Tee Ball is not baseball. Most of the general rules of baseball are not included in this document because this is only Tee Ball and not baseball. Outs will be counted, but the entire order will bat each inning. Rules like interference by the defense or offense should be ignored and used as teaching lessons. Have fun with this group!

# **BATTER/RUNNER**

#### At-Bat

A batted ball must travel more than 5' to be considered in-play. No strikeouts can occur. If the batter is struggling to hit, adjust their position or adjust the tee until they make contact.

# **Start of Inning**

Each inning will begin with a runner on first base and a runner on second base (the last two batters in the batting order). This rule is to keep kids active and involved as much as possible.

#### When An Out Is Made

If a player is called out, they will return to the dugout. Once 3 outs are made, the bases will be cleared and the offense will continue to bat until they have batted through the order.

#### **Batting Through the Entire Order**

Teams may only bat through the order one time per inning, regardless of the number of outs made. The last batter will be treated like any other batter. Once the players have advanced the permitted one or two bases, the play is dead.

Runners are not permitted to continue to run until all runners have scored.

#### **Advancing On A Batted Ball**

The batter, and runners on base when a hit is made, may advance up to two bases on a batted ball. This rule is to reward the hitter for a legitimately strong hit, not demoralize the team on defense. Be responsible and respectful with this rule. On an outfield hit, a runner that starts on 2B can run home, a runner on 1B can run to 3B, and the batter can run to 2B.

#### Fair Ball vs. Foul Ball

A fair ball is any ball that passes first base or third base on or within the foul lines. In Tee Ball, it must also travel more than 5 feet from the tee. The foul line, home plate, first base, and third base are all considered fair territory. If the ball does not pass first or third base, then it must stop moving or must be touched by a fielder before being determined fair or foul.

# **Base Path**

The runner may run out of the base path to avoid interfering the fielder or to avoid contact with another player. The runner should be ruled out if they run out of the base path to avoid a tag.

# **Stealing Bases**

Runners are not permitted to steal any base.

## Sliding

Sliding is not recommended in this division.

## **Advancing On Errors**

No advancing on overthrows of any kind.

