



Tee Ball (5-6yrs) Rules and Regulations

Recreational Baseball league provides team concepts and fundamentals in an atmosphere where you can be with friends and meet new ones. This league is designed for new players to the sport, and will address the techniques of fielding, hitting, pitching, speed, agility, quickness and hand and eye coordination. The city reserves the right to change, add, or remove any rules or regulations whenever due cause warrants a change. In the event of a rule change, all coaches will be notified. For questions or additional information on the Baseball program please contact us at sports@goodyearaz.gov.

Program Administration: The only individuals allowed on the field for practice and/or games are the registered players on the roster. Individuals who are not registered for the program should never be practicing with the teams. 2018 Little League Baseball Rules will be used in conjunction with the following City of Goodyear Recreation league rules.

Rule 1: The Game

1. Game Time
 - a. A regulation game will consist of 3 innings or 50 minutes, whichever comes first, drop-dead game time is 55 minutes.
 - b. Games can end in a tie.
 - c. *Half innings will be once through the batting order. The last batter up will clear all the bases with a "home run".*
2. Field Supervisor
 - a. The Field Supervisor is in charge of all fields and is the official timekeeper.
 - b. The Field Supervisor may override or amend ruling, if it is determined, a call was made in error or contrary to the league rules.
3. Scorekeeper
 - a. Home team is listed second on the schedule and will take the 1st base dugout.
4. Coaches
 - a. *There must always be a coach in the dugout for safety purposes.*
 - b. *Five defensive coaches maybe on the field for instructional purposes, but may not interfere with the play or touch any players. Behind home plate, pitcher, left field coach, center field couch, and right field coach.*
 - c. *Only one coach is permitted in each of the coaches boxes along the first and third baselines when their team in on offense.*
5. Players
 - a. Are only rostered players may practice or participate in games.
 - b. A team must have 6 players to begin and end a game.
6. Umpire
 - a. The umpire is the coach from the home team.
 - b. The umpire is in charge of calling the game.
 - c. Whenever a baserunner is running home or a play is being made at home plate, the umpire will move the batting tee out of the way.
 - d. When a play is over, the ball goes to home plate. The umpire should receive all throws at home. It is the umpire's responsibility to insure the catcher's safety behind home plate.

Rule 2: Field of Play

1. Bases will be set at 45'.
2. The batting tee is placed on top of home plate.
3. The city will provide the game balls and award one to both teams at the end of the game. The "game ball" will become apart of the team's inventory of equipment.
4. The coach of the team at bat will be responsible for the batter.

Rule 3: Uniforms

1. Official uniforms must be worn by all players and coaches, uniforms must be tucked in during game play, (distributed by City of Goodyear).
2. All players must have close-toed shoes, and no metal cleats.

3. Players with a hard cast cannot participate in practices or games.
4. The umpires will conduct uniform and equipment inspections pre-game.

Rule 4: Equipment

1. Players should bring their own glove. (If a player does not have a glove, they may check one out from the field supervisor and return at the end of the game).
2. All bats must meet the requirements of the USA Baseball Bat Standard and have a USA Bat stamp.
 - a. All players must have their bats approved by the umpire prior to the start of the game.
3. The City of Goodyear will provide the following equipment for check out by the head coach:
 - (1) Equipment Bag
 - (1) Batting Tee
 - (1) Ball Bag
 - (10) -Tee Balls
 - (2)-Tee-ball Bats (USA Bat stamp approved)
 - (4)-Throw down bases and home plate
 - (5)-Batting Helmets
 - (1) First Aid Kit
4. If any equipment is broken or unsafe, please contact sports@goodyearaz.gov as soon as possible to have it replaced.
5. All equipment must be returned to the field supervisor on the last day of the season for coach to receive the coaching credit.



Rule 5: Sportsmanship

1. Sportsmanship is our highest priority. All players, coaches, parents and spectators are responsible for following the code of conduct.
2. The Field Supervisor and/or Umpire have the right to address and remove any party deemed to have offensive behavior toward another individual.
 - a. Taunting is not permitted. Any player taunting another player, coach or umpire will be called out at the discretion of the umpire. Taunting is defined as; unsportsmanlike behavior by a player using foul language, hand gestures, negative exchanges verbal or physical, intimidating opponents, challenge, insult or reproach in a condescending or sardonic manner.
 - b. Throwing the bat is not permitted.
 - i. First offense - a warning by the umpire to both player and coach.
 - ii. Second offense - batter is out.
 - iii. Third offense - batter is ejected.

Rules 6: Batting

1. Everyone bats regardless of whether or not they play the field defensively. All players present at the start of the game shall be placed in the batting line-up.
2. All players hit off the batting tee and must wear batting helmets.
3. *The batter will have six attempts to hit the ball off the tee and past the 3-foot line into fair territory. If unsuccessful, the batter will be called "out".*
4. The batter will advance to first base and rotate around after each batter.
 - a. Runners are not allowed to advance more than one base on each hit.
 - b. The final batter of the order will round all four bases.
5. Bunting is not permitted.
6. There are no walks.

Rule 7: Base Running

1. Base stealing, leading off and sliding are not permitted. Any players attempting any one of these will be out.
2. Each player will hit and run the except if they are called out.
3. Obstruction is the act of a fielder who, while not in possession of the ball, impedes the progress of any runner. A fake tag is considered obstruction. (Note: Obstruction shall be called on a defensive player who blocks off a base, baseline, or home plate from a base runner while not in possession of the ball.)
4. Interference is when a base runner interferes/obstructs the defensive player from fielding the ball or executing the play. The umpire will call the base runner out.
 - a. Interference does not have to be intentional for it to be called.

Rule 8: Defense

1. Teams will use 10 players on defense (6 infields and 4 outfield).
2. All players will play a minimum of two innings defensively.
3. Free substitution on defense is permitted between innings.
4. Players need to experience each defensive position. Coaches must rotate all players a minimum of every two innings. Each player rotation within a game should be to a different position.
5. When a fielder tags a base runner for an out, he must touch the runner with the hand/glove holding the ball.
6. The defensive player playing the pitching position must stand on the pitching rubber until the ball is hit.
7. Overthrows – when an overthrow off the field of play occurs, if the runner has already achieved the base, the umpire will call dead ball and hold the runner at that base. If the runner hasn't already achieved the base the umpire will award the runner the base he/she is in route to.
8. Caught foul ball - When a defensive player catches a fly foul ball, the umpire calls the batter out and base runners may advance at their own risk after tagging up.
9. If a base runner is hit by a fair-batted ball:
 - a. Prior to anyone touching it: the runner will be called out.
 - b. Prior to anyone touching it while standing on a base: the runner will not be called out
 - c. After the ball has passed an infielder, excluding the pitcher, the runner is not out.
10. Infield Fly Rule does not apply in this league.
11. *There are no appeals in this league.*