

Rules for Tee-Ball

Grades: Kindergarten & 1st grade based on the grade they are completing May 31st, 2012

Maximum years: 2 years in T-ball. If the player has played two years in optimist t-ball and are in 2nd grade they can move up to Pitching Machine.

1. All games must be played at the Howard Hills Athletic Complex. TEE ball games will be 50 minutes, or three (3) innings, whichever comes first.
2. Coaches must get the starting line-up to the scorer/umpire ten (10) minutes before game time.
3. The ball shall not be pitched. The ball will be placed on a TEE located approximately four (4) feet behind home plate on line with home plate.
4. The batter must stand at the side of the TEE without having any part of their foot in the catcher's area behind the TEE.
PENALTY: Strike is called and ball is dead
5. There will be an 10-foot arc from first base line to third base line in front of home plate. The ball, when hit **MUST** clear this area.
PENALTY: Strike is called and ball is dead.
6. Batter is allowed two (2) practice swings.
PENALTY: Any other swing will be called a strike and umpire explains this rule to batter after the first strike is called. Three strikes are allowed before you are out.
7. Batter may not swing at the ball until the umpire indicates to "PLAY BALL."
8. The umpire is to place the ball on the TEE.
9. Batters are **NOT** permitted to bunt or swing easy at the ball.
PENALTY: Batter is called back and strike is called.
10. Each player will be allowed two (2) defensive innings in every game. This rule is mandatory. All players in the lineup bat, the last batter must be put into a position to be out.

11. Pitcher must stand in pitching circle with both feet until the ball is hit.
12. Runners are not allowed to lead off the bases or steal. Ball must be hit before runners leave the base.
13. Runners may advance one base on an overthrow, but base must be earned. Only one overthrow per hit will be allowed.
14. No borrowing of players for a game, and a game may start with eight (8) players. On a forfeited game, due to lack of players, the team can be evened to play a game.
15. Defensive team will consist of 9 players plus a rover. A rover must play in the outfield. Each team will be allowed one defensive coach in the outfield to assist placing of fielders and remains for the defensive inning. Catcher, pitcher (plays inside pitching circle until ball is hit), First base, Second base, Shortstop, and Third base makes up the infield and all infielders must play behind an arc from fifteen (15) feet in front of the bases until the ball is hit. All outfielders (left field, center field, right field and rover) will play behind an arc ten (10) feet behind the bases until the ball is hit.
16. No score will be kept. If a runner is out, he/she cannot remain on the base; the player will return to the dugout. One umpire only, an Optimist member.
17. Maximum protection helmets required. No batter may bat without a helmet. Player will be called out if they refuse to wear a helmet, but initial oversight of the helmet's use is not an infraction of this rule. Base runners must wear helmets. Base runners will be called out if intentionally throws helmet off. On deck batter must wear helmet; if no helmet is available, the batter must remain outside the gate.
18. **NO METAL SPIKES**. No uniforms. League will furnish game equipment and shirt. Player will furnish their own glove and cap. Cap must be worn when on defense— Rules is mandatory.
19. **UNSPORTSMANSHIP** conduct from players, coaches and/or fans:
 - A: Players will have one warning.
 - 2nd offense will cause the player to be barred from the game for 2 weeks.
 - B: Coach and/or fans will be barred from the game.
20. Catcher must wear equipment-catcher mask and chest protector.
21. Bat throwing: 1st time warning to the coach. 2nd time, player called out of game.

22. Play is dead when the ball goes to the catcher.

23. Practices can be scheduled through Parks and Recreation by calling 660-269-8705 ext 2040 or scheduling practices online at www.moberlymo.org. Teams can reserve practice fields 2 times a week (one through Monday-Friday and then one on the weekends).

For postponements or cancellations call hotline number 263-4856 after 4:00pm. Sign up for text/email alerts at www.moberlymo.org and sign up for RecConnect.

