

# 2010 PYBA Tee Ball Rules

Games will consist of four (4) complete innings, with a time limit of 1 hour and 15 minutes. After time has expired, three (3) complete innings must have been played

A game will be a forfeit if a team cannot field nine (9) players within 15 minutes after game time. A team can begin a game with eight (8) players

The pitcher, catcher, on-deck batter, and all base runners must wear a protective helmet, equipped with a face guard and chin strap

A 25' circle defines the minimum distance a ball must travel to be "live and in play" (on the line is considered dead)

To kill the play on a live ball, a fielder must throw the ball across the 25' circle (on the line is considered dead)

No player on defense shall cross the 25' circle to make a play. **Exception:** the catcher with possession of the ball may chase a runner back to third and tag the runner out. If the runner makes it back to third, the play is dead

If a defensive player other than the catcher makes a play or an attempted play on or with a live ball within the 25' circle, a violation has occurred. The same violation occurs if the ball is "live and in play" and the catcher goes beyond the 25' circle for any reason except to chase a runner back to third (as noted above). If the violation occurs on any batter other than last batter, the offense will have the option of accepting the play "as is" with all base runners (including the batter/runner) advancing one additional base, or batting again with all base runners returning to their previous base. If the violation occurs on the last batter, the offense is awarded an automatic home run

On a batted ball fielded by the pitcher, it shall be illegal for the pitcher to leave the infield grass to make the initial play on a base runner between first and second or between second and third. The PYBA encourages coaches to teach their fielders to throw the ball to a bag, when throwing the ball is the normal play in baseball

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The entire team will play the field (6 players on infield); all remaining players will play behind the infield/outfield line

Infielders must remain behind the infield grass line until the ball is hit

The pitcher must have both feet on the pitcher's rubber and the infielders (first/second and shortstop/third) must remain on the proper side of a line from home plate to second base, until the ball is hit. Violation of this rule as noted by the umpire gives the offense the option of accepting the play "as is" or batting again with all base runners returning to their previous base

A time out cannot be called when the ball is live and in play. Only a coach can request a time out. A team can call time out no more than 3 times per inning while on offense and no more than 2 times per inning while on defense. **A time out cannot be called after the last batter has been announced by the umpire.** If a fourth time out is called in the same inning by the offense, the next batter is called out. If a third time out is called in the same inning by the defense, the pitcher must be replaced for the remainder of the game

Coaches and scorekeepers will try to ensure that no one bats out of turn, or misses an at-bat. However, if this does occur, there is no penalty. If possible, runners shall return to their previous base and the correct batter will bat

The on deck batter must remain in the on deck circle until called by the umpire

The batting lineup will consist of the entire team. Ghost batters will be used, if a team has fewer players; the ghost batters rotate every inning

The batter is allowed two swings to put the ball in play. If the second swing is a foul ball, a third and final swing is allowed

The team manager will notify the plate umpire when his "last batter" comes up to bat. The umpire will announce "LAST BATTER" to the defensive team. Failure to notify the umpire will result in the defense having the option of accepting the play "as is", or having the last batter hit again with all runners returning to their previous base

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Once the last batter has hit the ball and it is put into play, if the defense throws the ball into dead territory (into a dugout, over the fence, etc.) before the last batter is put out, an automatic home run will be awarded,

If a batter throws or slings the bat, his team will be given one team warning per game. The next violation results in a **dead ball** and the batter being called out

The batter will be called out if he hits the ball illegally - he must have both feet in the batter's box before he starts his swing and one must remain in the box when contact is made

A base runner is out when he leaves the base before the ball is hit. One team warning will be given per game. If the ball is not put into play, no reference will be made to a runner being off the base

A base runner is out when the last batter is forced out, tagged out, flies out, or the ball is thrown to the catcher who tags the home plate for the final out (only runners who reach home before the last batter is called out shall count as runs). The last batter is out when tagged, even if he is on a base. If the last batter stops running (can no longer advance without being put out) between bases, he shall be called out and no more runs shall score

A base runner is out when he is put out by any means normal in Dixie Baseball

A base runner who stops, or hesitates, between third and home must return to third, unless he is forced to advance

A head first slide will result in an automatic out

Halfway lines will be used between first/second and second/third to determine runner placement, when a live ball becomes dead

Base coaches may not touch base runners to assist them. The runner is out, if this occurs

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If a base runner crosses home plate, he may return to tag the plate (missed bag) if he does so before leaving the circle to return to the dugout. Once that runner goes outside the circle towards the dugout, he cannot return. This also applies to runners on base who want to return to a missed bag or tag up. When the ball is inside the circle, no return is possible, except for the runner at home, as described above

There will be no appeals - umpires shall call runners out for infractions (such as failure to tag up, missed bases, off base, etc.) once the ball is dead. One team warning per game for runners leaving the base early

There is no infield fly rule in tee ball

Only the team manager is permitted to ask an umpire for a rule clarification. He must first ask for a time out before approaching the umpire. This is not a charged time out, unless he talks to a player

Please remember - the purpose of a Dixie Youth Tee Ball program is to instruct boys and girls in the following areas:

- Principles of good sportsmanship and fair play
- Basic fundamentals of baseball and its rules
- Team participation
- How to win humbly and lose gracefully
- Playing safe

**PLAY BALL and HAVE FUN!**

Rules not covered by the above list will be governed by official District 8 Dixie Youth Tee Ball rules