



NORTH LIBERTY CORALVILLE BASEBALL & SOFTBALL

Tee-Ball (Beginner & Advanced) League Rules of the Game

	<u>GENERAL RULES:</u>	
1	Game Balls	All games at this level will be played with a soft core or soft strike baseball. No hard core baseballs will be used.
2	Uniform Requirements	Players cannot wear steel spikes or loose jewelry such as earrings or chains. The only jewelry allowed is a watch or medic alert bracelet or necklace. Earring posts are allowed. Dangling earrings are not. Mouth guards are encouraged.
3	Playing Field	<p>The field will have 60' bases.</p> <p>The batters box is a 3' x 6' rectangle with its inner edge 4" from home plate. The batter's box shall extend 3' forward and 3' backward from the center of home plate. A double "safety base" will be used at 1st base. The orange part of the base placed to extend into foul territory is for the batter running from home to 1st base and no others. All other rules for 1st base apply only to the "normal" white part of the base.</p> <p>The pitching rubber will be 35' from the back of home plate.</p>
4	Game Length	A complete game is 6 innings or 75 minutes (whichever comes first). The home team shall record the game starting time. No inning is to begin with less than ten minutes left in the game. A new inning is considered to have begun immediately after the third out is made in the preceding inning.
5	Run Limits	An inning continues until every player in the offensive lineup has had a turn to bat.
6	Double Headers	Early games: 5:30-6:45 (75 minutes). Late games: 7:00-8:15 (75 minutes). Teams in early games must vacate the dugout immediately following the game (post game talks outside fences). When an early and a late game are scheduled, no new inning beginning 60 minutes after the game start time.
7	Game Results	Game scores are not kept.
8	Weather	The game will be considered complete if it is stopped due to darkness, time limit, or bad weather. When lightening is seen the game will be delayed 20 minutes. If any lightening is seen after 10 minutes, the game will be called.
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10	Coaching Staff	The coaching staff can consist of three coaches. Parents are allowed to assist if needed. No use of tobacco in the dugouts or on the playing field is allowed.
11	Umpires	Batting, base, and coaches in the field will umpire the games, calling hits fair and foul, calling base runners safe or out, and any other umpire ruling that must be made.
12	Players' location	All players must stay within the playing field or in the dugout area at all times during league games except with the permission of the coach.
13	Player Equipment	Catchers must wear full protective gear (i.e., helmet /mask with throat protector, chest protector, and shin guards) and locate themselves behind home plate so as to be in position to catch the ball on the fly from the pitching coach. If the batter is hitting from a tee, then the catcher should position themselves by the backstop behind and to the side of the batter. Any player on the offensive team who is outside of the dugout on the playing field must wear a batting helmet with ear protectors.



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14	Players in the game	All players present are in the batting order. The infield has 7 players with two pitchers placed one on each side of the pitcher with all remaining players distributed across the outfield. Pitchers must be even with or behind and in reasonably close proximity (5') to the pitching rubber. All outfielders must start each pitch on the grass. Coaches are strongly encouraged to shift players around the fielding positions within the guidelines of maintaining player safety. A player that cannot catch or who has difficulty concentrating on the game should not be placed at defensive positions that could be dangerous to them (i.e., pitcher, first base, catcher). Within the constraints of safety, coaches are required to have all players play infield and outfield positions during the course of a game. A team may play regardless of how many players they have.
15	Eligible Players	Under no circumstance is a player who is not currently registered with NLCBS allowed to play or participate in any NLCBS game. This rule is applicable regardless of any agreement between the coaches of any particular teams. This rule does not affect the ability of a team to “borrow” a registered player from another team, so long as the opponent’s coach does not object and is given adequate notice prior to the commencement of that game.
	<u>DEFENSIVE RULES:</u>	
16	NO Coach Pitching	All at bats at the T-Ball level (both Beginner T-Ball and Advanced T-Ball) must be from the tee. There will no longer be coach pitched balls in either t-ball league.
17	Ending a play	Play is NOT ended by getting the ball to the coach who is pitching. Play is ended by defensive efforts that stop base runners from advancing. When base runners are stopped. The ball can then be given to the coach at the pitching mound so that the next batter may hit.
18	Defensive Obstruction	Defensive players without the ball must yield right of way to base runners.
	<u>OFFENSIVE RULES:</u>	
20	Batting Lineups	All players in attendance are in the batting order.
21	Batting Order	Coaches are encouraged to shuffle their batting orders from game to game so that players have the opportunity to bat at different positions in the order. If a player arrives within the first 30 minutes of the start of the game, they will be added to the bottom of the batting order. If the player arrives after the first 30 minutes of the game, they are not eligible to play in that game.



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22	Regulation Bats	<p><u>Baseball:</u> Any recognized baseball bat will be allowed. No softball bats will be permitted.</p> <p><u>Softball:</u> Any recognized softball bat will be allowed. No baseball bats will be permitted.</p>
23	Batting Procedure	Each batter is allowed to take up to 5 swings off the tee until a ball is put in play. No bunting is allowed, but a “swinging” bunt that puts the ball in play is a legitimate hit. The coach will place the tee on home plate, place the ball on the tee, and announce so that the defense can hear that the ball is in play, get out of the way and let the batter swing. After the hit, the coach should hurry to move the batting tee away from home plate.
24	Bat Throwing	No bat throwing is allowed. On the first occasion, the coach will warn the player and instruct them on how to properly drop the bat after hitting. On subsequent occasions, the player will be called out and base runners will return to their base in preparation of the next batter up.
25	Rounding first base	Base runners are encouraged to turn right (toward the fence) after crossing first base.
26	No Stealing	There shall be no stealing of bases in this level. Players may only advance the bases on batted balls in play.
27	On base rule	Base Runners must start with one foot touching the base and may not run until the ball is hit.
28	Sliding	Base runners must avoid contact when running bases and infielders must avoid contact with the base runner. Any flagrant attempt by a base runner to collide with a fielder (including the catcher) will result in the runner being called out.
29	Innings	Each Player is allowed to hit the ball and take one base per hit, unless a traditional out is recorded. Each base runner is allowed to advance one base per batted ball in play. Each half inning will consist of one time through the team’s entire batting lineup, regardless of how many outs are recorded.

**Any questions or concerns should be directed to
Rookie Baseball/Softball League Commissioner or any NLCBS Board Member**