

2025

OFFICIAL RULES

Over 50 Years of
Promoting Youth Tee Ball
GOSPEL PROJECTS, INC.
Milton, FL



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INTRODUCTION TO TEE BALL BY THE COMMISSIONER

This program for children ages 4, 5, and 6 was originated and developed by Gospel Projects, Inc. The rules in this book were written by our managers and coaches, who have worked with this age group for a number of years.

The TEE BALL Park, specially designed for this age group, was developed by Gospel Projects, Inc. This program is unique in many ways and was developed with one goal in mind: to start children off right on the road to enjoying baseball under Christian leadership.

Enjoyment of the game is what is important to the children. When the game ceases to be fun, it ceases to be a game. In this league, undue stress **MUST NOT** be placed on winning, but on participation. We urge parents, and we **INSIST** that managers and coaches not put pressure on the children, but attempt to teach them to play the game to the best of their ability while they enjoy it.

We ask adults to make every effort to set a proper example by their own actions: to applaud all players or teams, never yelling **AGAINST** any player on any team; to show sportsmanship by enjoying victory without “rubbing it in” to the loser and accepting defeat without alibiing; and to remember that **THIS IS NOTHING MORE THAN A GAME OF CHILDREN’S BASEBALL.**



Founder
TEE BALL BASEBALL®
(12/11/24-12/19/06)

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TEE BALL DATES TO REMEMBER

May 1: **Deadline for filing franchise fee** to renew franchise privilege. Failure to comply will result in possible loss of tournament privileges.

May 1: First day tournament teams allowed to practice.

June 1: **Deadline for registration** of all local players and managers with the Commissioner of Tee Ball Baseball.[®]

June 6: **Credential's Meeting** for teams franchised and planning to participate in the Tee Ball World Series at Gospel Projects Park in Milton, Florida. Tournament affidavits and birth certificates are to be brought to this meeting for approval of tournament team participants.

June 12-17: **Tee Ball World Series**

June 20-24: **Four- & Five-Year-Old Tournament**

June 30: Last day for **suggested rule changes** to be mailed to the Tee Ball Baseball[®] Commissioner.

Enter the 2025 TEE BALL WORLD SERIES. Thursday, June 12, 2025.
Birth records for the World Series teams will be checked and bracketing done on Friday, June 6, 2025
at 7:00 p.m. at Gospel Projects Field, two miles north of U.S. 90 on S.R. 89 in Milton.

<u>YEAR</u>	<u>WINNER</u>	<u>RUNNER-UP</u>
1970	Gospel Projects	Myrtle Grove Green
1971	Larsen Center	Brent
1972	Brent West	Larsen Center
1973	Larsen Center	Brent West
1974	Larsen Center	Brent West
1975	Brent West	Larsen Center
1976	Brent West	Myrtle Grove Green
1977	Brent East	Myrtle Grove Green
1978	Brent West	Brent East
1979	North East Pensacola Gold	Brent West
1980	Bellview National	North East Pensacola Blue
1981	North East Pensacola Gold	Warrington
1982	North East Pensacola Gold	Myrtle Grove Green
1983	Cantonment	Brent East
1984	North East Pensacola Blue	North East Pensacola Gold
1985	North East Pensacola Blue	Cantonment
1986	North East Pensacola Blue	Cantonment
1987	North East Pensacola Blue	North East Pensacola Gold
1988	Warrington	North East Pensacola Gold
1989	North East Pensacola Blue	Myrtle Grove White
1990	North East Pensacola Blue	Myrtle Grove Green
1991	North East Pensacola Blue	Brent West
1992	North East Pensacola Gold	Myrtle Grove Green
1993	Myrtle Grove Green	North East Pensacola Blue
1994	North East Pensacola Gold	North East Pensacola Blue
1995	North East Pensacola Blue	Bellview National
1996	Myrtle Grove Green	Bellview National
1997	North East Pensacola Blue	North East Pensacola White
1998	North East Pensacola White	North East Pensacola Gold
1999	North East Pensacola Blue	North East Pensacola White
2000	North East Pensacola White	Myrtle Grove Green
2001	North East Pensacola Blue	North East Pensacola Gold
2002	North East Pensacola Gold	Bellview National
2003	North East Pensacola Gold	Bellview National
2004	Bellview National	Northeast Pensacola
2005	North East Pensacola Gold	North East Pensacola Blue
2006	North East Pensacola White	North East Pensacola Blue
2007	North East Pensacola Blue	Myrtle Grove White
2008	North East Pensacola Gold	North East Pensacola Blue
2009	Cantonment White	North East Pensacola Blue
2010	North East Pensacola Gold	Myrtle Grove White
2011	North East Pensacola Blue	North East Pensacola Gold
2012	PARA	North East Pensacola Gold
2013	North East Pensacola Blue	Pace
2014	PARA	Tri County
2015	PARA Red	North East Pensacola Blue
2016	PARA	North East Pensacola Gold
2017	PARA	North East Pensacola Blue
2018	Pace	North East Pensacola Gold
2019	North East Pensacola Gold	Molino
2021	PARA	North East Pensacola Blue
2022	North East Pensacola Gold	Pace
2023	North East Pensacola Gold	North East Pensacola Blue
2024	Molino	North East Pensacola Gold

PLAYING RULES

1.00 THE PLAYING FIELD

- 1.01 The baselines shall be forty-five feet (45').**
- 1.02 The pitcher's "mound" shall be a circle with a radius of five feet (5'), the center of which shall be thirty-five feet (35') from the point of home plate (batting tee).**
- 1.03 The outfield fence shall be between one hundred fifteen feet (115') and one hundred twenty-five feet (125') from the back point of the home plate. Championship play for five and six year olds will be one hundred twenty-five feet (125').**
- 1.04 The batter's box shall be five feet (5') long and three feet (3') wide. It shall be six inches (6") off from home plate with two feet (2') extending forward from the center of the plate, and three feet (3') extending backward from the center of the plate.**
- 1.05 Home plate shall be a portable plate with an adjustable height tee attached on which the ball is placed to be hit by the batter.**
- 1.06 Bases shall be any youth league bases.**
- 1.07 The catcher's box shall be the distance between the outside edges of the batter's box extended six feet (6') back of the batting tee. (This is optional for local league play.)**
- 1.08 The next batter's on deck circle shall also be designated as the batter coach's box.**
- 1.09 A foul strike arc shall be made from baseline to baseline in front of home plate on a ten foot (10') radius from the back point of home plate.**

2.00 EQUIPMENT

- 2.01 The ball shall weigh not less than four ounces (4 oz.) nor more than five ounces (5 oz.). It shall measure not less than nine inches (9") nor more than nine and one fourth inches (9-1/4") in circumference.**

- 2.02** The bat must be a baseball bat which meets the USA Baseball Bat standard (USA Bat) as adopted by Tee Ball Baseball. It shall be a smooth, rounded stick, and made of wood or of material and color tested and proved acceptable to the USA Baseball Bat standard (USA Bat). Under the USA Bat standard, certified Tee Ball bats (26" and shorter) will feature the USA Baseball mark and text which reads **ONLY FOR USE WITH APPROVED TEE BALLS**. All Tee Ball bats must feature the USA Baseball mark and accompanying text. Tee Ball bats that were produced and/or purchased prior to the implementation of the new standard can be certified using an Approved Tee Ball Sticker via the USA Baseball Tee Ball Sticker Program (USABaseballShop.com). For Tee Ball Baseball, bats shall be no less than twenty-four inches (24") nor more than twenty-six inches (26") in length. The barrel of the bat must not exceed two and one fourth inches (2-1/4") in diameter.

PENALTY: The batter using an illegal bat shall be called out and all runners shall return to the bases occupied by them at the time such batter took his position in the batter's box. The use of the illegal bat must be protested prior to the first swing of the next batter.

- 2.03** Players may wear any type clothing in local league play that is approved by the local league. This clothing shall include shoes, but not shoes with metal cleats. Players should always be in uniform which includes hat, shirt, pants, and socks. Shirts should be tucked in and hats worn with bill facing the front.

- 2.04** Helmets must be worn by batters, base runners, on-deck batters, bat-boys, or base coaches while on the playing field. The batter's helmet shall be made of ultra high-impact plastic with the NOCSAE Safety Stamp. The shell shall be of one-piece construction. The helmet shall have pieces for the ears and full protection for the head and temples. The padding shall be of heavy rubber or similar material. Helmets that are not designed to stay on without a chin strap must be worn with a chin strap.

NOTE: It is important that helmets stay on while players are sliding or running the bases.

PENALTY: For a first offense, the player shall be warned by the umpire; for the second and subsequent offenses in the same game, he shall be called out. If the violation is by a bat-boy or on-deck batter, the penalty for his second offense is removal from game and from field.

2.05 All other equipment that is used in the TEE BALL BASEBALL program, such as gloves, hats, uniforms, shoes, and umpires' equipment shall be the choice of the local league.

2.06 All pitchers in local league must wear an approved face mask for protection. Face masks are required for 6U, 5U and 4U local league and tournament play.

3.00 GENERAL INFORMATION

3.01 A. In local league play, a continuous line-up is encouraged. Regular substitution rules will apply in tournament play.

3.01 B. Starting line-ups shall consist of ten (10) players. A local league has the option to use a continuous line-up (maximum of 10 batters per inning) with free substitution in the field or to follow regular Tee Ball substitution rules laid out in 3:01 B through 3.04 B.

3.02 Substitutions must be made at the beginning of each half inning.

3.03 In full six (6) inning games, each player must play at least three (3) full innings on defense and offense and bat at least one time. No player, starter, or substitute can be removed from the game by the manager until he has batted at least one time.

3.04 A. Starting players may re-enter the game one time in the same batting order positions they originally occupied.

B. When a team has entered all of its substitutes in a game and then has an injury, illness, or ejection of a player, the manager of the opposing team shall appoint someone on the other team's bench not currently in the line-up to replace the player who must leave the game. That appointed player can play any position his manager wishes, but would bat in the place of the player who left the game even though he batted in another place in the order previously. The player who has been injured, or become ill, and had been substituted for, may not then re-enter the game. This applies to local league play only.

3.05 All batters must remain inside the dugout while waiting to bat except the on-deck batter who may wait in the on-deck circle. The batter coach shall remain in the on-deck circle and shall accompany the batter to the batter's box only for the purpose of adjusting the tee and giving hitting instructions. He must then return to the on-deck circle immediately.

***PENALTY:* Strike shall be called for each offense after the team has been warned one (1) time.**

***NOTE:* Exceptions may be made concerning the batter coach assisting the batter for the purpose of local league play.**

3.06 The infield fly rule is not in effect. There are no walks, intentional or otherwise, permitted in Tee Ball Baseball.

- 3.07** Bunting is not permitted. Chopping down on the ball, even though the batter swings through the ball, may be considered as an attempt to accomplish the same thing as a bunt. If the ball however reaches an infielder, the umpire has the discretion to rule it a non-bunt and let the play stand.
PENALTY: The batter is warned for first offense. A strike is called and runners return to bases previously occupied. Subsequent offenses, batter is out.
TOURNAMENT PLAY - the batter is out, baserunners return.
- 3.08** A. Base stealing is not permitted. A baserunner must be in contact with his base at the time the ball is hit by the batter.
PENALTY: The defensive team shall have the option of either accepting the play as executed or ruling it a "no-swing" by the batter. If the play is accepted, the runner shall not advance any more bases than the batter advances.
- 3.08** B. Headfirst sliding is not permitted at any base.
PENALTY: Automatic out. *EXCEPTION:* A headfirst dive *back* to a previous base shall not be considered an out.
- 3.09** A. Once a batted ball is in a defensive player's possession, baserunners shall not pass another base. *PENALTY:* Return to the last legal base. Possession means the ball is seen by the umpire to be in the player's glove or bare hand and off the ground. A trapped ball does not constitute possession; the ball must be off the ground. The umpire calling the bases shall have a whistle which shall be blown to indicate when a batted ball is in a defensive player's possession. (The whistle is optional for local league play.)
- 3.09** B. Baserunners who break contact with a base before the whistle blows may advance or freeze past the last base touched. If the frozen runner does not retreat; he may still advance to the next base after the whistle has blown. "Retreat" for purposes of Tee Ball Baseball means to move or turn the feet back toward the last base he touched. This of course is a judgment call by the umpire.
- 3.10** If the ball is struck hard enough to roll past the ten foot (10') foul circle in front of home plate, it is a fair ball. If the ball is hit so as to land in fair territory and roll back across the foul strike line, it is a foul ball. If it stops on the foul strike line, it is a fair ball.
NOTE: The batter must make contact with the ball, NOT just the tee.
- 3.11** The batter shall be out if he fouls three third strikes. There is no "walk" in Tee Ball Baseball.
- 3.12** The batter shall be allowed to level his bat with the ball (half swing) only one time per strike. An additional leveling or half swing shall be called a strike. Touching the ball or accidentally bumping it off the tee as he levels his bat shall not be called a strike.
- 3.13** The umpire shall place the ball on the batting tee when the player has declared himself ready to bat. The batter cannot then move his back foot other than picking it up and putting it down basically in line with his front foot or some *slight* forward or backward movement of the back foot.

NOTE: The purpose of this rule is to prevent the batter from intentionally deceiving the outfielders and infielders once they are set defensively by purposefully shifting the back foot in order to hit the ball to the opposite field. Some forward or backward movement of the back foot will be ignored by the umpires if in their judgment the batter was not attempting to deceive the defensive team.

PENALTY: The defensive team shall have the option of either accepting the play as executed or ruling it a "no-swing" by the batter. If the play is accepted, the runner shall not advance any more bases than the batter advances. The first time this offense is called against a particular batter a warning will be given and recorded in the scorebook; subsequent violations - batter is out.

TOURNAMENT PLAY - out on first offense, baserunners return.

- 3.14 **PENALTY:** Slinging the bat: For the first offense, the batter shall be given a warning for slinging the bat, runners returned to their bases, and the warning recorded in the scorebook. For the second and subsequent offenses in the same game, the batter shall be called out. A slung bat is the release of the bat in a dangerous fashion that is part of the initial motion of the swing.
TOURNAMENT PLAY - no warning - batter is out.

- 3.15 A team on defense shall be allowed no more than two time outs per inning. Exception - injury to a player or other emergency. (This is optional for local league play.)

- 3.16 A team on offense shall have three (3) outs or ten (10) batters, whichever comes first.

A. Local leagues at their discretion may permit teams fielding only nine players at the start of an official game to bat a tenth batter without penalty by allowing the lead-off batter in any given inning to bat twice unless three outs have occurred. If the tenth player arrives after the start then that player must bat in the tenth spot.

B. If after a game has progressed and all substitutes have played their required innings and a player is injured, ejected, ill, or has to leave or be removed from a game reducing the number of players to nine, the opposing team will select a player from the bench of the team in question to bring the lineup back to ten batters. The substitute will then bat in the vacated spot in the lineup.

TOURNAMENT PLAY - this rule does not apply.

3.17 A. If the tenth (10th) batter in an inning does not reach first (1st) base safely and makes the third (3rd) out, no runs scoring on that play shall count.

B. If the tenth (10th) batter in an inning does reach first (1st) base safely and makes the third (3rd) out after passing first (1st) base, any runs scoring before the put-out shall count.

C. If the tenth (10th) batter in an inning makes the first (1st) or second (2nd) out, any runs scoring on the play shall count.

3.18 A. On defense, the pitcher must remain inside the ten foot (10') diameter circle until the ball is hit. All other players shall assume normal baseball positions. The tenth (10th) player is a roving outfielder.

NOTE: Players may shade to the left or to the right of their normal position; however, those positions normally to the right of second base cannot move to the left of second base before the ball is hit, and those positions normally to the left of second base cannot move to the right of second base before the ball is hit. **The center fielder and/or outfield rover may move to either side of the second base imaginary line which runs from Homeplate, through second base, to center field. However, left field players or right field players may not move across that imaginary line to the other side of second base until the ball is batted. Penalty for infraction: The offense may have the option of replay or allow the play to stand.**

B. It is suggested that in local league play the infield not be allowed to come in any closer than thirty-five feet (35') from home plate when the younger and/or immature batters are batting.

C. A defensive player may only change defensive positions (like moving from shortstop to rover in the outfield) once per inning unless an injury occurs to a player who has been moved and therefore must be replaced. Penalty: The offensive team has the option of either accepting the play as executed or ruling a “no swing” by the batter and batting again. The defensive player who was moved illegally must be returned to their previous position.

3.19 A. Players, managers, or coaches may be removed from the game for unsportsmanlike conduct after the team has been warned one (1) time.

B. Electronic or other means of communication with people outside the playing field for the purpose of coaching or strategizing shall not be permitted.

3.20 Managers and coaches are not allowed to use tobacco products or vape during a practice or game either on the playing field or off.

3.21 A. A regulation game shall consist of six (6) innings. A game called because of rain, darkness, etc., shall be considered a regulation game after four (4) innings, three and one-half (3-1/2) if the home team is ahead.

B. Tie games which are called after the game has become official shall be resumed at the next regular meeting of the two teams involved. The game

shall resume from the point of the termination with the same personnel in the same positions as much as is possible.

C. A game called for any reason before it has become official shall be declared "no contest" and shall be replayed in its entirety.

D. Local league games shall be completed whenever possible, even when a team is mathematically eliminated.

3.22 PROTESTS

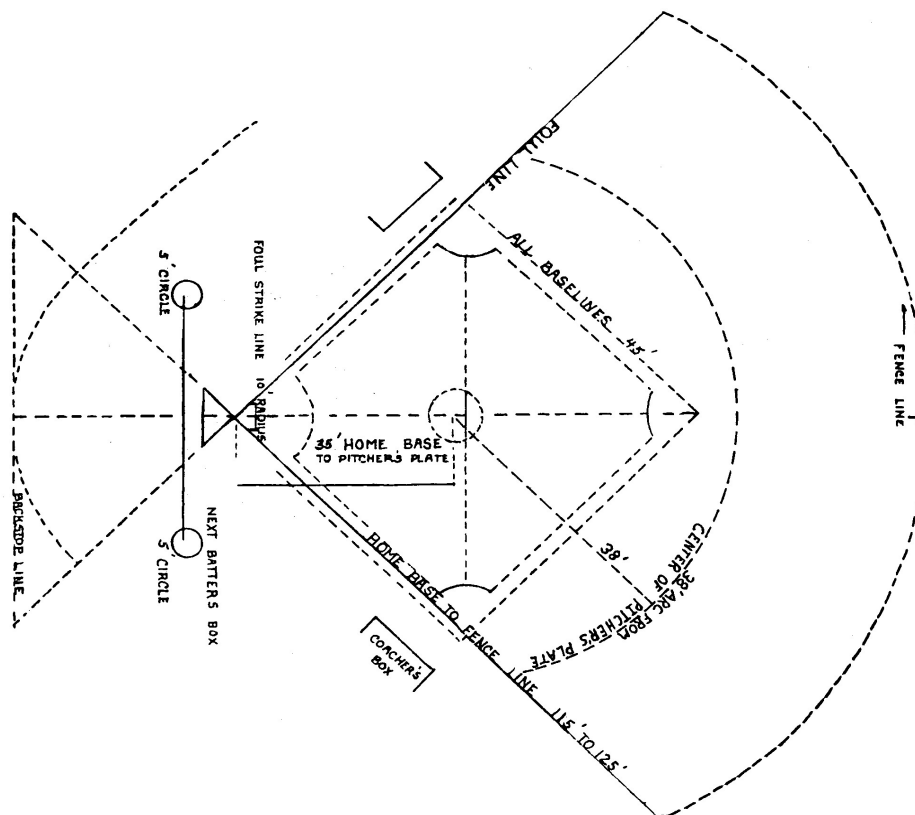
A. A protest which involves an umpire's judgment shall not be accepted.

B. Only the team manager or the acting team manager shall be entitled to file a protest.

C. The only legal protest shall be one which involves a violation of playing rules or the use of an ineligible player.

D. The protesting manager on a play situation shall notify the umpire he is protesting before another swing by the batter. The umpire shall announce that the game is being played under protest, but failure of the umpire to make this announcement shall not affect the validity of the protest.

E. A protest based on a play situation shall be considered only if it is placed in writing by team manager or coach and submitted to the local league president within twenty-four (24) hours.



F. A protest on the grounds of the use or non-use of a player shall be filed with the local league president within twenty-four (24) hours after the completion of the game. The decision as to whether the game, or games, shall be forfeited or replayed in the event the protest is upheld, shall be left to the discretion of the league president.

***NOTE:* Only the game or games protested shall be considered, and all protests of this nature shall be made within twenty-four (24) hours.**

An illegal substitution is one in violation of playing rules. Section E applies to illegal substitutions and Section F to ineligibility or non-use of a player.

For the purpose of this rule, an ineligible player shall be a player who is not eligible to participate in the league because of age or other reasons and is not to be confused with illegal substitutions.

Example: Team A player plays the first four games of the season. Team B manager protests the last of these four games on the grounds of ineligibility. The local governing body upholds the protest, but only for the game in question, not for the first three games, as each game must be protested within the twenty-four (24) hour limit.

ORGANIZATION RULES

I. THE LEAGUE

- A. The League shall be the smallest unit of organization and shall be governed by those active in the program which make up managing personnel, such as officers, executive committees, team managers, volunteer umpires, sponsors, and player agents, serving as the volunteer operating personnel.**
- B. A league shall be composed of no less than eighteen (18) players (this number does not include seven-year-olds), depending upon conditions within a particular community. Each team shall play a regular schedule of games and a total of not less than twelve (12) nor more than twenty-five (25) for the season.**
- C. Small nearby towns unable to field a league within their own territory limits shall be permitted to attach to other franchise leagues.**

***EXCEPTION:* The Commissioner shall be empowered to make exceptions for justifiable reasons. Exceptions, however, shall be on file at the Commissioner's office prior to the beginning of the local league season.**

- D. Organizations franchised with TEE BALL BASEBALL the previous year shall always have first refusal of franchising in succeeding years except as noted below.**

EXCEPTION: Under certain circumstances the renewal of a franchise may be denied if it is the opinion of the Board Committee members and the Commissioner that it is for the best interest of TEE BALL BASEBALL. A full statement as to the reasons for rejecting franchise renewal must be given to the league in question and a copy of said statement must be on file in the Commissioner's office.

II. TEAMS

A. A team shall consist of no more than fifteen (15) players (thirteen (13) is recommended) whose league ages are four (4), five (5), or six (6) years. If the 4's, 5's, and 6's are all playing together, the 6's are to be placed evenly among the teams before the 4's and 5's are placed. Five-year-olds may play in a separate program, but must be counted as part of a league. No league of only four- and/or five-year olds will be eligible for a TEE BALL BASEBALL franchise unless there are no six-year-olds in the community or league boundary limits available.

NOTE: Seven-year olds may play at the local league's discretion, but will not be eligible for tournament play.

Players shall be registered with the League President prior to the first regularly scheduled game of the league season. Team membership shall not be in conflict with the Rules and By-laws of TEE BALL BASEBALL.

- B. The local TEE BALL teams shall not consist of more than eighteen (18) players. If more than one hundred four (104) are registered, two leagues may be formed. In the case of two leagues or more, the four and five-year-olds are to be evenly divided among the different leagues.**
- C. League age is that age attained by a player prior to May 1st of the season in question.**
- D. A team shall have one manager and one coach assigned to it before the selection of players is made. After this, other coaches may be added.**
- 1. On Offense - One coach may assist the batter from the batter coach's box, one may coach at 1st base, and one at 3rd base. Others must stay in the dugout with the players.**

Coaches may not physically assist a baserunner.

***PENALTY:* Runner is out.**

2. On Defense - One coach may stay in a coach's lane in front of the dugout, one may assist players from the outfield or from outside the playing area fence, and the remainder must stay in the dugout.

- E. League officials may adapt their own rules in regard to the replacement of players on team roster.**

***NOTE:* League officials shall not allow managers to drop players from their rosters without cause regardless of the playing ability of the player. Reasons for the replacement of players shall include moving out of a community, sickness or injury, disciplinary measures, failure of the player to attend practice or games, and safety precautions. The reasons for replacement of players shall be included in a written statement by the team manager filed with league officials.**

III. PLAYER AGE LIMIT AND BIRTH CERTIFICATE

- A. Anyone whose 5th, 6th, or 7th birthday falls on or after May 1st of the current calendar year shall be eligible to compete in and complete the current TEE BALL season and compete in tournament competition.**
- B. Dates of birth of players shall be certified by copies of birth or baptismal certificate or other legally accepted proof of age to a designated league official prior to the league's first regularly scheduled game. All birth and baptismal records shall be signed. A photo static copy shall be acceptable.**

IV. SELECTION OF PLAYERS

- A. Each league shall determine its own method for the selection of players for team rosters. However, any system used shall be under the direction of a player agent who shall see that all teams have equal opportunity in the selection of players.**
- B. Those who do not register in time to participate in the player selection system shall be ineligible, with these exceptions -- any who were sick or injured or any who became new permanent residents of the community after the selection. Those who were sick or injured shall have their disabilities confirmed by a physician's notarized affidavit.**

A new resident arriving after the selection may be assigned to a team provided all managers of teams participating in the player pool and the League President approve the assignment. Managers shall not drop a player from their rosters in order to sign a new player.

NOTE: Players may not be registered at two or more parks at the same time.

PENALTY: Loss of tournament eligibility for the player illegally picked up and legitimate grounds for protest in local league games. This offense can also be grounds for loss of tournament eligibility for the local league involved.

V. PLAYER REGISTRATION

All leagues participating in tournament play shall file a roster of players and managers and coaches of each team in the league with the Commissioner of TEE BALL BASEBALL on or before June 1 of the current year. The registration on the official registration forms shall include the full name of the player, his/her date of birth, and residence in detail.

PENALTY: Loss of tournament eligibility for any player and/or manager or coach not registered.

NOTE: Should there be changes to these rosters, the Commissioner must be notified in writing of the change.

VI. SCHEDULE

- A. All teams shall play a schedule of not fewer than twelve (12) games nor more than twenty-five (25) games exclusive of championship games.
- B. Two or more leagues shall be permitted to play an interlocking schedule of games, but all such games shall count in the win and loss column of each league.

- C. Games may be scheduled at night; however, school age youngsters should not be out late.
- D. Local League teams may participate in local league team tournaments. Exhibition games shall be permitted. No organized all-star or travel teams participating in tournaments prior to the Tee Ball World Series (Jan. through June) may participate in the Tee Ball World Series or 4 & 5 Year Old Tournament. **Recreational teams participating in a rec. tournament may only pick up a maximum of four players from the same park.**
- E. It is recommended that each team play a schedule of two games per week.
- F. No games shall be considered official by TEE BALL BASEBALL until a league fully complies with franchise renewal requirements such as payment of annual fees, completion of forms, etc.

VII. FORFEITURE AND PROTEST

- A. A team failing to field at least nine (9) players within fifteen (15) minutes after the scheduled game time shall forfeit the game. The score shall be entered in the records at 6-0 in favor of the winning team. The game shall be played after a forfeit is declared in local league play if at least eighteen (18) total players are present, as the primary purpose in the local league is participation.
- B. The playing of ineligible players may result in forfeiture of games in which the players participated illegally *if protested* by any of the league managers.

NOTE: Read Rule 3.22.

VIII. TEAM SPONSORS

- A. TEE BALL BASEBALL teams shall be sponsored only by organizations whose activities or products are not detrimental to the welfare of youth.
- B. No firm or company whose advertising reflects the sale or use of alcoholic beverages or tobacco products shall be permitted as a sponsor of the TEE BALL BASEBALL program, either locally or nationally, and shall not be permitted to display any form of such advertising in connection with the program.

IX. ADMISSION TO GAMES

- A. TEE BALL BASEBALL recommends that no admission be charged at local league games. A free-will collection may be taken up at each game.
- B. Admission shall be charged at the TEE BALL World Series and other postseason tournaments. Proceeds shall be used to defray expenses of the tournament and for promotion of TEE BALL BASEBALL. Franchised parks hosting the Four- & Five-Year-Old Tournament may not charge more for gate fees than the TEE BALL World Series gate fees.

X. CONDUCT AND SPORTSMANSHIP

- A. Members of one team shall not ride, kid, heckle, poke fun at, or in any other manner do anything that in the opinion of the umpire distracts the opposing team. This does not include normal baseball chatter unless words like "batter" or the like are included.**

PENALTY: Removal of the guilty player, players, and/or coach or manager from the game and from the dugout after one (1) warning by the umpire.

- B. The umpire shall be empowered to call a baserunner out or safe for an act either by him or by a fielder that in the opinion of the umpire is unsportsmanlike conduct.**

XI. PRE-TEE BALL BASEBALL

Pre-TEE BALL BASEBALL is a program for 3 1/2- and 4-year-olds that are basically too young and/or immature for the regular TEE BALL program.

RULES: TEE BALL BASEBALL rules are modified to fit this age group. Two innings are played instead of six. Copies of these rules are available online at www.youthathleticclub.org.

THE PLAYING FIELD: The outfield may be any distance between sixty feet (60') and seventy-five feet (75'). The baselines are thirty feet (30') and the pitcher's circle has a radius of two and a half feet (2 1/2') and its center is thirty-five feet (35') from the point of home plate (batting tee). A foul strike arc from baseline to baseline in front of home plate has a radius of five feet (5').

Write TEE BALL BASEBALL for rules or additional information.

XII. PRO-TEE BALL BASEBALL

Pro-TEE BALL BASEBALL is a program for five- and/or six-year-olds that are basically too young and/or immature for the regular TEE BALL program.

RULES: Same as TEE BALL BASEBALL rules. Exception: A four-inning game is played rather than six.

THE PLAYING FIELD: Same as TEE BALL BASEBALL except that the outfield fence is between seventy-five feet (75') and one hundred feet (100') from home plate.

TOURNAMENT RULES

All rules are in effect in TEE BALL Tournaments unless otherwise stated below.

I. EQUIPMENT

- A. Only official TEE BALL sanctioned baseballs and bats shall be used; that is, those meeting the specifications of TEE BALL BASEBALL.**
- B. All players on a team shall wear identical uniforms consisting of a cap, numbered shirt, baseball or long pants, socks and baseball cleats. No metal shanks on shoes are permitted.**
- C. Approved helmets must be worn by all offensive players while on the playing field - including batters, baserunners, on-deck batters, bat boys, and boys coaching bases.**

II. GENERAL INFORMATION

- A. Each team will consist of no more than thirteen (13) uniformed players. The team may consist of all six (6)-year-olds or any combination of five (5) and six (6)-year-olds. A player whose seventh (7th) birthday comes before May 1st is too old for tournament play.**

Tournament players' names as well as those of managers and coaches must also appear on local league player registration forms filed with the Commissioner, and each player and coach must have participated in at least one half (50%) of the games played by the team to which said player and coach were assigned.

- B. Rosters: Maximum of thirteen (13) players. All tournament players must play at least one complete inning per game unless the game ends early due to mathematical elimination **or one hour and twenty minutes has expired.****
- C. Teams may play with nine (9) players but the tenth spot will be an automatic out.**
- D. No MVPs will be selected during tournament play.**
- E. Rules 3.02 and 3.03 are not in effect for tournament play.**
- F. No music is allowed on or off the fields before, during, or after tournament play.**
- G. Coin-toss will determine home and visitor for each game until the Championship Game at which time the undefeated team will be home and elimination bracket will be visitor. If a second game is forced in the championship, the winning team from the first game will be home and the losing team will be visitor.**

H. MANAGERS & COACHES

- 1) Each team may have one (1) manager and three (3) coaches. On offense, there is no difference from local league play. On defense, one (1) coach may stay in the coach's lane in front of the dugout and the remainder must stay in the dugout. Electronic or other means of communication with people outside the playing field for the purpose of coaching or strategizing shall not be permitted. Managers and coaches may not leave the playing field once the game is in progress except by permission of the head umpire for emergencies only.
 - a. *PENALTY*: The offender will be immediately removed from the game and take no further part in the game. Any attempt by the offender to coach from outside the playing field will subject his team to forfeiture.
- 2) Each team is allowed a scorekeeper who is not included in the four-coach count. They may remain outside the field if they choose and communicate verbally with the coaches when necessary.

- I. 1) 6U– Six innings or Mathematical elimination—Home team ahead by 11, or Hour and 20 minute time limit whichever comes first—no new inning will begin after the hour and 20 minute time limit has expired. We will keep the games moving. Stalling or dragging around will not be tolerated. No coach in the outfield. If an inning ends two minutes before the one hour and 20 minute time limit, the game will be declared over.
- 2) 5U– Same as above except one coach will be allowed in the outfield during defense. The coach may in no way impede the game or distract base runners or come into the infield during a play—*PENALTY*: Delayed dead ball, option goes to the offense to replay. *SECOND OFFENSE*: Delayed dead ball, option goes to the offense to replay, automatic ejection of field coach and no replacement of coach in the field on defense. If an inning ends two minutes before the one hour and 20 minute time limit, the game will be declared over.

J. PROTESTS: Protests will be settled immediately by a protest committee assigned before each game, and their decision will be final.

K. In tournament play, timeouts will be limited to one per team per inning on defense. Timeouts for injuries will be allowed as they occur.

Other rulings not specifically covered in this book are covered by current Official Baseball Rules.

An officially sanctioned TEE BALL BASEBALL Tournament for five- and six-year-olds is held each year in the week following the conclusion of the TEE BALL BASEBALL World Series. This tournament is on a rotating basis at parks franchised by TEE BALL BASEBALL.

APPLICATION FOR FRANCHISE FORMS

Fill out and mail to:

TEE BALL BASEBALL
6331 Chestnut Street
Milton, FL 32570
Phone: (850) 623-4671
Fax: (850) 623-9559
sports@youthathleticclub.org

Name of League _____

Number of Teams _____

League Contact:

Name _____

Phone _____

Address _____

Applying Park:

Phone _____

Website _____

Email _____

Signed _____

League Contact

This Is An Invitation to . . .

EXAMINE YOUR CONDITION IN THE LIGHT OF THE WORD OF GOD!

FIRST: YOU NEED TO BE SAVED.

You Have Sinned:

“For all have sinned and come short of the glory of God.” - Romans 3:23.

You Are Under God’s Wrath:

“He that believeth on the Son hath everlasting life; and he that believeth not the Son shall not see life; but the wrath of God abideth on him.” - John 3:36.

You Are Already Condemned:

“He that believeth on him is not condemned: but he that believeth not is condemned already, because he hath not believed in the name of the only begotten Son of God.” - John 3:18.

Eternal Punishment Awaits You:

“And whosoever was not found written in the book of life was cast into the lake of fire.” - Revelation 20:15.

SECOND: YOU CAN BE SAVED.

God Loves You:

“For God so loved the world, that he gave his only begotten son, that whosoever believeth in him should not perish, but have everlasting life.” - John 3:16.

Christ Died For You:

“But God commendeth his love toward us, in that, while we were yet sinners, Christ died for us.” - Romans 5:8.

THIRD: YOU HAVE AN INVITATION TO BE SAVED - TODAY.

Come:

“Come unto me, all ye that labour and are heavy laden, and I will give you rest.” - Matthew 11:28.

Repent:

Jesus said, “The time is fulfilled, and the kingdom of God is at hand: repent ye, and believe the gospel.” - Mark 1:15.

Believe:

“Believe on the Lord Jesus Christ and thou shalt be saved, and thy house.” - Acts 16:31.

Receive:

“As many as received him (the Lord Jesus Christ), to them gave he power (the right) to become the sons of God, even to them that believe on His name.” - John 1:12

Tee Ball Baseball[®]

**GOSPEL PROJECTS, INC.
6331 Chestnut Street
Milton, FL 32570**