

# Emerson Junior Baseball League

Revised and Approved March 2010

## TEE BALL LEAGUE RULES

2010

Emerson Junior Baseball League (EJBL) rules were originally based on the Official Baseball Rules published by National Baseball Congress. These rules have been modified over the years and may be amended further in the future. These EJBL Rules have been, and proposed changes to must be, approved by the EJBL Board. Failure to abide by the EJBL rules may result in the suspension of the Managers, coaches and or players.

The school grade of each child is normally used to determine in which league the child will play. Children in Kindergarten who will not be age 7 before May 1<sup>st</sup> of the baseball season can be in the Tee Ball League. Once a child begins playing in the EJBL, the natural progression must be followed: after Tee Ball, participants play two years in Peewees, two years in Minors, two years in Majors, then one year in Ponies (U13) and up to two years in Babes (U15). Advancing a child to a higher level league based on talent is NOT permitted. Moving a child down to a lower level league than their grade and age prescribes is also prohibited. If a child has been left back in school or is physically challenged (disabled), a determination as to which league the child plays in will be made on a case by case basis. Input from the child's parents will be sought. The EJBL Board has final approval authority.

### 1. **BYPASS**

The two opposing Managers and coaches should avoid making agreements to bypass the rules. However, this is an instructional league whereby all games end in a tie and safety must be a top priority. **Rules 13, 14 and 22** may require some agreed upon coordination among Managers and coaches to enable the games to be played. **Goal is to instruct and have fun!**

### 2. **STARTING TIME**

Refer to the schedule for the starting times of all games. Night games on the Tee Ball field (JV Softball Field) usually start at 6:00 P.M. The Managers and coaches must make sure all the safety equipment is present before the game can begin. **See Rules 13 and 14.**

### 3. **STOPPING TIME**

For April games that begin at 6:00 P.M. on the Tee Ball field no new inning may begin after 7:45 P.M.; beginning May 1<sup>st</sup> no new inning can begin after 8:00 P.M. The Managers will jointly retain complete and unquestioned authority to halt a game at any time for safety reasons, including darkness. If lightning is sighted, the game will immediately cease and terminate at that point. **Refer to Rules 4 and 39.**

### 4. **LENGTH OF GAMES**

Games will be four innings. Saturday games must be limited to two hours and 15 minutes. If a game must be called before two full innings have been completed it shall be declared a "suspended game". Suspended games may be rescheduled and played from the point of suspension if the schedule permits. **Refer also to Rule 38.**

### 5. **MERCY RULE**

A mercy rule regarding runs scored is not applicable. Remember that the score is not important and should not be kept. The goal of the League is to instruct and have fun!

# *Emerson Junior Baseball League*

Revised and Approved March 2010

## **TEE BALL LEAGUE RULES**

**2010**

### **6. DUGOUT - BENCH AREA**

The home team shall have the first base side dugout/bench. Both teams are responsible for their equipment. No players should be in the stands or by the other team's bench area during a game. Only team players, the Manager and certified coaches (**refer to Rule 44**) are permitted on the field or in the dugout/bench area during pre-game warm-ups and the games.

### **7. PREGAME WARM UP**

The scheduled teams must equally split available warm up time prior to game time. No batting practice is allowed on the field within one hour of the scheduled game time.

### **8. UMPIRING**

Umpires will not be assigned for Tee Ball games. The Managers and coaches will be required to umpire the game as part of the instruction. Managers and coaches must be fair, reasonable and exemplify good sportsmanship. Disagreements should be resolved quietly and amicably. Set good examples for the children.

### **9. SUBSTITUTION**

Managers are responsible for substitutes and batting orders.

### **10. PLAYER SWITCHING**

The switching of a player's defensive position while an inning is under way is prohibited except for switches related to an injured player requiring a replacement and/or at a player's request for safety reasons. Using a catcher (behind the plate) is not necessary in Tee Ball.

### **11. EXCHANGE OF LINEUPS**

Not applicable

### **12. SCOREBOOK**

Not applicable

### **13. BATTING ORDER - MINIMUM PLAYERS – DEFENSIVE POSITIONING**

A continuous batting order must be used consisting of all players present at the start of the game. Any player who joins a game after the first pitch must bat in the last batting position. Each team will bat through the full batting order regardless of the number of outs made in an inning. The batting order can be reversed after each child has batted through the order so no one bats last every inning. Batters must be instructed not to throw the bat after hitting the ball. Teams must have minimum of 6 available players present to begin the game. If a team has fewer than six players the opposing coaches should combine the available players for the game to begin providing that each team would then meet the minimum requirement.

On defense, a player should play in the area of the pitcher's mound but the catcher's position is not permitted for safety reasons. Besides the pitching position, no more than five other infielders, including a short-fielder, can be used. To get all players in the field, up to six outfielders can be used. Players must be rotated to different positions from inning to inning but not within an inning. Remember, instruct, insure the safety of participants and have fun!

# Emerson Junior Baseball League

Revised and Approved March 2010

## TEE BALL LEAGUE RULES

2010

### 14. **PLAYINGTIME**

Every effort should be made to allow each child to play the entire game. **Refer to Rules 1 and 13.** When a player arrives late and the player's team batted through the lineup already (meaning any batter already batted twice) the late player must be added as the last batter in the current batting order. Free substitution of fielders is permitted at the start of each inning. Allowing players to play different positions is strongly encouraged. Failure to observe the playing time stipulation may result in suspensions or dismissal from the EJBL. Such incidents must be reported to the League VP or EJBL Board as soon as possible

### 15. **COACHING ALIGNMENT (for this rule "coach" refers to Manager or coach)**

Offensively, two adult base coaches (first and third) are allowed. One coach should work with the batter, another with the on deck batter and, if possible, another with players on bench. Team Parents could help insure players on the bench stay in the bench area. On defense, two coaches are permitted to stand by the infielders and another one/two should roam with the outfielders to direct throws. Coaches should not field or knock down balls hit or thrown unless done so for safety reasons. Players may not be used as coaches. **See Rules 6 and 44.**

### 16. **DISTRACTION**

There is to be no interference by Managers, coaches, players or spectators with the **other** coaches or players, either on offense or defense. This interference is defined as any action, vocal or physical, which tends to distract or otherwise impair the efficiency of a coach or player in the performance of his/her responsibilities. If the Manager or coaches cannot easily and calmly prevent parents or other fans from disrupting the game, the game should be suspended and the incident must be reported to the League VP and EJBL Board as soon as possible. Remember: the goal of the League is to instruct and have fun!

### 17. **PLAYER EQUIPMENT**

Batting helmets must be worn by all players on-deck, batting, or running the bases. Players must use EJBL approved equipment. Only EJBL approved bats shall be permitted. Bats can be a maximum of 33 inches in length and not exceeding a 2¼-inch barrel. If wooden, the bat is not to be less than 1¼-inch at the smallest point and not less than an inch for bats less than 30 inches. All bats must be taped not exceeding 16 inches from the small end. All bats must have visible Tee Ball, Pee Wee or Little League logo or printed approved dimensions. Uniforms, when supplied, are to be worn at games or special events designated by EJBL officials. Under no circumstances shall a player, while wearing a uniform, engage in any fund raising drive without the express consent of the EJBL or Friends of Emerson Junior Baseball.

For games, all players should be in full uniform, when supplied, properly worn, with shirts tucked in long pants (baseball or sweat pants are recommended) and caps on with the peak to the front. In games or practice, legs must be covered completely with pants and/or socks. It is suggested that all players wear a protective cup during games and practices. Any player not in conformity with these rules shall be declared ineligible. Each team must bring one new ball per game.

# *Emerson Junior Baseball League*

Revised and Approved March 2010

## **TEE BALL LEAGUE RULES**

**2010**

### **18. SAFETY**

If a player intentionally and without regard to others, throws a bat or helmet or misuses equipment, that player may be ejected from the game. The stocked medical kit must be present prior to the start of each game. Required contents will be listed on the Medical box. Prior to the game, efforts should be made to ensure a cell phone is available in case of an emergency. There will be no chewing/eating of gum, food or candy on the field or in the dugout area. No metal cleats will be allowed. Players are encouraged to bring water containers (not glass) to the games and practices. No hanging or unsafe jewelry should be worn. Any player with an injury that warranted a trip to a doctor, medical emergency facility or hospital will not be permitted to practice or play until a doctor's note clearing the child to play is presented to the team Manager and, if requested, the EJBL Board. Flack jackets / vests are available and can be used by batters facing pitching from the Manager or coach.

### **19. PLAYER CONTROL**

Managers and coaches are required to keep all players not on the field together on the bench, or in the area designated by each Manager as the "dugout", except the next player who is due to take his/her turn at bat, players instructed by the Manager to warm up prior to entering the game, or as deemed necessary by the Manager or coach. This protects the players from injury from foul balls or accidentally thrown bats and helps prevent player interference. No one is permitted to stand behind the backstop. Managers/coaches must enforce this Rule.

### **20. ON DECK BATTERS**

Only the batter and on deck batter may have bats in their hands at which time helmets must be worn. Putting helmets on the next few upcoming batters is encouraged for safety reasons and to keep the game moving. No player is to hold a bat unless supervised by a Manager or coach. All bats must be kept in the on deck area or in an equipment bag for safety reasons.

### **21. TEE HITTING**

Each player will bat off the batting tee in every inning. Players that the defensive team gets out should not remain on the bases. When hitting off a Tee, a ball must travel past a nine-foot arc from the Tee into fair territory or it will be considered a foul ball. There will be no strikeouts off the Tee. A defensive player should be near the pitcher's mound, as a fielder, while the Tee is in use. **See Rule 13.** As the players' hitting skills improve they can be given the opportunity to hit pitched balls from the coaches. **See Rule 22.**

### **22. TEE PITCHING**

As the players' hitting skills improve they can be given the opportunity to hit pitched balls from the coaches. This determination will be made when both coaches agree to do so in the same game but no sooner than Memorial Day. Coaches will be responsible for pitching (aiming for the bat) from a minimum of 18 feet to 32 feet away. There will be no walks issued. A coach will throw a maximum of four pitches to the same batter. If the batter has not completed his or her turn at bat after four pitches thrown by the coach, tee hitting should resume for that at bat.

### **23. PITCHING - BASE DISTANCE**

The pitcher's area will be 32 feet from the rear of home plate. The defensive player assigned to that area should be no closer than 32 feet from tee. The bases will be 50 feet apart. Two bases will be used in the first base area to prevent collisions. An orange "safety base" base will be the base the batter should run to while the white base will be for the defensive team.

# *Emerson Junior Baseball League*

Revised and Approved March 2010

## **TEE BALL LEAGUE RULES**

**2010**

### **24. PITCHING LIMITATIONS**

Players will not be used to throw pitches but can be placed in the pitcher position for fielding.

### **25. REPORTING RESPONSIBILITIES**

Not applicable

### **26. WARM UPS - PITCHES**

Not applicable

### **27. BALKS - INTENTIONAL WALKS**

Not applicable

### **28. HIT BATTERS - WALKS**

Not applicable

### **29. TRIPS TO THE MOUND**

Not applicable

### **30. OVERTHROWS - PLAY STOPPAGE**

If a thrown ball lands in fair or playable foul territory, the runners may advance at their own risk. If a ball is thrown out of play by a fielder, the runners will advance one base (not two) from the last base the runners occupied when the ball was released as determined by an umpire/coach. Play stops when the ball is thrown into the pitcher's circle. Control of the ball is not necessary. Each runner halfway or more to the next base when the ball is in the pitcher's circle should be awarded the base they are running toward.

### **31. INFIELD FLY**

The Infield fly rule will not be in effect.

### **32. TAGGING UP**

Tagging up is not permitted on any fly ball.

### **33. BUNTING**

Bunting is not allowed.

### **34. STEALING**

No stealing or leading is allowed. Runners may leave the base only after the ball is hit.

### **35. SLIDE RULE - INTERFERENCE**

If a runner does not slide or attempt to get around a fielder who has the ball and is waiting to make the tag or force the runner out, the runner will be called out. Runners must slide or avoid contact and this rule must be explained at practices, before the games and whenever such an instance arises. Any defensive player blocking any base or baseline will forfeit any out made as a result of the interference. Headfirst sliding to advance to the next base is prohibited. Coaches must explain these rules to players before games and explain mistakes when made.

# Emerson Junior Baseball League

Revised and Approved March 2010

## TEE BALL LEAGUE RULES

2010

### 36. **PROFANITY - CONDUCT**

Intentional profanity by a player, Manager, coach or fan is prohibited and must be reported to the League VP or the EJBL Board. The person using profanity may be ejected from the game. Smoking is not allowed on the field or in the bench area. *Refer to the Ejections Rule.*

### 37. **CLEANUP**

At the end of the game, coaches and volunteers from both teams will rake the pitcher's mound, infield, batter's box and baselines and clean the equipment and players' bench areas.

### 38. **CALLED or SUSPENDED GAMES**

Determination that a field is playable or not will be made by the Fields Coordinators, the EJBL President, EJBL Executive Vice President or League VP (in that order, if available). That person or his/her assistant will report the cancellation as soon as possible to the Managers of the teams scheduled to play. The Managers must notify their players and their league VP. The league VP will notify the person in charge of scheduling. If a game is called before the completion of two full innings attempts may be made to reschedule the game or extend a future game between the two teams. **Refer also to Rule 4.**

### 39. **RESCHEDULED GAMES**

All games to be rescheduled for any reason will be done only by the EJBL Scheduling Coordinator in conjunction with the League VP. The VP of the League will notify the team Managers. Rescheduled games should be played within one week of cancellation, if possible. Games may be rescheduled as early as the next calendar day, which may include Sunday.

### 40. **PROTESTS**

Protests are not permitted. Remember that the goal of the League is to instruct and have fun!

### 41. **SEASON**

The regular season shall be determined each year based on a number of factors including number of participants and field availability.

### 42. **POST SEASON**

No post season tournament will be held among the EJBL Tee Ball teams.

### 43. **AWARDS**

Participant trophies will be presented to all players.

### 44. **COACHES CERTIFICATION**

All Managers and coaches are required to be certified through an EJBL approved course, namely the Rutgers certification, which since 1996 is a lifetime certification. The EJBL Board Member in charge of certifications will notify any current coaches and managers who were previously certified through other courses when their certification must be updated. The EJBL Board will determine who is authorized to manage or coach.

**THIS IS AN INSTRUCTIONAL LEAGUE.**