



# EAST BOISE YOUTH BASEBALL LOCAL PLAYING RULES TEE BALL DIVISION

v1.2

The following local league rules and options have been adopted by the East Boise Youth Baseball and Softball Executive Board for the East Boise Babe Ruth and Cal Ripken youth baseball programs.

The following items will apply to all playing rules, ground rules, and field conditions, superseding all other rules. In all instances not covered by these rules, the Official Babe Ruth, Cal Ripken Division, Rules and Regulations will apply.

Reviewed *January 2017*



## EBYBS Tee Ball Division

*Designed primarily for players ages 5 and 6. They will learn hitting and fielding fundamentals in a supportive team environment. Young athletes hit the ball from a batting tee which is height-adjusted for a level swing. The primary goal is to begin to instruct young players in the fundamentals of baseball in a supportive team environment.*

1. **KEEP IT FUN.** At this age it is all about development and making baseball as exciting as possible!
2. No score will be kept. Winning is not the focus of this division.
3. Any issues that arise should be worked out between the coaches in a professional manner. If they cannot be resolved, then the Tee Ball Division VP needs to be contacted.
4. Games should last at least 45 minutes and may continue up to 1 hour in length if both coaches deem it appropriate and the players are focused on the game.

### Offense

- One (1) adult will assist in adjusting the batting tee and will assist the offensive player in positioning themselves in the batter's box.
- All players will bat in order during the team's half-inning on offense regardless of outs achieved.
  - Each inning will begin with the last two batters in the lineup acting as runners on first base and second base. This allows them more experience on the bases and keeps kids out of the dugout as much as possible.
  - A foul ball zone shall be set as an arc five feet in front of home plate. Batted balls must travel beyond this line or be ruled a foul ball.
  - If the ball is not put into play beyond the 5-foot line after the fourth swing from the tee, the player shall automatically advance (BB) to first base.
  - No strikeouts will occur.
- Runners may advance two bases on a hit well beyond the infield (2B to home, 1B to 3B, batter to 2B). Please use this rule to reward a legitimately strong hit, not to demoralize a team struggling to defend.
- A batting order should be set at the beginning of the game and adhered to as much as possible.
- Defensive outs do count. If a player is out, they must return to the dugout. Once three outs are achieved, the bases will be cleared and the inning will continue until each batter has had a turn to hit.
- The last batter is treated like any other batter. Runners may advance one to two bases like any other at bat. Once the runners have advanced the maximum number of bases for the hit, the play is then ruled dead and the teams switch sides. Avoid having every player run home for the defense to attempt multiple outs. ***This is a safety issue.***

### Defense

- All players will take the field on defense. Coaches will assist players in the field and help with directing the field of play. The defense should not adjust positions within an inning. Only one position per inning.
- The infield shall consist of a pitcher, first baseman, second baseman, shortstop, and third baseman. ***No catcher will be used.***
- Realizing that most of these players won't hit the ball past the pitcher's mound, infielders (including the pitcher) should be positioned in their appropriate position (and not huddled on the mound), thus ensuring every player gets a chance to field the ball when hit to them. This is important so that the players become accustomed to proper field positioning.
- Fill in the gaps in the outfield with the remaining players. No players will be in the dugout while their team is on defense.

