
- 1.7. BASE RUNNING
 - 1.7.1. All play will stop when a player has possession of the ball within the ten (10) foot circle around the pitcher's mound at the end of the play.
 - 1.7.2. Base runners may not advance more than one base on balls hit in the infield.
 - 1.7.3. Base runners may advance two bases on balls hit past the outfielders or in the outfield gaps at their own risk.
 - 1.7.4. Runners may not advance on overthrows. This includes the batter.
- 1.7.5. SUBSTITUTE BASE RUNNER
 - 1.7.5.1. When the catcher for the next inning is on base and there are two outs, the manager must substitute a base runner with the player who made the last out.
- 1.8. STEALING
 - 1.8.1. There is no stealing.
- 1.9. DEFENSIVE POSITIONS
 - 1.9.1. All players must play their own position. They may only "backup" other positions.
 - 1.9.2. All outfielders must play at least twenty (20) feet behind the baselines.
 - 1.9.3. Outfielders should be taught to throw the ball in, not run to a base to make a force-out.

- 1.9.4. Managers must position their infielders out of the base path.
- 1.9.5. If the ball is hit directly to the pitcher, a play must be attempted on the batter and/or the base runners.
 - 1.9.5.1. The play cannot end just by the pitcher (or another fielder) fielding the ball and returning to the pitchers circle.
- 1.9.6. Player must play different position each inning.
 - 1.9.6.1. Each player must play an infield position during each game.
- 1.9.7. No player will be allowed to play the same position twice in one game.
- 1.9.8. When a manager deems any position unsafe for a particular player, he must document the reason and advise the CSPD athletic staff, the league coordinator, and the parents/guardian **before** taking any action.

1.10. PITCHING

- 1.10.1. There is no pitching by players.
- 1.10.2. A coach from the team at bat will pitch.
- 1.10.3. The coach will be allowed to move closer to home plate when pitching to a player.
 - 1.10.3.1. Coach pitching from a kneeled position is allowed.
- 1.10.4. When the coach pitches, the defensive player playing the pitcher position must be within (3) three feet of the pitching rubber.