

BASA – Tee Ball Division Rules (revised May 8-18)



Tee Ball Division Rules

The Tee Ball Division is for instruction and fun – not for competition. There are no umpires, no scores and not standings. The focus is on having fun while learning the basics of the game including;

1. **How to hit a ball off a tee and run the bases.**
2. **How to throw and catch a ball.**
3. **What are the all the positions.**
4. **Teamwork.**

General Playing Rules

- 1) **Field Set-Up** - The home team shall be responsible for setting up the field as follows;
 - a) An adjustable Tee will be used.
 - b) A 10' arc from home plate shall be marked.
 - c) The 'pitching rubber' location shall be 30' from home plate (marked/used for positioning only).
 - d) Bases are 45 feet apart. (63'7" from Home Plate to 2nd Base)
 - e) A double 'safety base' (white/orange) must be used at 1st base for all games.
- 2) **Ball Size** – The ball size is 11 inches (soft cover).
- 3) **Coaches** – The coach of the team at bat shall assist in setting up the ball/tee for each batter and shall not interfere with a 'live' ball at any time. Coaches are allowed on the field of play to maintain positions and attention of the players.
- 4) **Helmets** - Batting helmets must have chinstraps, which shall be worn properly under the chin. Players playing the positions of the pitcher, catcher and 1st base must wear a batting helmet.

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- 5) **Jewelry** - Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the coaches, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry.
- 6) **Electronic Devices** – Players are not permitted to use cellphones, iPods or other electronic devices on the bench or diamond once the game has started.
- 7) **Uniforms** - All players must wear identical shirts and pants/shorts – the official BASA uniform distributed at the beginning of the season. Coaches must wear a BASA-issued shirt.
- 8) **Game Time** – All regular season games shall be played in accordance with the following;
 - a) Games shall start promptly at the scheduled time.
 - b) No new inning can be started after 1 hour and 20 minutes from start of game.
 - c) 'Dead Ball' will be at 1 hour and 30 minutes from the start of the game.
 - d) A regulation game shall consist of five innings.
 - e) If a full game cannot be completed, a game will be considered regulation if three (3) full innings have been played or 60 minutes of playing time have elapsed.
 - f) A game that is tied at the end of regulation will be recorded as a tie. No extra innings will be played.
- 9) **Game Roster**
 - a) Teams must have a minimum of five (5) players by game time.
 - b) There is no maximum number of defensive players.
 - c) All players in attendance at the game will bat.
- 10) **Player Positions**
 - a) A player cannot play the same position in two consecutive innings.
 - b) Defensive teams shall use a Pitcher, Catcher, 4 infielders and outfielders (no maximum).
 - c) The Pitcher shall stand no closer than 30' from home plate.
 - d) The Catcher shall be positioned behind home plate in a safe location.
 - e) All infielders must stay behind the baseline until the ball is hit.
 - f) All outfielders must stay behind the infield (i.e. on the grass).
- 11) **Injuries**
 - a) A courtesy runner will be permitted at first base.
 - b) If a player is injured while running the bases, a courtesy runner will be permitted at the last base reached safely.
 - c) The courtesy runner is the last person out.
- 12) **Batting**
 - a) An inning will be over once ALL players have batted.
 - b) All hitters must put the ball into play.
 - c) Any hit ball that does not travel more than 10' from home plate shall be deemed a foul ball.

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13) First Base – Batters running to first base must touch the orange bag.

14) Foul Ball Out– Must be hit above the batters’ head and caught to be considered an out.

15) Stealing Bases - There is no stealing allowed. A runner may only advance when the batter makes contact.

16) Leading Off - A runner cannot leave his/her base until the pitched ball is put into play (i.e. hit).

17) Advancing Runners

- a) Base runners must only advance one base at a time except for the last hitter in an inning – this batter is permitted to advance to as many bases as possible.
- b) Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player’s possession in the infield (inside the base paths). Runners may continue to the base they are heading to but the fielders may attempt to throw/tag the runner out.
- c) Last Batter - An inning is over once the ball is returned to the catcher and he/she touches home plate.

18) Overthrows - When the ball is in play and overthrown beyond the playing area boundaries, all runners are awarded 1 base from their last legally held base at the time the ball was thrown.

19) Inclement Weather - The coaches will immediately suspend the game if he/she hears thunder within 30 seconds of seeing a lightning flash. The game will not resume until 30 minutes have passed with no lightning followed by thunder within 30 seconds.