



TeeBall Rules

NOTE: The current edition of the Little League Baseball - 2018 Official Regulations and Playing Rules (the green book), shall govern all play except as added, amended, modified, waived or clarified by the local rules set forth below. Any conflicts or issues regarding play shall be raised to the Green Hills Recreation Association Coaches Committee.

1. There will be a 60 minute time period on all games. An inning must be started prior to 45 minutes and must be completed to finished the game. A five minute grace period is allowed from scheduled start time. The umpire will keep official time.
2. The umpire will be one designated coach or parent that will officiate the entire game.
3. Scores will not be kept.
4. A tee ball will be used.
5. All players are used defensively at one time.
6. Positions:
 - Optional catcher: One player may play catcher using a catcher's helmet and mask. They should be placed in foul territory towards third base or well behind home plate. The catcher is used to make plays at home and field balls hit near the plate.
 - A pitcher is placed to the left and/or right and behind the coach/pitcher of the opposing team.
 - The remaining players will be placed around the infield and outfield areas, with one designated first baseman.
 - There is no infield fly rule.
7. Batting:
 - All players are in the batting order.
 - If one team has less players, that team may repeat the batting order until they reach the same number of players as the other team.
 - Offensive players should remain in the dugout until they are up to bat.
 - Coaches will indicate to the umpire and opposing team when the last player is at bat.
 - Each batter gets five attempts. After five unsuccessful attempts a player will be ruled out.
 - The first two swings **MUST** be taken at pitches from the coach. Only after those swings may the ball be placed on the tee. Any number of the five swings may be taken at pitched balls, but only the last three can be taken off the tee.
 - The umpire (parent/coach) will tee-up the ball for the batter and is permitted (and encouraged) to instruct the batter at home plate.
 - No bunting is allowed. A batting arc will be utilized.

8. Running:

- A runner may not lead off or steal a base.
- A runner may advance only one base on an overthrow to first or third base. The coaches are responsible for awarding a base.
- Once the ball, in control by a player, has reached a base play stops. If a runner has not reached the halfway point between bases they must return to the previous base. (*exception: home to first*)
- If a player is out, he/she must leave the base.

9. An offensive inning consists of one time around the batting order regardless of the number of outs made by the defensive team.

10. Coaches:

- Each team, while batting, shall have a pitcher/coach that pitches to his or her own players.
 - Pitcher/coach may instruct the batter before the ball is put into play.
 - Pitcher/coach may stand anywhere between the pitching rubber & the batter.
 - Pitcher/coach must make efforts to avoid being hit by a hit ball, or any ball in play, & avoid interfering.
 - If pitcher/coach is hit, ball is dead, and pitch is repeated.
 - Umpire has discretion to call the batter out if pitcher/coach fails to make efforts to avoid being hit.
- First and third base coaches are permitted in the coaching boxes to coach the runners.
- Two defensive coaches are allowed to stand in the outfield for instructional purposes (this is encouraged).
 - Coaches must make efforts to avoid being hit by a hit ball, or any ball in play, & avoid interfering.
 - If a coach is hit, the play is dead. Runners may take the in progress base, regardless if they are to the halfway point.