



# RULES: T Ball (4/5 year old) league

Revised 3/30/2019

**Kempsville Recreation Association's mission is to promote and develop good sportsmanship, fair play, skills, ethics, and maintain the highest of integrity among all teams and all individuals participating**

The basic concept of the league is to make the game safe, fun, and interesting for all our young players by using safe equipment and keeping their interest active in playing Tee Ball. Some of the rules used in this league may be viewed as untraditional, but at this age level, keeping all the children safely involved in the game and preparing them for higher levels of competition is our main goal.

1. The game will consist of 3 innings of play, the first inning will be played as traditional Tee Ball, and the second & third may be played as a modified Coach Pitch.
2. Games are not to exceed one hour and fifteen minutes. A new inning should not begin after the one hour mark has passed. If you took an hour and five minutes to play one inning then that's your game for the day. Move off the field so the next game can start. The coach/assistant coach getting the players to the tee and assisting batters will save the most time in a game. Keep it moving and it is a great day for parents and players.
3. The bases will be placed 50 feet apart.
4. A 15-foot arc will be marked in front of home plate; a hit ball that fails to pass this arc will be considered a foul ball.
5. The Pitcher's Mound will be 39 feet from Home plate, and outlined with an 8 foot diameter (4 ft radius) circle in which the pitcher will remain until the ball is hit.
6. Play is considered dead when a defensive player holds the ball over his/her head while standing in the infield and calls **TIME**. Teaching defensive play to produce outs on bases is encouraged if the players have the maturity to grasp the concept. If not then calling time is a good goal and will stop play.
7. Each team may position players at First, Second, and Third Base, Short Stop, Pitcher and one player positioned at the traditional second baseman position. All remaining players must play in the outfield. All players play in the field each inning.
8. The Catcher duties will be performed by a coach from the offensive team, throw balls back when coach pitching, move Tee in place when used and assist batter as needed.
9. The player pitcher must start play in the circle for safety reasons and then may leave to make a play on a batted ball.
10. A Safety baseball (T Ball) is used at all times for game play. Tennis balls are OK for practices if you want to use them.
11. If a player is ruled out, he/she must return to the bench in the second and third innings unless otherwise agreed upon by both coaches. There is no limit to the number of outs per inning.
12. The defensive team is allowed 3 coaches on the field.
13. Defense ends and inning when: A half inning is not complete until the last batter hits a fair ball and the defensive team returns the ball to the pitcher and he/she touches home plate or places the ball atop the Tee. The defensive team is to remain on the field until the last batter has rounded third base and is headed home.
14. Offense ends an inning when: A continuous batting order will be used each inning; every player will bat each inning. Inning ends when the last batter crosses home plate. Be sure that batter knows to keep running. Please don't make this the same player each week. Defensive coaches don't call players to the dugout until the last runner has passed third base and is headed home. Common courtesy applies here.
15. All players should be sitting on their respective benches until a coach or team parent calls them to take their turn at the plate. There is **NO** on deck circle in Tee Ball. However, the "on deck" batter should be waiting w/ a helmet on behind the backstop fence.

16. An offensive coach should be positioned at home plate with each batter to help the speed of the game; he/she is responsible for placement of the ball on the Tee, and for the safety of the batter.
17. All batters and base runners are required to wear a batting helmet while on the field of play.
18. Each batter shall attempt to hit the ball from the Tee; younger and less experienced players should be assisted by their coach when applicable.
19. In the second & third innings, each batter may be given 3 pitches from their coach in attempts to successfully hit a fair ball. If the player fails to successfully hit the ball after the 3 pitches the ball will be placed back on the Tee to be hit by the batter. This is at the discretion of the coaches based on the progression of their team in skill level as the season goes on. Stay with the tee as long as you like, there is no rush to get to coach pitch if it is just slowing your game down. Both teams don't have to go to coach pitch in a single game, one team may not be ready and that's fine.
20. Leading off base or stealing is not allowed.
21. Head first sliding is not prohibited, but feet first sliding is permissible.
22. Contact between offensive and defensive players is not allowed, with the exception of glove tags below the shoulder by the defensive team.
23. **COACHES ARE NOT ALLOWED TO TOUCH THE PLAYERS (STOP OR PUSH BASERUNNERS). For safety sake you may aid a player by touching him/her but not to assist in such a fashion as to impact the game to your advantage.**
24. No scores or standings will be maintained and both teams are considered winners for their hard work and good sportsmanship.
25. Only one base on an overthrow.
26. Coaches are to appoint a team parent to coordinate a weekly snack schedule to insure teams have post game refreshments. This parent will automatically be in the running for team MVP.
27. As in all KRA baseball rules coaches or players found to be in violation of the KRA Code of Conduct will be suspended. Duration of a suspension will be determined by KRA's Board of Directors, Athletic Directors and Tee-Ball Commissioner.
28. All players and coaches are expected to wear their team uniforms in a professional and respectable manner, shirts tucked in, and hats facing forward