

KANKAKEE VALLEY ASSOCIATION

6U TEE BALL/SOFTBALL

I. OBJECTIVES OF THE LEAGUE

1. To allow the participants a chance to play tee ball.
2. To provide a positive learning experience where each individual can experience some degree of success
3. To teach alignment of positions, basic softball terminology and fundamentals of defensive and offensive ball playing.
 - a. If it's found by KVA that a coach is not teaching the fundamentals a warning will be issued.
 - b. The second offense, the coach will be terminated.
4. To demonstrate and teach the meaning and value of true sportsmanship.
5. T-Ball will be under the same rules and regulations all other divisions, i.e. standings and trophies.

II. AGE LIMITATIONS

A. DATES

1. This league is designed for five (5) and size (6) year olds.
2. A player must be five (5) & no older than six (6) on or before April 30th of the current year.

III. RULES OF THE GAME

A. BASIC RULES

1. NFHS rules will apply on things not covered here.
2. Game softballs must be "softies".
3. Game times will be 1 hour and 15 minutes (finish the inning) or 6 innings.
4. All innings will be played off a tee.
5. Each team shall consist of ten (10) players on the field.
 - a. The tenth player will be used as a fourth outfielder.
6. All players must play at least one of the first two innings defensively or forfeit the game.
7. The blowout rule does NOT apply in T-ball, except during tournament.
8. The tee will be placed on home plate.
 - a. It will be the umpire's responsibility to move the tee out of the way when runners are attempting to score.
9. To start the game, inning, or new batter, the pitcher must throw the ball to the catcher who will place the ball on the tee and then step to safe area.
10. NO automatic outs!
11. Three (3) outs or nine (9) batters will end an inning.
12. The pitcher must start on or behind the pitchers rubber until the ball is hit.
13. During the sixth inning and any extra innings only three (3) outs can end an inning.
14. Basic procedures are used to get a batter or base runner out.
15. On the ninth (9th) batter, all base runners that cross the plate will score until an out is made.
 - a. An out can be made by tagging any base in front of the ninth (9th) batter, tagging a runner or tagging the ninth (9th) batter anywhere on the playing field. This includes if the ninth (9th) batter is standing on a base.
16. The Infield Fly Rule will not be in effect.
17. No more than two (2) defensive coach will be allowed on the field at a time.

18. While the batter is up, NO WALLS can be created. A three (3) ft. chalk line will be in front of 1st, 2nd & 3rd base, where all infielders (except for the putcher & catcher) can NOT cross until the ball is hit.
 - a. The first time a defensive player crosses the 3 ft. line prior to the ball being hit the umpire will issue a warning.
 - b. The second offense the batter will be awarded one base.
 - c. Outfielders must be 15 ft. behind the baseline.
19. Once the ball is thrown back to the pitcher, and the pitcher has control of the ball with both feet in the pitcher's circle, the advancement of the runners must stop and the runner must return to the last base legally touched.
20. T-ball players must make an attempt to throw the ball as opposed to rolling the ball.
 - a. If a ball is intentionally rolled, the runners are safe.
21. According to NFHS Rule 3 Sec. 2 Art. 12, NO Jewelry will be allowed. *Players in the game are prohibited from wearing jewelry such as rings, watches, earrings, bracelets, necklaces (including cloth or string types), barrettes or other cosmetic or decorative items that are hard. Religious & medical alert medals are not considered jewelry. A religious medal must be taped & worn under the uniform. A medical alert medal must be taped & may be visible.*
22. SHORT HAND RULE: for a team playing with eight (8) players.
 - a. A team may play with a minimum of eight (8) players.
 - b. The vacant spot in the batting order, will NOT be an "automatic out"
 - c. If an injury occurs, a team can not play with only seven (7). They will be forced to forfeit.
23. For a team playing with eleven (11) or more players: if a player is injured and cannot return in time for her next at bat, the spot will be skipped. If she cannot return the second time, she will be removed from the line up and the team will **NOT** receive an automatic out.

B. BATTING & BASE RUNNING

1. Only ONE BASE will be allowed per hit, except on the 9th batter.
2. The batting order shall consist of all players present at the game.
3. There will be no lead offs.
 - a. Runner may not advance until the ball is hit.
 - b. First offense, the umpire will call dead ball.
 - c. Next offense, the runner is out and the ball is dead.
4. One warning per team will be given for throwing the bat.
 - a. All subsequent batters throwing the bat will be called out.
5. When hitting off the tee the ball must clear the 5 ft. arc in the air to be ruled fair.
6. There will be NO BUNTING.
7. Batters and runners must wear protective headgear.
 - a. The umpire shall declare any batter "out" who enters the batter's box without a protective helmet.
 - b. Face guards on helmets will be optional for Tee Ball.
8. For Tee Ball, the bat must say "Tee Ball", or be 28" or less.

C. TOURNAMENT

1. Coaches shall not physically move a player in the batters box.
2. The blowout rule does apply in Tee Ball during the tournament.
 - a. The blowout rule is as follows: Twelve (12) runs after four (4) innings; ten (10) runs after five (5) innings.