

Valley Youth Baseball League
Instructional Tee Ball Rules
2011

OBJECTIVE

Instructional Tee Ball shall consist of games where the participants hit the ball of a batting tee situated on home plate. Emphasis shall be on teaching baseball fundamentals, including batting, base running, fielding and teamwork. Although competition is a part of all games, emphasis should be placed on instruction and individual improvement rather than winning.

EQUIPMENT

1. Game ball will be the Rif Ball or Incredi-Ball.
2. No bat larger than 30 inches will be allowed.
3. Catcher, batters, base runners, pitchers, youth base coaches and on deck batters must wear a protective helmet while in those positions.
4. Base paths shall be 60 feet in length.
5. Pitcher's mound shall be 35 feet.

GAME RULES

1. Each team will bat all players once in the inning. Batting orders shall be changed so that the same player is not batting last in each inning
2. The batter shall not be positioned in the batter's box until the umpire calls "batter up." The umpire shall make this call after the defensive team is positioned and ready on the field.
3. There will be no strike-outs.
4. Throwing the bat will be ruled an out at the sole discretion of the umpire. There will be one warning per team.
5. The tee may be adjusted by the umpire or the batter's manager as many times as may be required to allow the batter to make contact.
6. The ball is fair and playable if, in the sole discretion of the umpire, the batter took a full swing, the ball traveled more than 6 feet in front of the plate and any contact with the tee was accidental.
7. When base runners stop their forward progress, they may not advance unless given an additional base by the umpire. There shall be no advances on any overthrown ball or on a ball dropped during a play on a runner.
8. Any ball caught in the air shall be an out. The infield fly rule shall not apply.
9. The game shall be automatically halted when a live ball is thrown in the direction of the pitcher's mound (umpire's judgment).
10. Base runners may not lead off or steal. There will be one warning per team per game.
11. Up to 8 players will play in the field each inning.
12. The pitcher must play the pitcher's position and may not be in front or more than 3 feet to the left or right of the pitcher's mound before the ball is hit. A

circle will be marked to indicate the area. No other defensive player may play more than 10 feet in front of the 1st-2nd-3rd baselines. There will be one warning per team. Subsequent violations will result in the batter being awarded first base.

13. The catcher should stand at the edge of the backstop behind the batter.
14. It is recommended that: All players shall play an infield position for at least one inning per game. Unlimited substitution is allowed.
15. "Time" may be called by the manager when the ball is out of play. "Time" must be called before assisting a batter.
16. Offensive coaches and players shall not intimidate a defensive player. Defensive coaches and players shall not intimidate batters or base runners. The umpire shall first warn the violator and his team's manager. The second violation shall result in the ejection of the violator from the game.
17. Defensive coaches may be in foul territory down the first and third baselines and in the outfield behind the fielders.

GENERAL

1. The game length shall be 1 hour.
2. No standings or scores will be published or reported. Score keeping is discouraged at all times.
3. A parent, guardian or adult representative MUST be present at all games and practices.
4. The team manager is responsible for the conduct of the coaches, players, spectators and parents of his team during games and practices.
5. **The actions of all participants, including parents and spectators, must be above reproach. Any offending player may be ejected from the game and any non-player may be requested to leave the area.**