

CHESTERFIELD BASEBALL CLUBS, INC.

PLAYING RULES

TEE-BALL LEAGUE (ages 5 & 6) (time 1 hour and 30 minutes)

The official playing rules, with the exceptions and variations contained in the current year's "Rules & Regulations for Pony Baseball, Inc." and the "CBC Playing Rules" noted below, shall be the "Official Rules of Major League Baseball" completely revised, as released through the office of the Commissioner of Baseball.

SAFETY:

1. Helmets must be worn by all offensive players on the playing field and the defensive catcher.
2. Any intentional contact by an offensive player with a defensive player will result in an automatic out.
3. A defensive player shall not obstruct the base path unless actively involved in the defensive play. If the base path is obstructed by a defensive player actively involved in the defensive play (fielding a hit or thrown ball), the base runner will automatically be awarded the base which is being attempted.
4. The bat shall not be thrown by the batter under any circumstances. Any bat thrown by the batter will result in the batter being called out. (One warning per team).
5. The pitcher must keep both feet inside the pitcher's circle until the ball has been hit. First occurrence per game will result in a warning to the coach and the pitcher. Second and additional occurrences per game will result in the batter being awarded first base.
6. Players not actively participating in the game must remain in the dugout area. Coaches must maintain orderly player conduct.
7. A player is not permitted to wear metal cleats.
8. No infield fly rule applies.

GAME:

1. A regulation game is one hour thirty minutes or six innings, whichever comes first. In the event of a tied regulation game, the teams will play the tie until the time limit is reached. If the game remains tied, the game shall be recorded as a tie game.
2. Three (3) innings of play must have been completed (unless home team is ahead after 2 ½ innings) for the game to be recorded as a complete game. A game suspended prior to the completion of three (3) innings (unless the home team is ahead after 2 ½ innings) will be replayed in its entirety or canceled.
3. A game may be suspended by the plate umpire during play due to inclement weather or other unusual conditions. Should said suspension occur, the game may be continued.
4. All games must start within fifteen (15) minutes of scheduled time.

INNING: An inning shall consist of each team playing on offense and on defense once (the visiting team being on offense first). A team's turn at bat (offense) ends after five (5) runs have been scored or 3 players have been called out, whichever occurs first.

PLAYERS PARTICIPATION

THE FOLLOWING PARTICIPTION RULES APPLY WHEN ALL OTHER ASSOCIATION AND TEAM ATTENDANCE AND DISCIPLINARY RULES HAVE BEEN MET:

OFFENSE: 1. All players will participate offensively as determined by the batting lineup. (All players present are included in the batting lineup).

2. Batters will continue to bat until the ball is hit into play. (No strikeouts).

3. Bats shall not exceed 29 inches in length.

4. NO STEALING. Players cannot leave the base until the ball is hit. The runner is out if off the base at the time batter hits the ball.

5. The base runner will be awarded the base being attempted if the defensive player rolls the ball in an attempt to get the runner out.

6. If a ball is thrown and accidentally strikes the coach, the ball is live and in play.

7. If a thrown ball strikes an umpire, the ball is live and in play.

8. The distance between all bases will be 50 feet.

DEFENSE: 1. The defensive team will consist of 10 players, with a normal infield and 4 outfielders. The outfield cannot play closer than 5 feet behind the imaginary baseline until the ball is hit. All players must participate at a minimum of alternate defensive innings.

2. A team may begin the game with 9 players. Players who arrive late will be added at the bottom of the lineup.

3. The normal infielders are not permitted to assume a playing position closer than 10 feet in front of the imaginary baseline until the ball is hit.

4. The catcher will play in the field at least every other inning on defense.

A PLAY: 1. Play begins when the umpire places the ball on the Tee and calls "PLAY BALL." Batters should be discouraged from touching the ball – but will not be called out.

2. On a hit ball in the infield, only one base may be taken unless an overthrow occurs.

3. Only one overthrow is permitted per defensive play. The ball then becomes a dead ball.

4. An overthrow is defined as "a thrown ball which passes the base in which it is being thrown in an attempt to get the runner out that is advancing and is not successfully stopped by the defensive player."

5. Only the runner involved in an overthrow may advance (at the runner's risk) unless there is a forced advancement. Any player attempting another base on an overthrow does so at his/her own risk.

6. Play is terminated when the umpire signals that base runners have safely reached base or have been declared out.

7. Multiple outs (double or triple play) are permitted if they occur during one defensive play.

8. Play may be terminated at the umpire's discretion in the event of any injury and the offensive player will be positioned as the umpire designates.
9. A ball hit over the home run line (90' arc – foul line to foul line) after any contact within the field of play is a ground-rule double.
10. A ball which crosses the home run line (90' arc – foul line to foul line) without any contact with the field of play is a home run.
11. A foul ball is any ball that does not leave the 20-foot arc established in front of home plate.

ALL OTHER BASEBALL RULES ARE APPLICABLE

COACHES: 1. Each team will be permitted to have five (5) coaches, three (3) offensive coaches and two (2) defensive coaches actively involved in the game.

2. Two of the offensive coaches must be located in the designated coaches' areas adjacent to first and third bases. These coaches are not allowed to physically touch or assist base runners during play, except for a congratulatory handshake, after play is considered over. Any violation will result in the base runner being declared out.

3. The third offensive coach may be a batting coach who may assist a batter in adjusting the tee or his batting stance.

4. A defensive outfield coach is permitted to direct defensive play from a position outside the field of play i.e. beyond the home run line.

OTHER: 1. Each team will furnish one umpire. Home team provides the plate umpire; visiting team provides field umpire. Plate umpire watches third and home, field umpire watches first and second. Umpires may appeal to each other: however, final decision rests with the calling umpires.

2. Any rule interpretations protested by head coach and not settled during the game by the respective head coaches and the umpires must be submitted to the League Commissioner in writing within 48 hours.

3. Home team coach is responsible for notifying the visiting team coach if weather or field conditions do not permit the game to be played. The home team coach is responsible for being at the field prior to the game time to notify individuals of the cancellation of the game.

4. The intent and spirit of the game is to teach the child to throw the ball overhand.

5. A batter at bat who fails to bat because he has to go to the bathroom will lose his turn at bat. It is not an out.