



SFX Youth Sports Tball Rules

SFX Tee ball is organized as an instructional division. It is structured to provide the players an environment to build baseball skills and promote camaraderie. Our coaches help players develop these skills through positive reinforcement.

The score is not the focus of the game.

- Players' ages – they must be under 5 years of age as of May 1st.
- Players on a team – 10 minimum, 15 maximum
50 feet between the bases.
- Every player bats and plays in the field.
- The ball is hit off a batting tee; there is no pitching.
- There are no walks or strikeouts.
- The ball must travel 10 feet or it is a foul.
- No fielder may cross the playing line until the ball is hit.
- No stealing. Player stays on the base until the ball is hit.
- An inning is over when all the players have batted once.
- Standard game is five innings.
- Scores are not kept for the younger players.*
- Safety helmets must be worn.
- Bats - 25"/26" long. 2¼" diameter, max. 17 to 20 ounces.
- Ball - 9" to 9½" around; 4 to 5 ounces. Softer than a standard baseball. Molded core or sponge rubber center.
- Tee - adjustable, flexible tube on a moveable base.
- Score's are not kept
- **Player's may only advance one base on a hit**
- Player's will shake hands with the opponent after the game
- Rainouts – in the event of a rainout call the SFX Hotline at (888) SFX–1047, (739–1047)



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Pre-game Practice

The first 45 minutes of each assigned slot is for practice. The remaining 1 hour is for the game. There is no weekday practice for Tball.

For example: if the game has an 11am start time. From 11am - 11:45am – practice, short break and then a 1 hour game.

Players must attend practice or they will not learn the game.

Practice session: It is suggested that the coaches from each team work together (enlist parents to help when needed) to ensure that the practice is run smoothly and effectively. This ensures that we make the best use of the allotted time.

Work together. Running the practice as a JOINT practice means that no time is wasted.

Each head coach should assign an assistant coach or parent to work a station. The head coaches use the time to manage the flow from one station to the next.

There should be three stations: batting, fielding and throwing, base running and pitching.

Batting: coach pitch balls and use of a batting tee to hit balls into the fence. The ideal place is right field.

Fielding and throwing: line the players up in groups and do ground ball drills, pop up drills. Refer to our coaches manual for drills,

Players should throw with other players.



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Base running. Practice the proper base running techniques.

Start of the Game

1. Game time – No game and its practice session will last longer than 1 Hour and 45 minutes.
2. Each team will have 45 minutes prior to the start of the game to set up the field and complete practice drills.
3. A game will last 1 hour or 6 innings.
4. A team should field a minimum of 7 players to complete a game.
5. If a team has 7 players and the opposing team has 10 or more players, then the coaches will select 1 or 2 players to play with the team which is short.
6. A team should appear at the field, ready for play, 10 minutes prior to the scheduled start of the game.
7. Each game will consist of 6 innings or approximately 1 hour of playing time.
8. All players present will be placed in the batting line-up and will bat in the order listed.
9. Games will be cancelled when light or other conditions make it dangerous to continue. Games will be cancelled when lightning or thunder is observed. A decision to cancel once a game is started should be made by both coaches.
10. The home team shall supply a new ball for the game.
11. The home team will sit on the first base side.
12. The home team is responsible for lining the field and for setting out the bases and Tee.

Players and Positions

13. A team should field a minimum of 7 players, maximum of 12 in the field at any time
14. All players present will be placed in the batting line-up and will bat in the order listed.
15. If a player is hurt, they may be removed from the game and at a later time return to the game. They may return only to the batting position that they held prior to being injured.
16. Defensive Positioning: A maximum of TWO members of each team will play a defensive position each inning. There will be TWO players positioned next to the



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“pitcher’s mound” (on either side) and a maximum of six infielders. All others will play in the outfield and not bunched together. A coach serves as catcher.

17. Defensive Pitchers – The defensive pitcher position is played to teach the importance of pitcher as a fielder. The position is not to allow a free roaming infielder. The defensive pitchers must play 1) Close to the mound -- no closer to home plate than the
18. Pitching rubber. 2) On either side within 3 feet of the pitcher. 3) Not in the space between the pitcher and the first or third base line. If the defensive pitcher does not respect these boundaries and makes a play that results in a base runner being tagged or thrown out, the runner will be called safe and allowed to advance to the base being taken. This rule is in force to allow well hit balls to be put into play.
19. Players should be rotated throughout the game to allow them to play more than one position.
20. No player will play the same position for more than two innings.

Coaches - Head and Assistants

The coaches' role is to teach, manage, and insure the administration of their team.

Coaches are expected to keep their parents and fans under control. If a parent/fan disrupts or prohibits play of the game the umpire may stop the game until the individual(s) stops or suspend the game due to the behavior of the individual(s).

21. Each team should provide an adult to be an umpire (which can be a coach) or a parent willing to assist.
22. Coaches or assistants will be at the batting tee instructing the children while their team is at bat.
23. The 1st and 3rd base coaches are restricted to the area of the coach’s boxes. Coaches are not allowed to physically assist base runners; e.g. pushing the runner or helping the runner off the ground, while the ball is in play.
24. A maximum of 3 coaches from the defensive (fielding) team are allowed on the playing field. These coaches should be situated behind 1st 2nd and 3rd bases. These coaches are on the field for instructional purposes only, such as re-positioning the fielders and relaying information.



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Play of the Game

25. Make the game fun.
26. There will be no score keeping of any kind. This is a non competitive division.
27. During the game, all players must remain in the designated team areas and on benches, except the batter at the plate.
28. The next batter will not approach the plate until called by the batting coach or umpire.
29. The umpire will place the ball on the tee and verify that the tee is adjusted within the strike zone (between the knees and the armpits of the batter). The batting coach may adjust and reposition the batter at any time as long as the ball is not in play.
30. At the discretion of the batting coach, the batter then hits the ball off the tee after the umpire calls "ball in play" and thereafter.
31. Batters will 10 attempts to successfully strike the ball.
32. A ball must travel 10 feet in fair territory or else it is ruled a foul ball.
33. All batters will hit off the Tee. The batting coach will remove the tee from the playing field after the ball is hit.
34. If a ball leaves the tee as a result of the tee being struck rather than the ball, then the ball shall be declared DEAD and another attempt shall be made to hit the ball.
35. In T-Ball the play is considered 'over' when the ball is returned to a player at the mound or any base.
36. The pitcher can make unassisted outs by running the ball to the pitcher's mound or a base; he does not have to throw the ball.
37. At the time the ball is declared DEAD
38. When the umpire calls the ball dead, it stays dead until the umpire calls the ball in play again..
39. The runner may not leave the base until the ball is struck by the batter.
40. Leading off is not permitted.
41. Base stealing is not permitted.
42. An inning is not three outs. An inning will end after all batters on a team have batted. The last batter shall run the bases back to home.
43. In setting up defensive positions, the pitcher shall not play closer to home plate than the 15 ft arc line running from 1st base through the middle of the pitcher's mound to 3rd base.



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44. The infielders may not play on the infield grass until the ball is hit. Once the ball is hit, the entire field is then in play, and any player may then attempt to field the ball.
45. The outfielders must be positioned at least 10 feet from the baseline. This is to allow a well hit ball to go into play.
46. Force-out: A legal force-out is made when a base runner must advance to allow the batter to achieve 1st base and the ball reaches the next base in the possession of a fielder, and the fielder while in possession of the ball, touches that base before the runner touches it.
47. Runners Overrunning a Base: First base and home plate are the only bases a runner may touch and run past. If a runner should overrun 2nd and 3rd base, and an alert fielder who is in possession of the ball touches the runner while off the base, the runner shall be declared out. A fielder may not push or force a runner off the base that a runner has gained in an attempt to tag him out. First base is treated like second and third bases when a runner makes a turn toward second base after touching 1st base. Should a runner make a turn around 1st base toward 2nd base and then tagged by the fielder, while in possession of the ball, prior to returning to 1st base, the runner shall be declared out.
48. Tagging-Up is not allowed.

Code of Conduct Violations

Any official, coach, parent, player, spectator or other participant who (1) engages in verbal or physical threats or abuse aimed at any official, coach, parent, player, spectator or other participant; or (2) initiates a fight or scuffle with any official, coach, parent, player, spectator or other participant during, at, immediately following, or otherwise in connection with a SFX game or event **shall be subject to being banned from any future SFX game or event including coaching for or playing on any team participating in SFX games or events.**

Such banning, in the sole discretion of the SFX Board, may be temporary or permanent and subject to such other and additional conditions as may imposed by the SFX Board, including but not limited to, family members of the offending person being banned from SFX games and events.

The President or Commissioner of SFX Youth Sports, or any individual or group of individuals duly appointed by the President or Commissioner may temporarily ban any official, coach, parent, player, spectator or other participant accused of engaging in the above prohibited conduct from all SFX games and events including



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coaching for or playing on any team participating in SFX games or events. **Such ban shall remain in effect until the next monthly or special meeting of the SFX Youth Sports Board.**

Field Layout

