



Knothole Baseball

Tee Ball - District 5 Rules

Revised: February 1, 2018

1. Official game is three (3) innings. No new inning will start after one hour and 15 minutes from the “start of the game”. Official “start of the game” is when the first pitch is thrown to the first batter. **Games must start on time!**
1. Coaches should have their players warming up and stretching before the end of the previous game. Each team will get ten (10) minutes of infield, starting with the visiting team. Game should start no later than twenty (20) minutes pass the hour. **The next games must start on time.**
2. Pitching distance 40’ feet. The coach must draw a “pitching” line at 40’ feet and the player in the pitcher position (defensive player) must stay behind the “pitching” line. The only time the pitcher can go in front of the “pitching” line is when the ball has been put in play.
3. Base distance 50 feet. **No exceptions.**
4. The team in the field will choose the ball to be used (Reduce-Injury-Factor (RIF) ball or regular baseball ball) during their time in the field. Again, the fielding team gets to pick the ball they will be fielding. If the batting team doesn’t have the type ball the fielding team picks, the fielding team must provide the balls.
5. A half inning will consist of everyone on the team batting.
6. All dressed players will bat in consecutive order throughout the entire game (bat the roster).
7. Batter will bat until the ball is hit.
8. Ball must travel at least three (3) feet.
9. To insure defensive participation and training, all dressed players must play at least ***two (2)** defensive innings. They need not be consecutive.
10. Each team is allowed no more than 12 players on the field. **No exceptions.**
11. Each team is permitted three (3) coaches in the field. They may coach the players, but not physically assist them.
12. A coach needs to determine if the player, batting, needs to start with the tee or have a coach pitch to them. Please be fair in your assessment. **Games are not for batting practice. No More Than Three (3) PITCHES** (Its three (3) pitches not three (3) strikes). **No Exception.** A coach can only take three (3) baseballs to the mount for any given batter. This is a Tee-Ball instructional league. **This rule must be followed or the three (3) pitch rule will be removed. The game must keep moving along.**
13. If a player doesn’t hit a pitch after three (3) pitches, then they must use the tee. The ball must travel at least 3 feet. **No exceptions. Again, if this rule is abused we will remove it from the rules and only use tees.**
14. Base runners may not lead off.
15. On a ball hit off the tee, the base runners may advance only one (1) base. On a ball hit off a pitch, the base runners may advance until the ball is returned to the infield. **No exceptions.**

16. All catchers must wear protective cup and throat guards. No one will be permitted to catch without this equipment. **No Exceptions!**
17. If applicable, home team will provide and setup the bases.