

Kings Youth Baseball Tee Ball Rules 2019

1	No scorebooks are allowed, No scores are kept during the game, No season standings are kept
2	Games last a minimum of 4 innings or 1.5 hrs from the start of play. No new inning shall begin after 85 minutes from the start of play
3	The home team will provide the game ball. If it is the first game of the day, the home team prepares the field. The home team of the last game ensures the bases and field liner are put away in the field box
4	The bases are 50 feet apart. The pitching line is 45 feet from home plate. A circle (10 foot radius) should be drawn around home plate.
5	The batter must take a full swing. No bunting allowed
6	If the tee is hit before the ball, it will be considered a foul ball. The ball is foul if it does not make it outside the circle. A foul ball can be caught for an out.
7	There are NO strikeouts
8	The offensive tee coach is responsible for removing the tee after the ball is hit.
9	Players will be warned the first time they throw a bat. The second time, they will be called out. NOTE: This is a SAFETY issue
10	Infield fly rule does NOT apply.
11	No base stealing or leading off. Base runners must stay in contact with the base until the ball is hit.
12	Base runners shall not advance on any ball overthrown to a base in which an infielder is attempting to make a play
13	Use of the continuous batting order is required. The only exception is if before the start of the game both coaches notify the umpire that they wish to play 3 outs will end an inning...then each offensive team will get 3 outs or a max of 10 batters per inning...whichever occurs first. Once the defensive team records 3 outs the half inning is over and the defensive team will become the offensive team. If the defense has not recorded 3 outs and the tenth batter of an inning comes to the plate, the inning will end when the defense has possession of the hit ball inside the home plate circle. Time is called and play stopped when the defense has control of the ball inside the home plate circle.
14	Starting with the 6 th game of the season an offensive team coach may elect to stand at the pitching line, or no closer than 40 feet from the batter, and pitch a max of 3 overhand pitches to each batter who wishes to be pitched to. (Note: rule #13 is still in effect) If the batter hits the pitched ball, the offensive coach will immediately move to foul territory and avoid any interference with the defense. If the batter does not hit any of the 3 pitches, the offensive coach will leave the pitching line and will place the batting tee on home plate and the batter shall hit off of the batting tee until the ball is hit. The catcher (or umpire) will retrieve and hold ALL pitches swung on and missed by a given batter and wait to throw all of them back to the offensive coach until the end of the at-bat.
15	On a ball hit into the outfield by the offensive team, baserunners will stop at the closest base once the ball is picked up by the outfielder and thrown.

16	One (1) offensive coach is permitted in each coach's box (1 st base & 3 rd base) and one coach at the batting tee for a total of 3.
17	Ten (10) defensive players, 6 normal infield positions plus 4 outfielders (Left, Left Center, Right Center, Right) are allowed on the field. Players must stay in their positions until the ball is hit. Infielders should be no closer than 3 feet inside the base path. Pitchers must stand on the pitching line. Outfielders must be a minimum of 20 feet behind the infielders. Please teach proper positioning of your players
18	Defensive players will not purposely roll or bounce the ball to another defensive player in an effort to retire a base runner. If the roll or bounce was deemed intentional, the umpire will rule the runner safe. The purpose of this league is to provide proper training in baseball fundamentals, including accurate throwing and catching mechanics.
19	All players must play a minimum of 2 innings in the field
20	Two (2) defensive coaches, positioned behind the infielders, are allowed on the field of play.
21	'Chatter' directed at the other team is not allowed. Positive 'chatter' directed at one's own team is encouraged
22	Batters or base runners that are called out will leave the base and return to the dugout. This is to reinforce the defensive team to 'make the play'.
23	Rules 1-22 cannot be modified or removed without KYBS approval

Rule Clarification

Rule 13

It is your option to have 3 outs and/or 10 batters per inning. Please agree at ground rules so the umpire knows what is going on.

Ex 1

If you agree for 3 outs, then it applies to both teams. Let's not confuse the kids. If the ball gets hit to the pitcher 3 times and he makes the play/out at first each time, then the defensive team leaves the field and becomes the offensive team (i.e. the half inning is over). However, the tenth batter rule still applies (after the tenth batter hits the ball, time is called and play is stopped when the defense has control of the ball inside the circle.)

Ex 2

If you agree for 10 batters only, then no matter how many outs/plays the defensive team makes, the offensive team will bat 10 batters per inning. After the tenth batter hits the ball, time is called and play stopped when the defense has control of the ball inside the circle.

Note: Continuous batting order applies to both. i.e. if you have 12 players on your team and 10 bat in the first inning, then in the second inning you start with the 11th batter, then 12th batter, then 1st, then 2nd, etc.