

Tri-Township Park District

Official Tee Ball Rules & Bylaws

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1. **General Rules**
2. **Objective**
3. The Tri-Township Park District Baseball and Softball is a recreational sport program formed specifically for the benefit and enjoyment, moral improvement, and physical advancement of the youth of the area. The TTPD Baseball and Softball shall foster good, clean, sportsmanlike conduct and fair play in individuals as well as team competition. All actions of the TTPD Baseball and Softball will have one main goal: entertain and improve the youth of the community through the games of baseball and softball.
4. The program concentrates on teaching fundamentals in the early years and developing baseball/softball skills in the later years. During the early years, the TTPD Baseball and Softball rules have been modified to help foster learning the game. The intent of the rule modification is to provide all of the younger players with every opportunity to learn the game and to encourage participation in the program in the later years. All TTPD Baseball and Softball participants, coaches, and spectators must remember the league is for the youngsters. Misconduct, immoral behavior, or dishonesty is not the example we wish to display for our youth.
5. **Registration**
6. Registration for all players will be held on the date(s) selected by the TTPD Baseball and Softball.
7. If a player is found to be over the age limit, the player's team will forfeit all games in which the player participated. Mentally or physically challenged children can be placed in a lower age division prior to the start of the first official game in that lower age division with the approval of the governing board of the TTPD Baseball and Softball.
8. All registrations for the Tee Ball Division must be age four (4) by May 1 of registration year.
9. Only the Division Directors are authorized to assign a child to a team. No coach may do so without the prior consent of the Division Director.
10. A player may be allowed to play up one (1) year age group.
11. The team Coach and Assistance Coach's son or daughter will be placed automatically on their team.
12. Registration will follow the school year. Pre-Kindergarten children will be allowed to participate in Tee Ball providing the child is eligible for kindergarten in the following fall.
13. Once a team is drafted, there will be no trading of player(s) unless approved by both coaches affected by the transfer and the director of that division.
14. TTPD Baseball and Softball strives to create a recreationally competitive atmosphere. Divisions will be allowed to form teams based on play/parent requests and coach selections.
15. All Coaches are required to pass a background check yearly and to take, pass, and provide proof for TTPD files of the CDC Head Up Concussion Certification per the State of Illinois.
16. **Division Players**
17. The teams of Tee Ball will be created by the Division Coordinator or TTPD Program Coordinator.
18. The players on the waiting list (one list for each division) will be assigned to the teams in the same order the draft was conducted or to the team with the least players at the Division Director's discretion.
19. **Conduct**
20. Do not direct negative comments at players, coaches, or umpires. Inappropriate behavior by players, coaches, or spectators WILL NOT BE TOLERATED. You will be asked to leave the park as a result of any confrontation with an umpire in this league. If it occurs more than once, you will be banned from ALL TTPD Baseball League events for the remainder of the season. If a parent is ejected from a game, the head coach will also be ejected for the remainder of that game and the next. If a coach/assistant is ejected, they will remain ejected the rest of the game and the next.

21. The head coach is responsible for the conduct of his team. This includes assistant coaches, players, and fans. No member of the team (assistant coach or player) other than the head coach may leave the area of the dugout or coaching box to dispute an umpire's call.
22. No team member, coach or player, may leave the area of the dugout or coaches box to argue a call or ridicule an umpire. The penalty for this infraction will result in both the offender and the head coach being restricted to the dugout for the remainder of the game.
23. If the offender is a player, this will also result in an out each time his spot in the batting order is due. If the incident is severe enough, the offender may be ejected, with the head coach restricted to the dugout.
24. If any person threatens an umpire, either physically or verbally, the game will be forfeited by the offending team, and if the offending person is a player or coach, he will be permanently banned from participating in the league.
25. Fighting during a game will not be tolerated. If there is a fight during a game, all persons will be sent to their respective dugouts until the situation is calmed down. All participants in the fight will be ejected from the game. If there are any further alterations during the game, it will be forfeited by the offending team or teams.
26. If ejected for fighting the resulting penalty is a two game suspension.
27. If ejected for fighting twice during the same season will result in being banned for the remainder of the season.
28. After an ejection has occurred for any reason, the ejected person must leave the vicinity of the playing area immediately, and is prohibited from further contact, either direct or indirect, with the team (distance must be out of sight and out of sound). Failure to comply will result in a forfeit.
29. If for any reason a player or coach is ejected from a game, he will receive the following disciplinary action.
30. 1st offense will result in a one game suspension, serving the next played game.
31. 2nd offense will result in a two game suspension, served the next two played games.
32. 3rd offense will result in league dismissal for the remainder of the season, with loss of all registration fees.
33. 1st offense for fighting will result in a two game suspension, serving the next two played games.
34. 2nd offense for fighting will result in league dismissal for the remainder of the season, with loss of all registration fees.
35. All suspensions/ejections can be appealed to the league coordinator.

36. Pitching Outs, Distances, Base Paths, Ball Size, and Time Limit

DIVISION	PITCHING	BASE PATH	PITCHING OUTS	BALL SIZE	DIAMONDS	TIME LIMIT
Tee Ball	Tee/Coach	50ft	N/A	Tee Ball	11,12,13,14	N/A

37. Roster batting is used (all available players are in the batting order).
38. Players arriving late may be added to the bottom of the batting order at any time before the start of the fourth inning.
39. In the event of injury to a player, if the injured player cannot continue when scheduled to bat, the position in the line-up will be dissolved and the injured player will not be allowed to re-enter the game.
- 40. Equipment**
41. All players will be expected to play any scheduled game with a uniform issued by the TTPD.
42. Hats/visors are optional; however only TTPD Baseball and Softball issued hats/visors or sponsor issued hats can be worn during the game.
43. Players may wear additional garments, e.g., a sweatshirt or jacket for their comfort. However, the TTPD Baseball and Softball shirt shall be worn on the outside of any other clothing.
44. All boys must wear hard cups supported in baseball league play starting Instructional year.
45. Shorts are allowed in the Tee Ball Division.

46. No uniform alterations allowed. Nothing is allowed to be ironed on, silk screened, pressed or attached to league issued hats, pants, shorts or shirts. Examples include personal names, additional numbers, anything that individualizes a person or team. All games will be played as scheduled, however, such uniform alterations will result in an automatic team forfeit (and a loss counted in team standings) until which time proper uniforms can be fielded.
47. Shoes with metal spikes or metal cleats are strictly prohibited in all divisions. The penalty for wearing them shall be ejection from the game. No exceptions; however, this ejection will not prohibit them from playing in the next game providing proper cleats are worn.
48. Subsequent violations by players will result in an ejection from the game which will prevent them from playing in the next game.
49. All players will wear helmets while batting and running the bases. Any oversight on a forgotten helmet will not cause the play to be called out if the helmet falls off accidentally. Time out will be called when noticed and the player will be required to put on a helmet. Any player who intentionally tosses off a helmet while running the bases shall be declared out. All strikes and balls, hits and outs will stand. While the TTPD Baseball and Softball does not currently issue helmets with face masks, it is acceptable for players to wear their own.
50. All equipment will be kept behind the benches or out of the playing area. No player or coach may throw any equipment in anger and the umpire may eject the offending person from the game. In the umpire's judgment, a player flagrantly throwing the bat will be declared out and ejected from the game.
51. Bats: The maximum barrel size is 2 ¾" for wood and 2 5/8" for any other material.
- 52. Batting/Base Running**
53. Bat throwing: Coaches must teach their players to hold onto the bat when swinging through the ball. The accidental throwing of the bat by the batter will result in a warning by the umpire. Each team will be given one warning.
54. Collisions: Base runners must slide to avoid contact; with the one exception of first base.
55. Defensive players must have the ball or the ball must be thrown to them. They cannot fake or bait runners into slides to reduce chances of advancing.
56. Base runners must yield to the fielder when a ball is hit to them. If contact is made with a fielder in the act of catching a ball, it's an out, due to interference.
- 57. Equitable Playing Time**
58. It is to be considered a TTPD Baseball and Softball guideline that all players are given an opportunity to play in every game.
59. All players in league play must participate in a minimum of three innings in a seven- inning game and two innings in a five-inning or six-inning game. Failure of any team to comply with this rule will result in forfeiture of the game. If a game is terminated for any reason (including a ten run lead) before 5 innings has elapsed, failure of either team to use all of its players shall not be a violation of this rule.
60. It is also considered to be a TTPD Baseball and Softball guideline that all players be given the opportunity to play infield at least one inning per game by the third inning in the Tee Ball, Instructional, Rookie and "A" divisions. Failure by any team in Rookie through "A" divisions to comply with this rule will result in forfeiture of the game. The TTPD Baseball and Softball recognizes the problem with tracking such activity during a game; so if resolution cannot be achieved at the game site, "Rule G20. Protests" can be pursued. This rule applies during the regular season. This rule is not applicable during playoffs.
- 61. Forfeits**
62. Failure to have a minimum of eight players available results in a forfeit. A game can be started, continued, and finished with a minimum of eight players.
63. Should either team not be ready to start the game within fifteen minutes after the scheduled game time, the Head Umpire shall forfeit the game to the opposing team. In order for a team to be credited with forfeit victory, the team must be present at game time with the minimum number of players to play a game. Should both teams violate the rule, each shall be charged with a loss.

64. Makeup Games

65. All makeup games due to inclement weather, field conditions, or other approved cancellations, will be rescheduled by the Scheduling Director in connection with the Head Umpire and posted online. Divisions Directors will contact each team with the makeup game date and time. Inability to field a team does not constitute grounds for a reschedule, it is considered a forfeit.

66. Inclement Weather

67. Lightning Rule: In the case of lightning or severe rain, all competition will be halted and all guests will be asked to vacate the fields and proceed to the safety of their vehicles. Suspend play immediately for 30 minutes. Once play has been suspended, wait at least 30 minutes after the last thunder is heard or lightning is witnessed prior to resuming play. The competition will resume when the weather clears, or may be postponed (in the case of severe weather). In the case of light rain, competition will continue until safety becomes an issue.
68. For the most accurate and timely updates, teams are encouraged to check:
<https://www.facebook.com/tritownshiparkdistrict/?ref=bookmarks>. The teams may also call the TTPD Baseball and Softball Rain-out phone line (618-667-7374) for the recorded message for all games in Troy. St. Jacob (618-644-8301), Highland (618-654-7042), Ofallon (618-622-1439).
69. In the event of a tie game due to rain, lightning or darkness, the game will end in a tie and be officially recorded as such. For "suspended" and "cancelled" game definitions, see Rule - Inclement Weather.
70. Any game stopped due to wet or dangerous conditions where 2 or more innings have been completed shall be deemed "suspended."
71. Any "suspended" game will be continued at a later date from the point of which the game was deemed "suspended."
72. Any game stopped due to wet or dangerous conditions where less than two innings have been completed shall be deemed "cancelled" and made up at a later date from the beginning of the game.
73. If at least 3 1/2 innings have been played and the "home team" is winning at the time of play stoppage, the game shall be deemed completed and recorded as such.
74. Play Area. The "Live Ball" area or "Play Area" is defined as the area enclosed by the line that extends from the end of the backstop and runs parallel to each foul line. For safety reasons, spectators will not be allowed in the official playing area.

75. Players on Bench

76. All players will stay on or behind benches when not in the field, except player at bat and player on-deck batter.
77. Only one coach per coach's box.

78. Individuals behind Backstop

79. No coaches, players, or fans are allowed directly behind the backstop during the progress of games. If in the opinion of the umpire, individual(s) are bothering the pitcher, catcher, or umpire, the umpires on duty have the authority to ask the individual(s) to relocate to another portion of the unofficial area.

80. Field Usage before Game Time

81. The visiting team will have the infield from 30 minutes before game time until 15 minutes before game time.
82. The home team will have the infield from 15 minutes before game time until the game starts.
83. No batting practice on the infield. All batting practice should be conducted in the outfield. The team will use either the first base side of the field or the third base side.
84. Warm ups will be simultaneous for both teams. (No pre-game warm ups allowed in the spectator areas). There will be no warming up on the spectator side of the out of play areas on any diamond while spectators are watching an ongoing game.

85. Dugout during the Game

86. The home team is always entitled to the first base dugout.
87. Visitors use the third base dugout.
88. The home team is listed on the game schedule second, whereas the visitor is always listed first. For example, if the game schedule shows 1 vs. 2, then team #1 is the visiting team and #2 is the home team.

89. Infield Fly Rule

90. The infield fly rule will NOT be enforced in the Tee Ball

91. The infield fly rule is defined as: The batter is declared out when there is a catchable routine fly ball on the infield, with runners on first and second, or bases loaded and less than two outs. Base runners may advance at their own risks.

92. Rules for Tee Ball

93. The primary purpose of this division is for instruction into the sports of baseball and softball. It is intended to be a fun introduction into a sport that can provide enjoyment for all involved.

94. General Rules

95. The following rules are additions or substitutions to the baseball and softball rules. All baseball and softball rules not mentioned herein apply to the Tee Ball Division. Any rule not stated will be determined by the TTPD Baseball and Softball and Athletic Committee.

96. Coach pitching, while optional for each player, is allowed in Tee Ball. If coach pitch is desired, batters may receive up to three (3) coach pitches. If after three pitches (regardless of quality or the outcome) the ball is not hit into play, the ball will be placed on the Tee to speed up play.

97. Playing Field

98. Bases will be 50 feet apart.

99. A 20 foot "fair ball" arc will be marked around home plate.

100. Length of Game

101. A game consists of three 3 innings.

102. An inning shall be defined as each child batting once through a team's lineup.

103. The last batter runs all the way around the bases until the catcher has tagged home plate for the final out of the inning.

104. All games end in a tie.

105. No records of game scores will be kept.

106. Tee Setup

107. The tee will be set up and removed by the coach whenever a potential play at home plate exists.

108. One coach is allowed at first base, third base, and home plate.

109. Hitting/Bunting

110. There are no strikeouts in Tee ball.

111. The ball must be hit beyond the 20 foot arc in fair territory to be playable. If the batted ball is not hit beyond the arc, the ball is declared dead and the batter tries again.

112. If the batted ball is not hit beyond the arc on the third strike and remains in fair territory, the batter shall take first base.

113. If the batter ball rolls into foul territory on the third strike, it is considered a foul ball.

114. If a fielder touches the ball before it crosses the arc, the batter is awarded first base.

115. No other base runners may advance unless forced.

116. Stealing

117. There will be no stealing, for Tee Ball, Instructional and Rookie Divisions. The base runner may only advance on a batted ball.

118. If a runner leaves the base before the bat contacts the ball or hits the tee below the ball, the ball is dead. At that time, all runners must return to their base.

119. Overthrows and Base Running

120. Runners may leave a base when the batter makes contact with the ball on the tee.

121. When a fielder throws the ball home, it must cross the arc before the play is ruled dead.

122. When the ball is delivered to the arc and stops play, runners on the base path may advance to the next base they are heading.

123. On a overthrow at any base whether in fair or foul territory, the runner(s) advance one base and play is ruled dead.
124. After the ball is hit, the batter and base runners may attempt to take as many bases as possible, until the coach declares the play dead.
- 125. Defensive Positions**
126. Each team will field all available players defensively at one time.
127. Children may never play the same defensive position in two consecutive innings.
128. The infield will have six (6) fielders with the sixth player positioned a few steps in front of second base.
129. The remaining players shall be positioned in the outfield.
130. Outfielders cannot stand on the foul lines.
131. As stated in the General Rules section, it is to be considered a TTPD Baseball and Softball guideline that all players be given the opportunity to play both infield and outfield (Particularly in the Tee Ball, Instructional, and Rookie Divisions).
- 132. Defensive Coach on the Field**
133. Two (2) coaches will be allowed on the playing field to assist with defense. They must be positioned in the outfield or in the bench area. No infield coaches are permitted.
- 134. Logical Play**
135. When a ball is hit back to the pitcher, the pitcher can run home to get the force out; however, teach the children to throw base runners out.
136. Players should not be encouraged to make an unassisted out unless it is a logical baseball play.
137. The play should throw the ball if it is the logical play. This rule is intended to apply to all positions so that appropriate plays are developed.