

Pineview DYB T-Ball Rules

- **Pineview DYB League Ground Rules shall govern all matters unless otherwise state below.**
- **Dixie Youth Baseball Official Rules always apply to DYB league play.**

General Tee Ball rules –

- The visiting team shall occupy the 3rd base dugout and the home team shall occupy the 1st base dugout.
- Home team shall be responsible for keeping scoreboard.
- Games must start and end with minimum of 7 players.
- One registered coach/team parent must remain in dugout any time players are present in the dugout. Violation of this rule will result in an initial warning. The next offence will result in forfeiture of the game.

1:00- THE PLAYING FIELD-EQUIPMENT

- 1:01 The length of the baselines shall be sixty feet (60’).
- 1:02 The distance from the front side of the pitching slab to the point of home plate shall be thirty feet (30’).
- 1:04 Player-Pitcher must wear a protective helmet with a face protector.
- 1:05** If you have a catcher, the Catcher must wear a batters helmet with facemask. The Catcher may play anywhere behind home plate.
- 1:06 The ball must travel to the infield grass to be a fair ball
- 1.07 Game balls will be provided, DYB approved tee ball bats must be used during play

3:.00- THE GAME, GENERAL

- 3:01 Ten (10) players will be allowed in the lineup on defense.
- 3:02 An inning will consist of three (3) outs or five (5) runs. Game time limit is 1 hour and 15 minutes, however games shall not end in a tie.
- 3:03 A continuous batting order will be used.
- 3:04 Four (4) Outfielders will be at least ten feet (10’) behind bases.
- 3:05 A team may score a maximum of five (5) runs per half inning, except in the 3rd inning, they may score a maximum of ten (10) runs.
- 3.06 If the game is tied at the end of the 3rd inning, revert back to 5 run maximum per half inning for remaining innings.

4:00- STARTING, DURING AND ENDING THE GAME

- 4:01 There will be no: “Infield Fly” rule in effect; Walks; Base stealing; Called-strikes, or Intentional Bunts;
- 4:02 . All games will be played to conclusion,
- 4.03 Offensive requirements: EVERY PLAYER MUST BAT at least once.
- 4:04 A complete game will be 3 innings unless the home team is ahead after the visiting team has batted 3 times provided all players have met their offense requirements.
- 4:05 Coaches will be limited to the following:

(Revised 3/9/2018)

Offense: Batter-coach (the batter coach may only coach the batter while in the batter's box, once the ball is hit the base coaches are responsible for coaching the runner) a Dugout coach, and two (2) base coaches and a pitcher. Adult pitcher may coach batter but not runners.

Defense: One (1) coach allowed in foul territory, One (1) infield coach and two (2) outfield coaches. Outfield coaches must stay 10' behind bases at all time.

4:06 The pitching and batting coaches will exit the playing field as soon as the ball is hit and any interference on the part of the pitcher will be a judgment of the umpire and will result in a no pitch. *The pitching and/or batting coach must clear home plate of bats and/or tees.

4:07 All teams must play a regular baseball infield. Up to six (6) players will be allowed in the infield. Infielders must stay behind the (30') line until the ball is hit. Outfielders must stay (10') behind the base path until the ball is hit.

5:00 LIVE BALL AND TIME OUT

5:01 The ball will be declared dead when the lead runner is stopped or abandons any effort to advance further. A play on any other runner will release the lead runner if the ball has not been declared dead.

5.02 A base runner must be attempting to advance to the next base to the awarded the next base when time is granted and they are across the halfway line. If a baserunner is straddling the line and time is granted, he must return to the previous base. (Ex. The base runner is straddling the line between first and second and the defensive player has the ball at second and calls time, the runner must return to first base.)

5:02 When a player is struck by a thrown or batted ball and in the opinion of the umpire the impact of the ball striking the player is sufficient enough to injure or incapacitate the player, the play will cease. At that point, immediate attention will be given to the injured player, all runners will advance to the next base, and then the play will be resumed by the Umpire.

6:00-THE BATTER

6:01 Each batter will be allowed four (4) pitches. After four (4) pitches the batter will hit from the Tee. **THE TEE WILL BE PLACED ON THE PLATE.** If the fourth (4) pitch is fouled, the batter will be allowed another pitch. If that pitch is fouled, the batter will be allowed another pitch, etc...

6:02 If hit on the tee, no matter where it is hit, all hits are singles if batter/runner reaches the base safely without being put out.

6:03 If hit on the pitch, on the ground to the outfield, up to two bases if the batter/runner reaches the base safely without being put out at his own risk.

6:04 If a pitch ball is hit to the outfield grass in the air, it is a live ball and the runner may run/advance unlimited bases at his own risk.

6.05 After the first warning to a player for slinging a bat, the player will be called out.

8:00-THE PITCHER

8:01 The Player-pitcher must be to the left or right of the adult pitcher

8.02 If the adult pitcher is hit by a batted ball, or the coach intentionally interferes with the fielder, the ball is dead and will be a "no-pitch".

(Revised 3/9/2018)