

Tee Ball Rules

New rule starting SPRING 2026. A player cannot play the same infield position more than 3 inning per game. This rule is for the regular season only. If the coach gets caught playing a kid for a 4th inning the head coach will be confined to the dugout for the remainder of the game. A second offense will result in a suspension.

1). Each team will carry up to 12 players, all of whom will bat and play defense.

2). Games will be 5 innings or 1 hour and 15 minutes, whichever comes first. **The clock will start with 1:15 on the scoreboard.** A new inning begins when the third out is made in the previous inning. No new innings will start within 5 minutes of the game time limit. **This is a regular season play rule only.** Regular season games can end in a TIE score.

3). After 3 1/2 or 4 complete innings, any team leading by 11 or more runs is considered the winner and the game is considered complete. **IF A TEAM CAN NOT WIN AND THE CLOCK IN UNDER 5 MINUTES THEN THE GAME IS OVER.**

4). The first 4 innings will have a 5-run limit. The 5th inning will have a 10-run limit. If any additional innings are played after the 5th inning a 5-run limit will be in effect. **IF THE 5TH INNING IS OVERTIME, THEN IT IS 5 RUNS.**

5). No more than 5 defensive players will be allowed in the infield. (Pitcher, First Baseman, Second Baseman, Shortstop, and Third Baseman. No Player Catcher). All other defensive players must

be in the outfield. No infielder may stand closer to the batter than the pitcher.

6). Only 1 player is allowed to play the circle/pitcher position. He / She must have at least 1 foot inside the circle and be behind the pitching rubber until the ball is put into play.

7). To stop play, a player with possession of the ball must be in front of the lead runner or be inside the circle with the ball raised above his/her head, or all runners have stopped on or near a base and not making an effort to advance. Runners will be awarded bases according to their position relative to a line drawn midway (25 feet) between the bases. Umpire judgment will be used to determine this rule.

ANY INFIELDER CAN CALL TIME IN THE CIRCLE.

8). All infielder's will be given "a base and a half" in which he/she can run and tag a base runner. The first baseman can tag from home plate halfway to second base. The second baseman can tag from first halfway to third. The short stop will be able to tag a runner from the halfway mark between first and second base to home plate. The third baseman will be able to tag a runner from, halfway between second base to home plate and going back to the halfway line between second, but no further. All infielders can become the catcher at any time and will be allowed to tag anywhere down the third base line.

9). Defensive outs will not be awarded according to the following rules:

a. If any infielder runs to the outfield and retrieves a ball, he cannot run back into the infield and make an out by tagging a runner or a base.

b. If the circle player fields the ball more than 10 feet from the first base line or first base, no out will be awarded for running to tag batter or the base.

c. If the ball is rolled from the outfield back to the infield, no out may be recorded. The infielder must stop play according to rule #7.

e. If an outfielder fields a hit ball and runs to the infield and tags a base or a runner, no out will be recorded. If an outfielder tries to call time, time will not be granted until an infielder gets the ball. Once time is called one base will be awarded to all base runners.

f. Any player not following the "base and a half rule", no out will be recorded.

g. If an infielder rolls a ball to a base, no outs will be recorded. All throws must be overhanded unless an underhanded throw is warranted due to the short distance between players. The above infractions are judgment calls by the umpire, and such calls cannot be protested.

10). A hit line arc shall be made from the baseline to baseline in front of home plate on a 10-foot radius from the back tip of home plate. If the ball is struck hard enough to roll onto or past the arc line, it is a fair ball. If the ball is hit, lands in fair territory and rolls back across the hit line and is not touched by a defensive player in fair territory it is a foul ball. The batter must make contact with the ball, not just the tee.

SPRING SEASON Batting,

11). The hitting tee will be optional for all players during games 1-3 of the season. Games 4-6 you MUST have 3 kids hit off the coach pitch only. Games 7-10 half the team MUST hit off coach pitch only.

Playoff games $\frac{3}{4}$ of the team MUST hit off coach pitch only. The TEE and PITCH hitters will be designated in both teams score books with either a T for tee or P for pitch. This can change from one game to the next but not during the game.

Example for games 7-10: 12 players/6 tees, 11 players/5 tees, 10 players/5 tees, 9 players/4 tees, 8 players/ 4 tees.

Example for playoffs: 12 players/3 tees, 11 players/3 tees, 10 players/2 tees, 9 players/2 tees, 8 players/1 tees.

FALL SEASON Batting,

12). Teams must designate 3 kids to hit off the coach pitch only for the last half of the season. Teams must designate ½ the team to hit off coach pitch only during the end of season tournament.

13). Each batter must receive a minimum of 3 pitches from the coach. These pitches will be overhanded, and the pitcher must remain in contact with the rubber until the ball is thrown. If after these pitches, the batter fails to hit a fair ball he will get 2 swings off the tee. In the event the batter fails to put the ball in play after these 2 swings the batter will be out.

14). If it is determined by the umpire that the coach pitcher is intentionally throwing the ball so that the batter is unable to make contact, the coach pitcher will receive a warning. Upon the second warning the coach will be sent to the dugout and a new pitcher must pitch the remainder of the game.

15). The coach may elect to throw the batter all 5 pitches. If a player fouls the fifth thrown pitch, then the batter will continue the at bat until the ball is put into play or he / she strikes out.

16). When the batting tee is used, a coach will set the batting tee (centered on home plate), place the ball on the tee, adjust it for the batter and then move to the backstop. The tee must be removed from home plate once the ball is put into play. The batter must have both feet inside the batter's box.

17). If at any time the bat causes the ball to become dislodged from the batting tee, a strike will be called.

18). When the ball is put into play by the batter the pitcher/coach

will exit the playing field so that he/she does not interfere with the defense or the base runner.

19). If the batted ball hits the pitcher/coach it is a dead ball. This is ruled a no pitch, and no runners may advance.

20). A coach will catch for the pitcher/coach and will be required to wear a face mask during warmups and during the game. The coach catcher IS allowed to stand at the backstop without a mask.

21). Bats must be 30 inches or less and be baseball bats only. The barrel of the bat cannot exceed 2 1/4" and must have BPF 1.15 or stamped on it or be an approved USA bat (USA stamp). No big barrel bats are allowed in league play.

22). 2 defensive coaches will be allowed on the field but must stay in the outfield and only direct the players in the outfield.

23). Balls hit to the outfield must be played by outfielders. Outfielders are not allowed to run the ball to the infield. The ball must be thrown back to the infield.

24). 1 Manager, 3 Coaches and 2 other adults will be allowed in the dugout.

25). If a base runner is touched by a coach while the ball is in play the base runner will be called out. The Coach/Manager who is pitching cannot give any instruction to the runner/batter after the ball has been put into play. This rule is relevant to all base runners/batters that are on the field and involved during the particular out and or series of outs.

26). There is no infield fly rule in t-ball.

27). Shirts must be always tucked in, and all defensive players must wear a cap. **COACHES, you must also wear a hat.**

28). No Cell phone usage will be allowed during games. This includes but is not limited to text messages and email as well. The Coach or Manager will receive an umpire warning once for this offense. This warning will be season long. Any violation of this rule after the warning will result in ejection from the game upon the umpire's discretion. If a Coach/ Manager is ejected, the coach will have to sit out the next game as well as per park rules. There will be no player cell phone usage as well.

29). Any player who is playing the circle position will be required to wear a fielder's mask. (Fielders Mask will be provided by the Equipment Representative prior to the start of the season.)

30). Teams must field eight (8) players within fifteen (15) minutes of their scheduled game time or forfeit the game. A team cannot play with less than 8 players. **The 15-minute grace rule applies to the first game of the day only.** If a team only has 8 players, the 9th batter will an automatic out every time the 9th spot comes up. If the 9th player shows at any point during the game the automatic out will stop.

31). EXTRA INNINGS, if the game is tied there will be 1 extra inning played. This inning will be a max of 5 runs. We will play TEXAS TIE BREAKER RULES. The LAST 3 hitters from the previous inning load the bases, with the last hitter on first base, the hitter before that on second base, and the hitter before that on third base. The hitting team will start the inning with 1 out. THIS WILL ONLY APPLY IF THERE IS TIME LEFT ON THE CLOCK. IF TIME HAS EXPIRED (00:00) THEN THE GAME ENDS IN A TIE.

There will be no deviation from these rules without the expressed consent of the GBAA Baseball Board