**2024 NYSA Tee Ball Rulebook**



**Current as of December 18, 2023**

# SECTION 1 -- EQUIPMENT

1.1 The ball shall weigh no 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 (91/4") in circumference.

1.2 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 three-fourth inches (2-3/4”) in diameter.

1.2.1 *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.

1.3 Players may wear any type clothing in local league play that is approved by NYSA. 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 the bill facing the front.

1.4 Helmets must be worn by batters, base runners, on-deck batters, and batboys. The batter's helmet shall be made of ultra-high impact plastic. 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.

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

*1.4.2 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 batboy or on-deck batter, the penalty for his second offense is removal from game and from field.

1.5 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 NYSA.

1.6 All pitchers must wear a pitcher’s face mask for protection. The league will provide facemask to be used by the players or the player can provide his/her own mask at his/her own cost. A batting helmet with an attached facemask is also approved.

# SECTION 2 -- PLAYER AGE LIMIT AND VALIDATION

2.1 The date of April 30th will be used to regulate a player’s official age and eligibility. Whatever a player’s age is on April 30th determines if he/she will play 4U or 6U Tee Ball. Additionally, April 30th will be used to determine a child’s eligibility for All-Star tournament competition.

2.2 If a player is 4 years old, he/she will play in the 4U Player Developmental League. Players in 4U can expect a minimum of 2 events per week. If a player is 5 or 6 years old, he/she will play in the 6U Competitive Tee Ball League. Players in 6U can expect 2-3 events per week.

**SECTION 3 -- SELECTION OF PLAYERS**

3.1 At NYSA, each league shall determine its own method of selecting players to form a team roster. For Tee Ball, a player tryout will be held with a draft to follow. Players will be evaluated for throwing, catching, and hitting by the designated head coaches or commissioner/committee members. Following the evaluation, each coach or commissioner/committee member will rack and stack the players appropriately in preparation of the draft. The player’s draft will be held at a time determined by the Tee Ball Commissioner. Additionally, the draft will be hosted and overseen by the Tee Ball Commissioner as well.

3.2 Those who do not register in time to participate in the Tee Ball tryout and draft 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.

3.2 A new resident arriving after the selection may be assigned to a team provided all coaches of NYSA teams participating in the player pool and the NYSA Baseball Commissioner approve the assignment. Managers shall not drop a player from their rosters to sign a new player.

3.3 In the spirit of keeping the competition fair, each Head Coach is allowed to freeze three players before a draft. This allows a coach to protect or “freeze” their own son/daughter and/or the assistant coach’s son/daughter and/or a player that wishes to play for that particular coach. The three-player freeze limit is strictly enforced. Any changes or waivers to this rule must be cleared by the NYSA Baseball Commissioner.

# SECTION 4 -- GENERAL INFORMATION

4.1 In local league play, a continuous batting line-up for the entire team will be in effect. This

implies all players will be utilized in the batting lineup; there are no substitutions or pinch

hitters available.

4.2 Starting line-ups (defensive positions) shall consist of 10 players but no less than 8 players. With 10 players, 6 will play infield and 4 will play outfield. When only 9 players are accounted for, the team will omit the catcher’s position. When only 8 players are accounted for, the team will omit the catcher’s position and an outfielder’s position. A team failing to field at least 8 players within fifteen minutes after the scheduled game time shall forfeit the game. The score shall be entered in the record book as 6-0 in favor of the winning team. However, the game can still be played under the forfeit without keeping score.

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

4.4 During a game, it is the responsibility of the head coach to ensure all players participate in 50% of the game on defense. If multiple violations occur, the head coach is subject to a one-game suspension.

4.5 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 batting coach shall remain outside the batter’s and catcher’s box and will accompany the batter to the batter's box only for the purpose of adjusting the tee and giving hitting instructions. He must then return outside the batter’s and catcher’s box immediately.

4.5.1 *PENALTY:* Strike shall be called for each offense after the team has been warned once.

4.6 The infield fly rule is not in effect. There are no walks, intentional or otherwise, permitted in

Tee Ball Baseball.

4.7 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.

4.7.1 *PENALTY:* The batter is warned for first offense. A strike is called and runners return to bases previously occupied. Subsequent offenses, the batter is out.

4.8 Base stealing is not permitted. A baserunner must be in contact with his base at the time the ball is hit by the batter.

4.8.1 *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. If the play is ruled a “no swing,” the batter and runner return to their previous positions.

4.9 Once a batted ball is in a defensive player's possession, baserunners shall not pass another base.

4.10 If the ball is struck hard enough to roll past the ten-foot foul circle in front of home plate, it is a fair ball. If the ball is hit, lands in fair territory and rolls back across the foul strike line, it is a foul ball. If it stops on the foul strike line, it is a fair ball.

4.10.1 *NOTE:* The batter must make contact with the ball, NOT just the tee.

4.11 The batter shall be out if he fouls three third strikes. There is no “walk” in Tee Ball Baseball.

4.12 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.

4.13 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.

4.13.1 *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.

4.13.2 *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.

4.13.3 *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.

4.14 A team on defense is afforded no more than two time outs per inning. Exception - injury to a player or other emergency.

4.15 A team on offense shall have three (3) outs or bat the entire lineup, whichever comes first. Should there be a disparity between two teams with the number of batters in the lineup, the game will be played by both teams matching the higher number of batters. For instance, if one team has 9 players and the opposing team has 10 players, both teams will bat 10 players with the lesser team having one player bat twice in an inning.

4.15.1 *NOTE:* Should a player arrive late, he/she may enter the batting order as the last batter.

4.16 If after a game has progressed and a player is injured, ejected, ill, or must be removed from the game, thus reducing the number of players in the batting lineup, that team will follow the rule in paragraph 4.15 of this section with respect to a batter(s) hitting twice in one inning, if applicable.

4.17 If an overthrow or missed catch occurs at first base, the runner may NOT advance to the next

base. This rule is instated to encourage the infield to play the game of baseball and not fear

the consequences of an overthrow. A base runner on first base cannot advance further than

second base on an overthrow to first base. Additionally, a baserunner on second base cannot

advance further than third base on an overthrow to first base.

4.18 The same rule in paragraph 4.17 applies to an overthrow at second base, third base, and

home plate. Baserunners may not advance past their originally intended base on an

overthrow.

4.19 If a batter hits the ball into the outfield, the batter turned runner will have freedom to advance around the bases until the ball is returned to the infield and any defensive player has possession of the ball. Possession of the ball shall be defined as clear, physical control of the baseball. Should the runner find him/herself in between two bases while a defensive player has possession of the ball, the runner may continue to advance to the base he/she intended prior to the ball reaching the infield.

4.20 If the last batter in an inning does not reach first base safely and makes the third out, no runs

scoring on that play shall count.

4.21 If the last batter in an inning does reach first base safely and makes the third out after passing

first base, any runs scoring before the put-out shall count.

4.22 If the last batter in an inning makes the first or second out, any runs scoring on the play shall

count.

4.23 On defense, the pitcher must remain inside the ten-foot diameter circle until the ball is hit. All other players shall assume normal baseball positions with six players in the infield and four players in the outfield.

4.23.1 *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.

4.24 On defense, a chalk line will be drawn from the pitcher’s circle to the 10-foot foul line

located in front of home plate. Any ball hit to the first base side of the chalk line, the

pitcher may tag the runner out. Any ball hit to the third base side of the chalk line, the

pitcher must make a throw to first base. If the pitcher successfully attempts to run the batter

down when a ball is hit to the third base side of the chalk line, the runner will be declared

safe.

4.25 It is suggested that in local league play the infielder not play any closer than 35 feet from

home plate when the younger/less talented batters are hitting.

4.26 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.

4.26.1 *PENATLY*: 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.

4.27 Players, managers, or coaches may be removed from the game for unsportsmanlike conduct

after the offending person has been warned one time. If at anytime unsportsmanlike conduct

is performed by multiple parties (to include fans, parents, coaches, or players), becomes

egregious, or extremely flagrant, the umpire has the right to declare the game a “no contest.”

After doing so, the scoreboard will be turned off, the scorebook is turned in, and the umpire

will depart the field. The game will not count as an official game, and it will not be made up

at a later date. Nevertheless, the teams are still provided the opportunity and encouraged to

complete the game amongst themselves so that recreational baseball is not taken away from

the players.

4.28 Electronic or other means of communication with people outside the playing field for the

purpose of coaching or strategizing shall not be permitted.

4.29 A regulation game shall consist of 6 innings or 60 minutes of play. A game called because

of rain, darkness, etc., shall be considered a regulation game after 2 complete innings.

4.29.1 Games that result in a tie score after regulation will be ruled a draw.

4.29.2 A game called for any reason before it is official shall be declared "no contest” and shall be replayed in its entirety at a later date.

4.30 The final inning may begin with any time remaining on the umpire’s clock. Once the inning

has started, it must be played until the inning is finalized, unless the home team is ahead.

If the home team is ahead at the bottom half of the inning, the game is over. If there is time

on the clock and a team refuses to take the field because they are ahead, then the team

refusing will be penalized by forfeiting the game. If both coaches agree to conclude the

game with time remaining on the clock, then the game will officially end.

4.31 In 6U Tee Ball, the Home Team Coach is responsible for texting or emailing the Tee Ball Commissioner with the official score. The Tee Ball Commissioner will keep track of the results of each game and provide the team standings for the league. Two points are awarded for a win. One point is awarded for a draw. Zero points are awarded for a loss. Score and standings will not be kept for the 4U division.

4.32 The number of coaches allowed on the field is determined by whether a team is on offense or defense. On offense, one coach is allowed in each of the 1B and 3B batter’s boxes, and a third coach is allowed at the home plate to adjust the tee height and position the batter. If there is a fourth coach, that coach must remain in the dugout. On defense, two coaches are allowed on the field of play in the outfield, not in the infield. The third coach may position himself at the entrance of the dugout or in front of the dugout. If there is a fourth coach, that coach must remain inside the dugout.

# SECTION 5 – PROTESTS

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

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

5.3 The only legal protest shall be one which involves a violation of playing rules or the use of

an ineligible player.

5.4 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.

5.5 A protest based on a play situation shall be considered only if it is placed in writing by team

manager and submitted to the Tee Ball Commissioner within 24 hours.

5.6 A protest on the grounds of the use or non-use of a player shall be filed with the Tee Ball

Commissioner within 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 Tee Ball Commissioner.

**APPROVED BY: //SIGNED//**

BRANDON A. McSWAIN

NYSA BASEBALL COMMISSIONER

18 DECEMBER 2023