



## 2009 Rules: 5- & 6-Year-Old Boys — Tee-Ball

### Associations/Representative:

*Bolivar:* Todd Locker (330) 874-1119, *Navarre:* Craig Himes (330) 879-3141, *Perry:* Eric Kittelberger (330) 705-3037,  
*Plain Local:* Frank Stauffer (330) 904-0586

**Umpire-in-Chief:** Mike Williams (330) 209-3792 (cell)

### Philosophy:

Although the rules for playing the games are important, it is the belief of the supporting association officers and boards that the spirit of sportsmanship, fellowship, and fair play carry beyond these guidelines. A winning spirit is recognized as an important part of all of us, but winning should never become so possessing, that how to accept defeat is forgotten.

Managing or coaching a team is one of the most satisfying achievements a person can experience. The goal every manager and coach in this league shall strive to achieve is that when the game is over, they have gained the respect of all the players.

Spectators are the morale builders of the players. There is nothing more inspiring than faithful, cheering fans. *Negative critical, jeering spectators are the instigators of poor sportsmanship.*

Because of the young age of the players involved with this league, a strong emphasis is to be put on teaching the basic fundamentals of baseball to the players. The rules created for “Boys — 5- & 6-Year-Old Tee-Ball” have been designed to reinforce this philosophy. ***Team standings and game scores are not permitted.*** Managers have been instructed to give equal playing time on the infield to all players, regardless of ability. It is important that parents also understand and support this rule.

### A. League rules of conduct — managers, coaches, players, parents, and spectators

**A1.1** It is everyone’s responsibility to immediately report all violation(s) of the following rules.

**A1.2** Drinking of alcoholic beverages, or use of drugs prior, during or after a league function in the vicinity of the ball field or park will be cause for immediate suspension from all contact with the team. A hearing and review of the incident by the league representatives and the individual(s) will be held to consider suspension from the program.

**A1.3** The use of tobacco products (*smoking or chewing*) is not permitted at practices or games, in the bench or

playing field area. Anyone may request he violator to leave the area for the remainder of the event. Failure to comply may result suspension from future games.

**A1.4** Anyone that displays unsportsmanlike conduct during a game will be asked to leave and may be subject to further discipline from the league.

**A1.5** The second ejection and/or suspension from a league function in a season by anyone, will require that they attend a hearing with the league representatives to consider possible suspension from the program.

**A1.6** Profanity or obscenity either by word or action is prohibited at any league event. *The offender may be subject to discipline from their respective association.*

### B. Family Participation

**B1.1** This league is sponsored by the baseball organizations from Navarre, Perry and Richville. These organizations have successfully worked together for many years to provide the opportunity for the young people in their communities to play baseball. It takes both men and women with many different talents to make these organization’s function. Each year these organizations need to replace board members. Please do not wait to be recruited. Please volunteer your talents and time.

**B1.2** The fees to play in this league are kept very low to allow everyone the opportunity the play. The only way this can be accomplished is by mandating that *every parent* will help with a *minimum* of one team event during *this* season.

**B1.3** It is recommended that everyone participate in this “instructional league.” The players in this league are just beginning to play team sports. As a result they need the support of everyone to gain the attitudes (*baseball can be fun*), knowledge (*learning the “rules”*) and skills (*how to catch and throw, where is 1st base, etc.*). There can only be one manager to decide when and where to have an

individual play. But every player needs someone to practice with at home. Every team will need a “batting tee coach.” Every team will need a first and a third base coach. Every team will need two coaches in the outfield to help the players determine where to throw the ball. Every team will need a treat mother to coordinate who or where or how the players will be treated after each game. Every team will need someone to help keep order on the team bench when at bat and in the field. It does not have to be the same individual every game or all season. So if you have a schedule that will not permit regular participation, there is still plenty of tasks that need done that will allow you to help. When a manager asks you to help, please say yes. Your child needs to learn that it is a team sport and everyone on the team needs to help if they’re going to be successful learning to play baseball. Managers, please try to break down all the work into smaller tasks that need to be done. Give every player’s parents an opportunity to participate, even if you have to ask the same people several different times. Do not have everything for the team done by a select few. Parents do not wait to be asked. If you see something that you would like to do, please volunteer to do it.

**B1.4** No one will play in the 6-year-old league that is 7 or more years old on or before July 31 of this calendar year.

**A) Exception:** *With permission of all league representatives, a girl may play down. However, prior to participation, written request from the custodial parent along with a signed statement from the family physician briefly stating the reason for the exemption must be submitted and approved by all the league representatives. (See closed league eligibility rules.)*

**C. Points of emphasis for safety**

**C1.1** By sliding or other means, all players are to avoid “intentional” contact with opposing players on the base paths, thus avoiding injury to either player. The closest coach will call either obstruction or interference. (See G1.20)

**C1.2** Play is to be halted if there is danger of lightning. If there is lightning sighted by the manager of either team, play will be immediately suspended and all spectators, players, coaches, and managers shall seek shelter away from the field (*Best suggested area inside their vehicle. Do NOT seek shelter under tall trees*). The managers should insure that everyone seeks shelter while play is

suspended. *Both teams will remain at the park. There is a 30 minute wait after each streak of lightning.*

**C1.3** Blood rule. A player or coach who is bleeding or who has blood on their uniform shall be prohibited from participating further in the game until appropriate treatment can be administered. The player or coach may return to play when there is no bleeding present, the wound is covered and/or there is no blood present on the individual’s uniform. Interpretation of this rule would allow a player or coach to continue a game with a change of clothes and allow them to play “out of uniform” for the remainder of the game. It is recommended that all teams have a clean jersey and pants available in a plastic bag for this purpose. Managers and coaches are advised to keep a spare jersey or shirt in their car.

**C1.4** Any player that faints or loses consciousness during any game or practice will not be allowed to continue for the remainder of the day. The player’s parent is to be informed of the incident in order to seek treatment for the player at their discretion.

**C1.5** No metal spiked shoes are to be worn by managers, coaches, or players.

**C1.6** No jewelry will be worn on the playing field.

**Examples:** *Pierced jewelry of any type (earrings, nose rings, newly pierced ear posts or loops) necklaces, bracelets and watches.*

**Exception:** *Medical alert tags, which shall be taped into position in such a manner as not to distract other players.*

**D. Field Size**

**D1.1** A field layout is attached at the end of these rules.

**D1.2** The distance between the bases 50' and it is 40' to the pitching rubber. A diagonal measurement of the bases is 70'- 6". There will be 15' radius line marked in front of home plate. At the halfway point, there will be a 2' mark placed in the baseline between 1 & 2, 2 & 3, and 3 & home plate.

**E: Game time: (Starting, ending, delays)**

**E1.1** The home team will be responsible for preparing the field for play. The home team will furnish one new ball and one used ball for the game.

**E1.2** Games will start at 6:00 p.m. on weekdays and no earlier than 10:00 a.m. on Saturdays.

**E1.3** A complete game will be by a time limit of 1 hour and 30 minutes. Managers, please contact your league representative if you believe a manager is not putting forth a good effort to have his team run off and on the field or is not organized such that it is delaying the game so that at least four innings are completed in the allotted time.

**E1.4** On inclement weather days, the home team manager will decide if a game will begin. Any manager that cancels a game that, in the opinion of the league representatives, should have been played will be suspended for one game for the first offense. Managers, this will be the toughest decision you'll have to make all year. Try to get the game played if at all possible because there are only a few open dates on some of these tee-ball fields.

**E1.5** During any game delayed by rain, *both teams will remain at the field (See Safety — C1.2)*. Play can be resumed if the weather clears at any time. After the delay, both managers will meet and decide if a further wait is required or if the game will be called.

**E1.6** A called game will be complete and not made up.

**E1.7** All scheduled games not started, will played at a later date. The home team manager will be responsible for scheduling the field with his association at the next available open date. He will confirm the date, time and location to the visiting manager. *MANAGERS, PLEASE TALK TO EACH OTHER PERSONALLY OR HAVE THE VISITING MANAGER CONFIRM THE DATE AND THE TIME AND THE LOCATION WHEN LEAVING MESSAGES ON ANSWERING MACHINES.*

**E1.8** There will be a maximum limit of two minutes between half innings to position the defensive team in the field. There will be no warm-up in the infield or outfield.

#### **F: Officiating**

**F1.1** Base coaches and batting tee coaches will be responsible for officiating the games.

**F1.2** A manager is responsible for the conduct of his spectators, players, coaches and himself. If anyone that is ejected from a game does not leave within 2 minutes, a "game official" may suspend play, until review by the league officials. *(See rule A1.4 and A1.5)*

**F1.3** All decisions made by the game officials are final. *There will be no appeal.*

**F1.4** When at bat, each team will provide a "batting coach/home plate umpire." Their duties will be to encourage and direct the batter, call "play ball," and apply all the applicable tee-ball and major league rules. They will position themselves 10' up the first or third base line prior to hitting the ball, such that they can see the "eyes" of the batter and the batter can see them prior to calling play ball.

**F1.5** When at bat, each team will provide two "base coaches/umpires." They are to be positioned at the first and third base coaches boxes prior to beginning to bat. It will be their responsibility to provide directions when and where to run next and also to call the baserunner safe or out. The first base umpire may move onto the field in order to make the safe or out call at second base when necessary.

**F1.6** When on defense, each team *may* position one coach in right field and one coach in left field — deeper than the deepest outfielder — to instruct the players where to throw the ball.

#### **G: Batting — Playing the offensive part of the game**

**G1.1** All teams must bat their entire roster in consecutive and continuous order. If a player is injured or ill and does not complete his turn at bat, he may not continue to play in the game. If a player fails to attend practices, a manager may prohibit a player from playing in the next regularly scheduled game.

**G1.2** A team's entire roster will bat per half inning. After all players have batted, the half inning is over. Each manager is responsible for keeping his batting order in proper sequence and for notifying the opposing team manager when the last player has batted.

**G1.3** A manager will rotate his batting order so no player is in the last four batting positions for two consecutive games. *(See rule II.1)*

**G1.4** A wooden or metal bat with a maximum length of 30" may be used.

**G1.5** The batting tee will be placed on home plate.

**G1.6** The height of the batting tee may be adjusted at anytime.

**G1.7** No one will adjust the batter's stance when he is in the batter's box in an effort the control where the ball will be hit.

**G1.8** The “defensive pitcher” must have both feet touching the pitchers mark/rubber, 40' from home plate.

**G1.9** After the ball is placed on the tee, the batter may not swing until the umpire calls “play ball” putting the ball into play.

*After looking to be sure the defensive players are ready, the umpire will call “play ball” clearly in order for the batter and the baserunners to hear him but not to distract the batter. This will be done before each swing of the batter.*

**G1.10** If the batter swings at the ball before the umpire calls “play ball,” all play that results will be void and all play will resume as if the incident never occurred (*similar to a “no pitch”*).

*Immediately the umpire should call “dead ball” and make note of where the baserunners were prior to the swing and allow the action to continue. When the action has stopped the umpire shall indicate to the offensive team manager what has occurred and then proceed to place the runners back on their original bases. There is no penalty to the batter or the runners. Exception would be any unsportsmanlike conduct during the play.*

**G1.11** To put the ball into play, the batter *must take a full swing* and the ball must go outside the 15' radius and remain within fair territory. A full swing means that the batter may not intentionally bunt the ball by using a bunting stance or grip nor use a half swing to reduce the travel of the ball. *There will be no bunting in this age group.* If the ball does not go outside the 15' radius, it is a foul ball. While lining up the ball, if a batter accidentally touches the ball causing it to travel outside the 15' radius, it is deemed *not to be a full swing*.

**G1.12** The batting tee must be removed from home plate by the batting coach/plate umpire after the ball has been hit. It should be removed as quickly as possible without obstructing the defensive players (*catcher*).

*The intent of this rule is to prevent injury to the runner. If an umpire sees that a baserunner is going to collide with the batting tee, he is to prevent it any way possible and then he is to enforce the rule above.*

**G1.13** A batter may not release his bat in an uncontrolled fashion after swinging at the ball. Upon the first occasion the umpire shall issue a team warning and the warning

shall be noted on the game summary sheet by the batter’s name.

**Penalty —** *If a second incident occurs by any batter from the same team during the game, that batter will be called “out” and the ball is “dead” and no baserunner may advance. The batter is not ejected from the game.*

*All baserunners must return to the base they occupied prior to the incident. Note the umpire should use discretion in calling the batter out. Do not intentionally embarrass the batter.*

**Exception:** *If the bat is thrown out of anger, the player may be ejected for unsportsmanlike conduct.*

**G1.14** The batter will not be called out on strikes.

**G1.15** The batter and baserunners are limited to *one base on an infield hit*.

**G1.16** Batter and baserunners are allowed “X” number of bases on a outfield hit. (*A “batted” ball that enters the outfield*). Once the ball is in the infield and in control of a fielder (not necessarily an infielder), the baserunner(s) may *attempt* to advance to the next base, *only if* they have already left the previous base.

**G1.17** On an “overthrow” to any base to retire a runner, the baserunners are not allowed to advance additional bases.

**G1.18** After a fair hit, the ball remains live until the umpire signals time.

**G1.19** After a fair hit, the umpire will call “time” when the ball is in the infield and in control of a player (not necessarily an infielder). At that time, the umpire will call “time” and any runner(s) that have advanced more than half way toward the next base will continue to that base while all other baserunners will return to the last base reached. The ball will be returned to the tee. This a judgment call by the umpire. Hash marks must be made half way between the bases to help the umpire determine when the runner is over half way.

**G1.20** No baserunner may run into a fielder at a base with the apparent attempt to knock the defensive player down. Incidental contact such as sliding or attempts to reach the base are to be ignored.

**Penalty** — *At the moment of contact, the ball is “dead.” The baserunner is out and is to be ejected from the game. All other baserunners may not continue to advance. This an umpire’s judgment call and should only be used in a flagrant attempt to run over the defender.*

**G1.21** No manager or coach will touch any runner while the runner is in the process of advancing along the base paths.

**Penalty** — *The baserunner is out.*

**G1.22** Baserunners may not leave the base they occupy until legal contact with the ball is made by the batter.

**Penalty** — *The baserunner or runners are “out.” The baserunner is out the instant he is off the base. If the batter should hit the ball, the umpire should indicate that the baserunner left early without disrupting the play. Legal play continues without interruption unless that is the third out.*

**G1.23** The infield fly rule will not be used.

**G1.24** It is important for players to learn the rules of baseball. Therefore, if a runner is called **out** by a designated umpire, they must return to the bench. They can not remain on base.

## **H. Fielding — Playing the defensive part of the game**

**H1.1** A scheduled game will begin on time.

**H1.2** The substitute player rule. There are times when a team may not have 10 players to field a full defensive team. To alleviate this problem, a manager with more than 10 players will choose players from his team to complete a 10 man roster for the opposing team. The “substitute” players will play in accordance to all playing rules. No player will become a “substitute player” a second time, until all the players on his team at the game have been used as “substitute players.”

**H1.3** No game will be begin or continue, when the total players for both teams are below 16 (8 per team).

**H1.4** All players must play a minimum of 2 innings in the field on defense. Each player must play one inning minimum at an infield position and one inning minimum at an outfield position.

**H1.5** Each team may use 10 fielders. When using 10 fielders, 4 of them will play in the outfield at the same depth (No short fielder).

**H1.6** Infielders must position themselves at normal depth in relation to the bases. Normal depth is defined as follows:

- **Catcher** must be positioned as far back as possible directly behind home plate, for maximum safety.
- **Pitcher** must be facing home plate with both feet on the pitching rubber when the batter swings at the ball.
- **First and third base** must be positioned within 15' of their respective base.
- **Second base** must be positioned on the right side of the infield within 15' of the base.
- **Shortstop** must be positioned to play within 15' of the half way mark in the base path between second and third base.

*The intent of this rule is to teach the players to position themselves properly in the infield and to prohibit a team from using abnormal positions to take unfair advantage of a batter or runner. For example, infielders are not permitted to stand at the edge of the arc to take advantage of a weak hitter.*

**H1.7** For maximum safety, the catcher **will** properly wear all the following equipment at all games and practices, prior to the batter positioning himself in the batter’s box. This equipment will be provided to each team in the league. The team manager will check it prior to its use before every inning to insure that it is in good condition. Each catcher will wear a chest protector, a catchers helmet with throat guard and mask, and two shin guards and a protective cup. The catcher *may* use any glove he wishes.

**H1.8** The pitcher can not run the ball to first base or tag the runner out going to first base.

**H1.9** No defensive player may impede the progress of the baserunner by being in the base line or on the base without the possession of the ball. The baserunner has the right of access to the base and base paths.

**Penalty:** *The baserunner may be awarded additional bases at the conclusion of the play at the discretion of the umpire.*

*The instant the umpire sees the obstruction he should clearly call “obstruction” and let the play continue. At the*

*end of the play, the umpire should award any bases he felt the runner could have reached. This is a judgment call and can not be protested.*

***I: Completing game summary sheets***

**II.1** Prior to game time, the team manager or their representative will enter first and last names and numbers of all eligible players in the order they are going to bat on the “game summary sheet” and provide the opposing team this information to be recorded by them.

**II.2** The defensive part of the game summary sheets will be updated continuously as the game progresses. The summary sheet can be an excellent tool to planning defensive game positions for the team prior to arrival at the park. However, managers will use only one “game summary sheet” per game and it will be provided by the adult responsible for entering the required information.

**II.3** At the end of each half inning, prior to placing the players in the field, the team manager or their representative will enter on the game summary sheet where each player is during the defensive half of the inning.

***Example:*** *Beside the players name in the inning column write (bench, second base, right field, ill, injured, etc.), every player will have a listing beside their name for each defensive inning played. Each team will record the defensive positions for every player of **both** teams in their game summary.*

**II.4** Game summary sheets for *all* games will be turned in to Eric Kittelberger at the end of the season or may be requested for review at any time during the season by any league representatives. Any manager failing to provide the information within 24 hours will be suspended until he complies and may result in his removal upon a hearing before the league representatives.



## **2009 Closed-League Safety Rules**

The following rules are to be applied to all age groups, both boys and girls playing in the **Closed League**.

### **1) Slide Rule**

Any runner advancing to home will slide to avoid contact with the catcher to prevent injury to the catcher and themselves. Failure to do so will result in the advancing runner being called out but not ejected from the game. At that instant of contact, the ball will become “dead” and any remaining runners will not advance further than the last base legally occupied. This rule is to be applied without the umpire issuing a warning. Exception to this rule would be a flagrant collision with the catcher with no attempt to avoid the collision. In such cases, the runner will be ejected from the game for unsportsmanlike conduct.

The umpires will use this guideline to determine whether to call the advancing runner out for not sliding. When the ball, the catcher and the advancing baserunner **all are within a 10' radius circle around home plate**, failure of the advancing runner to slide will result in the runner being called out for violating the above rule.

### **2) Helmet Rules**

A) All players must wear their helmet while in play. Any player who removes their helmet before they are in the out of play area will be called out.

*Example: If a runner scores and removes his/her helmet after crossing the plate but before leaving the field of play, he/she will be called out and the run will not count.*

B) It is a mandatory requirement that all girl players must wear a helmet equipped with a cage and chin strap. This rule applies to Closed League as well as ASA. The back of the helmet must be stamped as NOCSAE approved. It is a mandatory requirement that all Closed League 6 & 7 year old, Perry boy players must wear a helmet equipped with a cage and chin strap. The back of the helmet must be stamped as NOCSAE approved. It is suggested, but not mandatory, that all other Closed League, Perry boys wear a helmet equipped with a cage. A chin strap is required.

C) It is **NOT MANDATORY** that a pitcher in PHBSA Closed Leagues wear the batting helmet with cage while on the pitcher's mound. For safety, a manager (or parent) may *choose* to have his pitchers wear the helmet.

# 6-YEAR-OLD BOYS FIELD LAYOUT FOR CLOSED LEAGUE TEE-BALL

