

2010 Mt. Juliet Tee Ball Rules

1. Field Layout:

- a. **Pitcher's Rubber** – Pitcher's rubber will be located 22ft. away from home plate (the permanently installed rubber is 40ft. on Field #10).
- b. **Pitcher's Circle** – The pitcher's circle is 16ft. in diameter, with the pitcher's rubber in the center.
- c. **Foul Line** – Line that extends from the back point of home plate to the right field and left field foul poles.
- d. **Dead Ball Arch** – Arch that runs from each foul line, 8 ft. from home plate. Balls **inside or directly on** this line are considered dead balls.
- e. **Hash Mark** – Hash marks are lines that divide the distance between each base in half.

2. Batter:

- a. Each batter will receive three (3) pitches to put the ball into fair play. If the last pitch is fouled off, the batter gets a new pitch until no contact is made. If last pitch is missed, the batter will hit from a tee.
- b. When hitting from the tee, batter gets as many swings as necessary to put the ball into fair play.
- c. Batters are required to wear a facemask on their batting helmet.
- d. **Fair Ball** – Any ball hit between the 1st and 3rd base foul lines that travels past the dead ball arch.
- e. For the first six (6) games of the season, every player on a team hits in

every inning, regardless of outs. The last ten (10) games of the season, the time on offense ends when three (3) outs are achieved or every batter in the lineup has hit.

- f. Each team must bat the same number of players. If one team has fewer players than their opponent, then they must roll their lineup over until they have batted as many players as their opponent.
- g. A team may play with eight (8) players **without** sacrificing an out for their ninth (9th) batter. If a team only has seven (7) players or less, it will be a forfeit.
- h. If a team starts with eight (8) players or more and a player has to leave the game for any reason, they will be charged with an out during that players at bat.
- i. Coach must deliver the pitch with at least one foot still inside the pitcher's circle.

3. Base Runner:

- a. Batter cannot advance past second base on ANY batted ball. The only exception is the last batter of an inning, who can attempt to advance to all bases (home run).
- b. In case of an overthrow on the attempt to throw out a base runner, players may only advance one base. While advancing, the ball is live and the players may be tagged out (no dead ball advancement).
- c. When the play is ruled dead, all players will go to the closest base. Hash marks will determine which base is closest. If runner is past the hash mark, they will be awarded the next base. If they are not past the hash mark, they will return to the previous base.

4. Defense:

- a. All players on a team play defense every inning.
- b. Only six players are allowed in the infield, including the pitcher and catcher.
- c. Pitcher must have both feet inside the pitcher's circle when the pitch is made.
- d. Catcher must wear helmet with facemask. Pitcher must wear facemask.
- e. Outfielders cannot make an out on a base runner by tag out or force out (stepping on a base). They must throw the ball to an infielder.
- f. Play is ruled dead when the lead runner is stopped by a defensive player, or when the pitcher has **control** of the ball **inside** the pitcher's circle.
- g. Each team can have two (2) coaches on the field during defense to help instruct the players.
- h. Coaches on the field during defense **must start behind all infielders.**