ACHR YOUTH TEE BALL BASEBALL RULES

1. ELIGIBILITY/REGISTRATION

A. WHO IS ELIGIBLE?

Kids who will be age 5 or 6 by May 2nd.

B. DO I HAVE TO LIVE IN A PARTICULAR ZIP CODE?

Everyone is welcome!

C. DO I NEED TO REGISTER BEFORE I CAN PLAY?

Yes. Please also note that once the last in person registration has completed, all registrations are considered late and will be placed on the waiting list. Waiting list players will be added to teams that still need the minimum players to participate. Waiting listed players are not guaranteed to be assigned to a team. Waiting listed players may also be contacted once the season begins as assigned players drop out.

D. WHAT TEAM WILL I BE ON?

If you are a returning player and wish to stay with the same team and coach then you will be placed accordingly. If you are a returning player and do not wish to return to the same team then you will be placed in the draft. If you are a sibling of a returning player, every effort will be made to keep the siblings together first on the returning player’s team and second on another team if the returning player’s team has reached the maximum number of players. If you are not a returning player then you will be placed in the draft.

E. CAN I PLAY UP IF I AM NOT YET FIVE?

Yes. However, with the approval of the ACHR Tee Ball Baseball Coordinator! A younger player should be at the top of his game in order to compete with the older players. We do not want the younger players to be discouraged because they are trying to keep up with the older players. Parents must use good judgment when requesting younger players to play up. You must be at least 4.5 in order to play up.

G. WHAT HAPPENS IF MY TEAM PLAYS WITH AN INELIGIBLE PLAYER?

Teams will forfeit all games in which this ineligible player participated in. Ineligible players are players that have not registered either online or during in-person registration, players that have registered and are still in a NOT PAID status and any other player deemed ineligible by the ACHR Board of Directors.

H. CAN MY COACH KICK ME OFF THE TEAM IF I MISBEHAVE?

No, unless the coach gets prior approval from the ACHR Board of Directors. Normally this would be due to Players Code of Ethics violations.
2. EQUIPMENT

A. BALLS AND BATS

Teams will be furnished with practice and game balls. Each team needs to supply a new game ball for each game. In addition, the league will furnish bats, at least two per team. We do realize many kids bring their own bats. This is ok as long as the following bat rules are followed:

NO cracked, splintered or altered bats may be used
NO softball bats are allowed

In addition, players are asked not to throw bats during a game, regardless if it is their bat or the league’s bat.

B. HELMETS

Like the bats and balls, teams will be furnished with a supply of helmets, at least four. During games, batters, on-deck batters and base runners are required to wear a helmet at ALL times.

C. UNIFORMS

Players will be supplied with a team shirt and hat. Players must wear the uniform as provided by the league at each game. Please note that for those parts of the uniform not provided by the league such as baseball pants and socks, players are free to wear whatever style they’d like; however, coaches may request players to purchase matching pants and socks, but this is not a requirement.

D. CAN I WEAR BASEBALL SHORTS INSTEAD OF PANTS?

NO! Players could get seriously injured much easier if they were wearing shorts.

E. CAN I WEAR SHOES WITH METAL SPIKES?

No! Players who are caught wearing shoes with metal spikes will not be allowed to play. Players who deliberately wear these types of shoes will be ejected from a game by the home plate umpire. Rubber cleats are the shoes of choice, but sneakers may be worn.

F. CAN I WEAR WRISTBANDS?

Yes.

G. CAN I WEAR JEWELRY?

NO! Parents and coaches are also responsible for enforcing this rule.

3. “BEFORE THE GAME”

A. THE RULES...

All league games will follow the current National Little League Baseball rules with the exceptions as listed in this rulebook.
B. THE COACHES...

All coaches must be 18 years of age or older, and a coach must be present at all games, practices or team activities. Coaches are not allowed to use tobacco related products or alcoholic beverages during practices or games.

C. THE UMPIRES...

This rule applies to the Regular Season.

Umpires will be drafted from the parents attending the game. Each team shall provide one umpire. It is recommended that a coach "spread" this chore around so that all parents can enjoy the games. All judgment calls by the umpires are final and no argument will be allowed. If arguing occurs, a warning will be given. If arguing continues, the player, coach or parent is subject to ejection. ACHR Has a zero tolerance rule when it comes to sportsmanship. The Coordinator can and will enforce this rule to make sure that fair play and good conduct are exhibited during the season.

D. THE SCORER...

This rule applies to the Regular Season.

Each team shall furnish a scorer who should check with the home plate umpire and the scorer from the other team after each inning to ensure they are in agreement. The coaches will jointly settle any dispute relative to the score.

E. MOTHER NATURE...

The ACHR Tee Ball Baseball Coordinator may postpone a game. Please note that games will not be postponed due to shortages of players, this would lead to a forfeit by the team with the shortage. In the event a game is postponed, an announcement will be made via phone call and/or email at least one hour before the scheduled start of the game. In the absence of such a message, it shall be assumed that all games will be played as scheduled.

In the event of adverse playing conditions at game time or after the game has begun, the decision to play or continue playing will be made as a joint decision by the coaches.

F. STARTING TIME

Games will begin as designated on the schedule, to be enforced by coaches. Each coach is responsible for tracking game time. If a team does not show up or does not have enough players to play within 10 minutes after the scheduled starting time, this team will forfeit the game. If for some reason, both teams do not show up for a game or do not have enough players, the game will be considered a no-contest, no wins, no losses, no ties, and no the game will not be made up.

Before the official start of each game, the coaches should discuss rules and regulation with the volunteer umpires.

G. THE LINEUPS

All teams will use a continuous batting order.
Teams must start a game with a minimum of seven players to avoid forfeiture. If after the start of a game, an injury occurs, a team may continue with six players. Positions are at the discretion of the head coach.

This part of the rule applies during the **Regular Season**.

Teams must supply a batting order to the opposing team. Players who arrive after the game has begun will be inserted into the bottom of the batting order.

**H. FIELD PREPARATION**

The coordinator will prep the fields for Saturday games unless I am out of town. Field preparation consists of dragging the field as necessary, lining the base paths and setting bases.

**4. “DURING THE GAME”**

**A. GAME LENGTH...**

Tee Ball baseball game inning limit and time limit will be 3 innings or 1 hour and 15 minutes. During the **Regular Season**, unless the game is tied, a new inning may not be started after the time limit. During the **Exhibition Season**, a new inning may not be started after the time limit.

**B. WHEN A GAME IS OFFICIAL**

A game shall be considered official (complete) under the following scenarios:

#1: The time limit or the maximum number of innings has been reached, it is the middle of the inning and the home team is ahead.

#2: The time limit or the maximum number of innings has been reached, it is the end of the inning and the game is not tied.

#3: The game is stopped because of inclement weather or darkness, the visiting team is ahead or the game is tied, and 2 full innings or more have been played.

#4: The game is stopped because of inclement weather or darkness, the home team is ahead, and 1 1/2 innings or more have been played.

If a game is stopped because of inclement weather or darkness, and the game is not yet considered official, the game will not be replayed and will not be scored.

If the time limit or maximum number of innings is reached and the game is tied, the game is considered official and the game shall end in a tie.

**C. WHEN A GAME IS SUSPENDED...**

The coaches have the authority to suspend (stop) a game in progress because of inclement weather, darkness or other conditions as deemed appropriate. This is to be a joint decision by both coaches. The time during which a game is suspended shall not be considered as part of the time limit.

**D. PLAYING TIME & SUBSTITUTIONS**

Each player shall not sit out defensively for more than one inning in a row, except for disciplinary reasons. In the case of disciplinary reasons, the opposing coach must be notified first. Disciplinary reasons would be related to the Players Code of
Ethics and infractions will be reported to the Tee Ball Baseball Coordinator.

Free substitution during play will be allowed, however, players must bat in their assigned batting position. If the substituted player goes to the bench with one out, that player may not sit out defensively the next inning.

E. ON DECK AREA

A team cannot have more than one player in the on-deck area at a time. All other players should remain in dugout or on the bench for their own safety.

F. FIRST BASE DOUBLE BAGS

ACHR uses safety bags at first base for the stated purpose of the player’s safety. It is for this reason that the runner or fielder when making a play at first base may use either side of the base. The best way to teach safety at first base is for the runner to use the orange side of the bag and the fielder to use the white side of the bag. If a runner makes a deliberate attempt in the judgment of an umpire to advance to second base he may be tagged out.

G. CALLING TIMEOUT

During the Regular Season, any player on the field or any coach may request time out from an umpire; however, only an umpire may grant time out (by calling “TIME OUT” or “TIME”) and play shall continue until an umpire grants time out. During the Exhibition Season, only a coach may call time out.

H. BAT THROWING

This rule applies to the Regular Season.

Any batter who throws a bat when leaving the batter’s box will get one warning per game. Thereafter, if the player continues to throw their bat, the batter will be called out.

I. BASE RUNNING

Base runners are not allowed to slide. One warning may be issued to a player. If it occurs again, the player will be called out due to safety reasons.

J. PLAYS AT HOME PLATE

This rule applies to the Regular Season, only.

The player covering home plate cannot block home plate. The player will stand outside the batter’s box while the batter is batting at the Tee. The player may not move forward to cover the plate until the home plate coach has removed the Tee. The “catcher” may catch a foul-tip if the ball goes at least head high.

K. MERCY RULE

This rule applies to the Regular Season.
The maximum number of runs a team can be ahead is 15 runs. In the event a team is ahead by 15 or more runs at the end of the 2nd inning all official scoring stops with the final score.

L. LEAD-OFF, BASE STEALING and, SLIDING

There are no lead-offs, no stealing, and no sliding.

M. SPORTSMANSHIP

All coordinators, coaches, players, parents and spectators are expected to demonstrate good sportsmanship. At the coaches’ joint discretion, he/she may eject any participant and/or spectator from a game for the use of profanity, disorderly conduct, harassment of the other team or physical contact with any umpire. Failure to leave the premises after such an ejection will result in forfeiture of the game. The Coordinator shall be informed immediately of any problems.

It is required that any questions or clarifications of calls or situations be by the head coach. This is a recreational league whose purpose is to teach sportsmanship, among other things, and we must set a good example for the players.

N. PROTESTS

This rule applies to the Regular Season.

Protests must be made at the time of the incident by notifying the opposing team’s head coach. A notation must be made on the game report indicating the inning the protest was made, the batter, the base runners, the number of outs, grounds for the protest and all circumstances relevant to the protest, indicating any differences of opinion between the opposing coaches. Once the protest has been made, the game will continue and the protest will be brought to the coordinator’s attention after the game day is over.

O. ON FIELD COACHING

The defensive team is allowed to have one coach in the field during the defensive half of the inning during the regular and exhibition seasons.

P. PITCHING

Coaches are allowed to pitch to players during the Regular Season and are limited to five pitches. Coaches must agree that pitching will occur before the game starts. The Tee will be removed when the Coach is pitching. Under-hand pitching only.

5. “AFTER THE GAME”

A. GAME REPORTS

This rule applies to the Regular Season.

The home team is responsible for submitting a completed game report to the Tee Ball Baseball Coordinator within 24 hours of completion of the game. Teams that do not submit game reports in a timely fashion can be penalized up to and
including forfeiture of the game. The report can be submitted to the information line, email or in-person. The preferred method would be email. The report will consist of the teams playing, final score, any protests and the beginning and end time of the game.

B. RESCHEDULING A CALLED GAME

For games that are called before they are official, the home team's head coach must notify the coordinator within 24 hours. The coaches may reschedule the game at their own discretion and will use either one of the team's practice times and locations or an open practice time and location. The Home team will be responsible for field prep and pinning the bases. If a game is rescheduled, the coordinator must be notified or the game shall not be scored.

C. PROTESTS

All protests must be filed with the game report within 24 hours of completion of the protested game. The coordinator shall decide the protest unless his/her team is involved in the game protested, in which event the ACHR Board shall decide the protest.

Judgment calls are not a valid reason for a protest.

6. OTHER RULES

A. THE BASICS

During the Regular Season, a full field will consist of four outfielders, a player on each base, a shortstop, a pitcher and a catcher. During the Exhibition Season, the entire team will take the field and the infield will have a player at each base, a pitcher, and a shortstop. The pitcher may not stand forward of the “line” that extends between first and third base across the pitcher’s mound until the ball is hit. A batted ball must roll at least six feet during the Exhibition Season in front of the Tee to be considered fair.

Base length is 50 feet.

There is no infield fly rule, no base lead-offs, stealing, or sliding, no bunting or slap hitting, no balks and no walks. A batter has a maximum of five swings at the Tee or five pitches unless the final pitch is fouled off at which point the at bat continues.

B. BASE COACHES

Each team will provide third and first base coaches.

C. PLAYING TIME

Coaches are encouraged to rotate players each inning so no player will play a single position more than two times; this is not mandatory but goes hand in hand with developing young baseball players and is a sign of fair coaching. A player cannot remain in the same position for more than two innings in a row. No player will sit out more than one defensive inning in a row and all players will bat.

D. BASE RUNNING
During the **Regular Season**, base runners can advance past the first base. A fielding team may continue to try and make a play on the runner until time is called by the umpire or the play is clearly over. Base runners cannot stop between bases to put themselves in a rundown situation for an extra base on purpose. One extra base may be taken on an overthrow to any base, including home plate however, the fielding team can make a play on the advancing runner. If a ball goes out of play on a hit or thrown ball one extra base is given from the point the ball goes out of play. A base runner may be called out if they leave the base before the ball is put in-play, no lead-offs or stealing is permitted. During the **Exhibition Season**, base runners will advance one base at a time – station to station.

**E. SCORING**

This rule applies to the **Regular Season**.

“Runs” will be scored when the runner crosses home plate.

**F. INNINGS**

During the **Regular Season**, an inning consists of 3 outs, a 15 run difference, or the entire lineup has batted.

During the **Exhibition Season**, an inning ends when the entire lineup has batted.

**G. PUTTING THE BALL IN PLAY**

During the **Regular Season**, any ball hit into fair territory is considered “in play”

There is no bunting.

**H. FOUL TIPS**

A batter is considered out on a foul tip if the ball rises above the batter’s head and it is caught in the air by the catcher.

**I. END OF PLAY**

Play is considered stopped when an infielder has control of the ball. If a runner is past the halfway mark on the base path, they are awarded the base. However, the defensive team can attempt to make a play on the runner.

**7. FREQUENTLY MISUNDERSTOOD RULES**

A batted ball that hits home plate and goes fair is a fair ball.

Any base runner that interferes with a fielder that is attempting to make a play on a batted ball is automatically out.

Any fielder that is not making a play on a batted ball must not interfere with a base runner in anyway. This is obstruction. The obstructed runner must be awarded at least one base beyond the last one that was legally touched.

A ball that starts foul and then goes fair before reaching first or third base is a fair ball.