

Erie Parks & Recreation
Tee Ball League (5U) Rules & Guidelines



1. DUGOUTS/ GAME BALLS/PRE-GAME CONFERENCE

- a. Home team is determined on the game schedule (listed first)
- b. Home team will be in the 1st base dugout.
- c. Home team is the official scorebook. It is recommended that both teams keep batting line-ups, but not required.
- d. The home team will furnish one (1) new “soft touch” or flex type baseball.
 - i. The rest of the baseballs used during the game must be acceptable to both coaches.
- e. Before the start of each game, a pre-game conference with the opposing coach shall be held at home plate to discuss any questions or concerns.
- f. Coaches are responsible for the conduct of their players, parents, spectators, and assistants. If needed, the field supervisor will enforce ejections, as they deem necessary for a situation.

2. TIMING/FORFEITS

- a. Time limit shall be 55-minutes (strictly enforced).
- b. Game time will start promptly at the designated time.
- c. The game will end at the conclusion of the time limit regardless of which team is up to bat.
- d. The field supervisor or coaches will keep official playing time.

3. FIELD MARKINGS

- a. Bases – 60 feet
- b. Pitcher Position Plate – 30 feet
- c. Batting Arc – 10 feet from back point of home plate
- d. Infield Arc – 30 feet from back point of home plate
- e. Batting Box – 4 feet wide x 6 feet long

4. ROSTERS

- a. A team must have at least 8 players present at the field to start a game. If a player is lost during the game due to injury or sickness his/her batting position will be skipped without penalty (no out given).
- b. All players must be properly registered and appear on your Official Team Roster - this is given to you by Sports Administration.

5. UNIFORMS/EQUIPMENT

- a. Coach t-shirts are provided and should be worn during games to help identify themselves.
- b. All participants receive a t-shirt and hat which they are required to wear during game play.
- c. Batting helmets **MUST** be worn by all players who are batting, in the on-deck circle, and/or on base.
- d. Suitable shoes must be worn (no crocs or sandals). Shoes with metal cleats are **NOT** allowed.
- e. No player will be allowed to wear exposed jewelry of any kind.
- f. Catchers must wear face mask.
 - i. Coaches - Please make sure batters are dropping their bats straight to ground and not throwing them in any direction to keep other players safe.

6. WEATHER HOTLINE/CANCELATIONS/MAKEUP'S

- a. Every attempt will be made to play games; however, the safety of players is the #1 priority of Erie Parks & Recreation. Please be patient with weather delays.
- b. In case of rain or wet grounds, after a game has begun, the field supervisor will decide if the fields are playable.
- c. The weather hotline will be updated by 4:00pm on weekdays and 8:00am on weekends. **It is every team's responsibility to check the weather hotline before game time for game cancellation information.**
 - i. **WEATHER HOTLINE NUMBER IS – 303.926.2550 option 4.**
 - ii. **You may also access game status information at www.quickscores.com/erie**
- d. If inclement weather becomes a factor, you will still be limited to the time frame of 55 minutes so you may not get an entire game in.

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7. GOVERNING RULES

- a. Only the players and batting team's first and third base coaches, base runners, batters, and on-deck batter will be allowed on the field during play.
- b. The offensive coaches may not physically take part in or come in contact with the ball or any player while the ball is in play. In the event of violation of this rule, the ball will immediately be declared "dead" and the runners will return to their original bases and the batter will be called out.
- c. There will be NO leading off and NO stealing.

8. DEFENSE

- a. A maximum of 10 players are allowed to play on defense.
- b. **Players must not sit more than one consecutive inning and must play at least one inning in the infield in a regulation game.**
 - i. Extra players should be sat on the bench and be rotated in.
 - ii. Players must be rotated at different positions each inning to allow for various playing experiences.
 - iii. Players can be substituted in any dead ball situation.
- c. No player is allowed to play in front of the Infield Arc until the ball is hit off of the Batting Tee. The defensive player in the pitching position must stay in contact with the Pitching Position Plate until the ball is hit off of the Batting Tee.
 - i. Violation will result in a dead ball and a free base will be awarded to the batter and all base runners will be allowed to advance one base.
- d. Every attempt must be made to keep the baseline clear.
 - i. Penalty: The obstructed runner will be advanced one additional base.
 - ii. Runners may not intentionally collide with a defensive player, unless the runner is sliding.

9. BATTING

- a. All players listed on the line-up shall bat once each and every inning. Once a team has batted its entire lineup, teams will rotate.
- b. The 3-out rule will not be enforced. However, players may be called out on a defensive play.
 - i. Any player(s) called out must go to their team bench. The inning will continue until everyone has batted in the lineup.
- c. If a batter receives 3-strikes, they will be called out.
- d. A strike will be called when a batter:
 - i. Completely misses the ball on an attempted swing.
 - ii. Knocks the ball off of the batting tee prior to an attempted swing.
 - iii. Hits the batting tee and no part of the ball.
 - iv. Hits the ball but fails to successfully cross the 10' batting arc.
 - v. Hits the ball outside the marked foul ball lines. However, a foul ball on the third strike will not be ruled a strike.

*Note: It is OK to hit part of the batting tee and part of the ball.

10. LIVE BALL/DEAD BALL

- a. The ball becomes live once it is placed on the Batting Tee BY THE COACH.
- b. The ball becomes dead when it is thrown in to the pitcher or the home plate area and crosses the 30' Infield Arc.
- c. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
 - i. If a runner is less than half way to the next base at the time the ball is ruled dead, they will be returned to their previous base.
 - ii. If a runner is more than half way to the next base at the time the ball is ruled dead, they will be allowed to advance to the next base.
 - iii. An overthrow to first, second, or third base will result in a dead ball and players may only advance to the next base.
- d. The coaches shall call 'time' to indicate the ball has become dead.