

JUNIOR BASEBALL LEAGUE OF NASSAU

TEE BALL – SHETLAND 6-U DIVISION RULES EFFECTIVE: JANUARY 1, 2020

1. Age of Players

Players must be four years (4) old by January 1 of the current season. Players who are in their final year – six (6) years old – are eligible if their seventh (7th) birthday falls after August 31. (*Girls can play down One (1) year.*)

Exception: A seven (7) year old male player who upon evaluation by the League will remain in Tee Ball to further his baseball skills.

2. Team Parent

Each team will have a Team Parent who is allowed in the dugout but not on the field during games. Team Parents do not need to be certified or approved by the League.

3. Coaching Staff & Batting Stances

Each team will be allowed to have One Head Coach and Four Assistant Coaches to be used as follows:

- One Batting Coach who may set a player squarely in the Batter's Box, but cannot line the batter up to hit in a specific direction.
- A Batting Coach may verbally tell the batter where to stand as long as in the umpire's judgment it does not delay the game.
- Two Coaches are permitted on the field to assist defensive players in the outfield. The coaches must be on the outfield grass behind the players.

4. Regulation Game

A Regulation Game is Four (4) Innings.

The game will be official if Three (3) Full innings are completed. 2 ½ Innings if the home team is ahead.

There will be a 1 ½ Hour Time Limit on games. No inning can start after the Time Limit has expired.

5. Mercy Rule

If a team is leading by Eleven (11) Runs or more after Three (3) Completed Innings the game will be declared complete and awarded to the team that is leading.

6. Must Play Rule

All players must play on defense at least One (1) Inning of every game. During the game all players must be placed in a defensive outfield or infield position.

7. Batting

Players must take a full swing.

If a batter is unable to hit the ball in fair territory after the **Seventh (7)** swing, the batter will be called out by the umpire.

A Foul Ball is any batted ball that is knocked off the tee and either does not leave the Batting Circle or is outside the base lines.

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8. Continuous Batting Order

A continuous Batting Order of all players present for the game will be in effect.

Each player will be required to bat in his/her respective spot in the Batting Order.

Defensive Substitutions will not affect the Batting Order as posted at the start of the game.

9. Last (10) Batter Rule

There will be a limit of Ten (10) Batters in any inning.

After the Tenth (Last) Batter has hit the ball, the ball must be advanced to the Home Plate (Tee) and a player must either touch the Tee with the Ball or Place the Ball on the Tee. Once the Ball has been advanced to The Tee by a player the inning will end.

The Inning can also end when a play is made and an out is recorded on the Batter or Runners on Base. If an out is made on the Batter – no runs will score. If an out is made on a runner – only those runs that have scored before the play is made will count.

All Runners who are advancing to the Home Plate (Tee) must have crossed the Home Plate before the ball has need advanced to The Tee. Runners who have yet to cross the Home Plate will NOT be allowed to score.

10. Base Runners – Time Called

A ball that is batted or thrown into the Outfield Area must be returned to the Infield Area in order for play to stop.

A player having rounded a base and advancing to the next base or Home Plate will be allowed to advance to the next base at their own risk.

A player having stopped on a base with no effort to advance to the next base must remain on that base with no further advance after the umpire has stopped play.

This Time Out sequence will **NOT** apply to the **LAST BATTER**. (See Rule # 9)

Coaches are not allowed to touch or assist a Runner while the play is in progress. If the Coach touches the runner, the Umpire will call the runner out.

11. Outs

Normal Baseball Rules will apply with the following exceptions:

- Any Runner who slides **Head First** into any base will be called out.
- During any one at bat – if the batter throws the bat a warning will be issued by the umpire for the first infraction
- If a second infraction occurs – the batter will be called out.

12. Defensive Players

The Team Defense shall consist of Nine (9) Players:

- Four (4) Outfielders who must play on the outfield grass – Two Players to the Left Side of Second Base and Two Players to the Right Side.

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- Five (5) Players on the Infield – First Base, Second Base, Third Base, Short Stop and one player on the Pitchers Rubber who must wear a mask or helmet and cannot play outside the circle at the pitchers mound.

Infielders and Outfielders must throw the Ball over-hand. The Ball cannot be deliberately rolled on the ground. Under-Hand tosses to a base are permitted as long as the ball is not rolled on the ground.

Coaches are encouraged to Rotate Defensive Players so that all players will receive the fundamentals of playing defense.

13. Overthrow to a Base

When a fielder overthrows a Base, the runner will only be allowed to advance if he/she has rounded second or third base and made an attempt to advance to the next base. In this case the Runner can only advance ONE Base. This Ruling will be based on the Umpire's discretion.

No advance is allowed on an overthrow if the runner has stopped on the base or on an Overthrow to First Base on a batted ball.

14. Rosters

A Team will consist of Twelve (12) Players. Rosters may vary year to year depending on Registration but no more than Fourteen (14) Players will be allowed on a team.

15. The Regular Season

The Regular Season will determine the Pennant Winner and the other two teams who will qualify for the Play-Offs.

16. Play-Offs and Championship Series

The Play-Off Format will be as follows:-

- The Pennant winner will receive a bye into the Three (3) Game Championship Series.
- The Third Place Team will play the Second Place Team in a One Game Elimination. The Winner of this game will advance to play the Pennant Winner in the Championship series.

17. Equipment

- Balls must be Worth RIF Level Ten or Equivalent.
- Bats may not exceed 26 Inches and no more than 2 1/4 Inches in Diameter.
- **Bats must be USA Bat Standard Certified with a drop factor of -12 or lower.**
- **Aluminum Bats will be allowed for the 2019 Season within regulations.**
- Wooden Bats are not allowed.
- Players in the Pitchers Position must wear protective head gear.
- Batters must wear protective helmets while batting or on base.

18. Chain Link Fences

Any Batted or Thrown Ball which is lodged in a Chain Link Fence will be considered a Dead Ball.

A Batted Ball lodged in an Outfield Fence – Ground Rule Double.

A Ball thrown by a Defensive Player that is lodged in a Perimeter Fence will be declared dead and the runner (s) will automatically advance to the next base. A runner having rounded third base will be allowed to score. On a ball stuck in a fence on an overthrow to First Base – the runner/batter cannot advance to second base. Other runners on base will be allowed to advance according to Rule # 12. Runners advance will be based on the umpire's discretion.

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19. Field Dimensions:

- Pitching Rubber to Home Plate 25 Feet
- Foul Circle to Home Plate 15 Feet
- Bases 45 Feet
- Outfield Fences (Minimum) 125 Feet

20. Game Eligibility

A Player arriving after the game has started, may be substituted in to the Line Up at any time provided that the **SECOND** Inning has **NOT** been completed and immediate notification is made to the Umpire and the Opposing Head Coach.

A Player arriving **AFTER** the Second Inning has been completed will not be eligible to play in that game.

21. Forfeited Game

- Games may be started with a Minimum of Eight (8) Players and must be started on time according to the scheduled start time.
- Should a team not have the required Eight (8) Players to start the game, the Umpire will allow a Grace Period of Ten (10) Minutes.
- After the Grace Period has expired and the team has not fielded Eight (8) players, the Umpire will award the game to the opposing team und forfeiture.

22. Uniform Dress Code

All Players and Coaches are required to wear the issued Team Uniform including Jerseys, Hats and Pants.

Coaches are allowed to wear short pants.

All Shirts of Players and Coaches must be tucked neatly inside the pants at all times during the game.

23. Player or Coach Ejection (LLA Rule -4:07)

If the Umpire finds it necessary to eject a **Manager, Coach, Player or Spectator**, the person ejected shall leave the field immediately and take no further part in the game.

He or She must leave the Baseball Complex and may not sit in the stands or remain on premises.

Any person ejected from the game will also be suspended for the Team's next scheduled game and may not be in attendance at the game or game site.