



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



**PRESCHOOL TEE BALL**

## SECTION EIGHT: SPECIFIC LEAGUE RULES – TEE BALL

### 1. RULES: PRESCHOOL TEE BALL

#### 1.1. GENERAL

- 1.1.1. There are no standings.
- 1.1.2. There is no all-star game.
- 1.1.3. There are no playoffs.
- 1.1.4. Participation awards will be given to each player.

#### 1.2. FIELD SET UP

##### 1.2.1. Base Paths

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

##### 1.2.2. Pitching Mound

- 1.2.2.1. The pitcher's rubber will be placed an equal distance between home plate and second base.
- 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. Games started will not be made up if stopped for weather, darkness, etc.

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

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

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

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

- 1.3.9. 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. There are no "official" outs. All batters get to run the bases.
  - 1.6.2. All players will bat once per inning.
  - 1.6.3. The batting tee is placed in front of home plate, not on it, with the point of the plate pointed toward the pitcher.
  - 1.6.4. 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.
  - 1.6.5. The last batter will be announced to the opposing team in each inning.
- 1.7. BASE RUNNING
  - 1.7.1. There is no stealing.
  - 1.7.2. 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.
  - 1.7.3. Base runners may not advance more than one base on balls hit in the infield.
  - 1.7.4. Base runners may advance two bases on balls hit past the outfielders or in the outfield gaps.
  - 1.7.5. Runners may not advance on overthrows. This includes the batter.
- 1.8. DEFENSIVE POSITIONS
  - 1.8.1. All players must play their own position. They may only "backup" other positions.
  - 1.8.2. All outfielders must play at least twenty (20) feet behind the baselines.
  - 1.8.3. Outfielders should be taught to throw the ball in, not run to a base to make a force-out.
  - 1.8.4. Managers must position their infielders out of the base path.
  - 1.8.5. If the ball is hit directly to the pitcher, a play must be attempted on the batter and/or the base runners.
    - 1.8.5.1. The play cannot end just by the pitcher (or another fielder) fielding the ball and returning to the pitchers circle.
  - 1.8.6. Player must play different position each inning.
    - 1.8.6.1. Each player must play an infield position during each game.
  - 1.8.7. No player will be allowed to play the same position twice in one game.
  - 1.8.8. 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.
  - 1.8.9. All outs are made by tag, force-out, or balls caught on a fly.
- 1.9. PITCHING
  - 1.9.1. There is no pitching.
  - 1.9.2. The defensive player playing the pitcher position must be within three feet of the pitching rubber.