

T-Ball (4-5 year olds)

Rule Enhancements

PHILOSOPHY

The Goose Creek Recreation Tee Ball program is a training process by which youngsters can learn, develop and practice fundamental baseball skills at an early age and receive maximum enjoyment from the experience. Conventional baseball and softball requires that a pitcher throw accurately across home plate within each batter's defined strike zone. Most youngsters 4 and 5 year olds have not developed skills to pitch accurately nor to hit a pitched ball. Consequently, neither the batter nor fielders are given ample opportunity to develop fundamental hitting and defensive skills outside an organized Tee Ball program.

The young player benefits in several ways hitting the ball from a prescribed tee. The youngster has the opportunity to develop hand-eye coordination and swing technique without fear of being hit by a pitched ball, and the defensive team is allowed more opportunities to develop fundamental fielding skills. Youngsters will learn to play and enjoy baseball and softball through good instruction and participation experience in Tee Ball.

A key to a successful Tee Ball program is the careful selection of managers and coaches. Adult leadership must reflect positive and constructive direction tempered with patience. Patience is probably the most important virtue necessary when managing youngsters of Tee Ball age.

The learning experience must be fun coupled with developing fundamental skills of hitting, throwing, fielding and running. The basic concept should be total team participation in a congenial environment under the direction of concerned and competent adults. Remember, the value of the Tee Ball program is the learning experience. Participants in Tee Ball are in a critical developmental period. A manager's reward will come from being a positive factor and influence in each child's development.

RULES AND REGULATIONS

GENERAL

- All players will be assigned to teams by the Recreation Department.
- All games shall be limited to 4 innings or a 1 hour time limit.
- **NO** score will be kept; therefore if one team has more players than their opponent, all players still play for both teams.
- There are no protests or forfeits in Tee Ball. If one team does not have enough players, players may be shared in order to play the game.
- The base paths will be 60 feet.
- There are no strike outs or walks.
- Each team will clean up their respective sides of the playing or practice area.
- Managers and coaches from both teams are required to work together during games, with the goal of providing the best possible learning environment. No umpires will be provided.

UNIFORMS/EQUIPMENT

- All players must be in team uniforms (shirt, pants and cap).
- No jewelry will be worn by any player and no casts.
- A "Soft Tee Ball" will be used during practice and games.
- Bats shall be a wood or aluminum bat conforming to official baseball rules and not more than 29 inches in length.
- GC Recreation supplied batting tee shall be used for all league games.

CONTINUED ON BACK

OFFENSE

- Only 3 adult coaches are permitted on the field as long as one adult coach is in the dugout.
 - The batting order will be the entire roster. Players arriving late will be inserted at the end of the lineup.
 - There shall be no stealing. Runners may leave their bases to advance to the next base only when the ball is hit fair.
 - Runners are removed when they are put out however; the team on offense does not retire until all players listed in the batting order have completed their turn at bat.
 - No strikes will be called for missed swings. The batter swings at a ball placed on the tee until the ball travels past the arc (chalk line) into fair territory.
 - After hitting the ball off the tee, the batter and any runner(s) will advance as many bases as the hit and subsequent fielding makes possible.
 - If the batter throws his/her bat after hitting the ball, he/she will be called back to hit again. If the batter throws the bat a second time the batter will be called out.
 - Runners may not advance on an overthrow.
 - A base runner is out when he/she runs more than 3 feet away from a direct line between bases to avoid being tagged, unless action is to avoid interference with a fielder fielding a batter ball.
 - A base runner that passes another runner is out.
 - No base runner shall use his/her hands or body to intentionally knock a defensive player down or interfere with him making a play on the ball in any way.
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- Play stops when, an infielder has possession of the ball and runners have stopped trying to advance or immediately upon any player being injured. If a base runner is more than half way to the next base, then the runner is entitled to try to reach that base. Otherwise, the base runner must return to the last base legally occupied. A fielder still has an option of making a play on the runner and if tagged, the runner is out.

DEFENSE

- Only 2 defensive coaches may be positioned on the outfield grass in order to reposition and coach players. No other defensive coaches shall be on the playing field.
- All players will play on field on defense, and rotate positions each inning. 5 players will be positioned on the infield. You may put a player behind the plate but they must stand out of the way of the batter. (Not in a true catchers position) All others will play outfield position. It shall be a priority that each player spends equal time in the infield.
- Infielders must not be positioned past the infield line. Moving a player closer to the plate, even against weak hitters, increases the chance that the player will be hit by a batted ball and reduces the chance that the weak hitter will experience the joy of getting a hit.
- Players are encouraged to learn to throw the ball the proper way to record an out. Rolling the ball to another fielder in order to record an out is not the proper way.
- Players may not make an out by running the ball to a base or to tag a runner unless it is a routine play at that player's respective position. Any caught, fair or foul pop fly in the field of play is an out.

