



BIG BASIN BASEBALL SPECIAL PLAYING RULES FOR TEE BALL

OK KIDS BASEBALL does not recognize Tee Ball at the state level.

Tee Ball is only recognized by Big Basin Baseball.

These special Tee Ball playing rules are designed for the safety of the player. They were suggested by town directors and Big Basin Baseball officers. They were voted on and approved by town directors and Big Basin Baseball officers. If you have any questions regarding these rules please contact your town director before contacting Big Basin Baseball officers. **Please do not contact OK KIDS BASEBALL.**

Big Basin Baseball welcomes any and all suggestions for the improvement of our Tee Ball League. Any proposed changes in the playing rules for Tee Ball should properly be submitted to Big Basin Baseball officers or mailed to:

Big Basin Baseball
PO Box 1501
Sallisaw, Oklahoma 74955

Big Basin Baseball Officers

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Rules of Play:

1. **Base Distance:** 60 Feet
2. **Ball Size:** 8 1/2 Inches (Brand does not matter – NO rubber balls allowed)
3. **Swings:** Five (5) swings. If the fifth (5th) pitch is hit foul, bat hits the tee, the bat misses the tee or the bat misses the ball, the batter is called out. There can be no walks. **(Clarification: The batter has five (5) swings to put ball in play.)**
4. **Game Length:** Five (5) Innings or One (1) hour, whichever comes first.
5. **Runs:** Six (6) per inning or three (3) outs, whichever comes first. A team is allowed to score a maximum of six (6) runs per inning. This applies in every inning, including the fifth (5th) inning or any extra innings.
6. **Bunts:** Bunting is not allowed.
7. **Base Running:** A base runner must have one foot on base once the ball is alive and cannot leave the base until the batter has contacted the ball with the bat.
8. **Stopping Play:** The lead runner has stopped advancing at the discretion of the umpire.
 - a. If a base runner has not passed one-half (1/2) the distance between the bases when play is stopped the runner must return to the previous base.
9. **Infield Fly Rule:** Does not apply in Tee Ball. NO INFIELD FLY RULE.
10. **Umpires:** League games must have at least one umpire behind the plate. Once ball is in play, umpire must place themselves in the best position possible to make a call.

Players:

1. Tee Ball will allow ten (10) players on the field of play. Four (4) of the ten (10) players must be in the outfield. **(Note: Starting Lineup must have nine (9) players to start the game or forfeit the game.)**
2. Each player present must be placed in the starting lineup. **(Clarification: If they are present they must bat in the lineup and play in the field. NO EXCEPTIONS.)**
3. Players that show up late are to be placed at the end of the lineup. **(Clarification: If a player shows up after lineups have been exchanged and game has started, they are to be placed at the end of the lineup.)**

Coaches:

1. During the game. There will be two (2) coaches allowed on defense and three (3) coaches allowed on offense. Defensive coaches must stay behind 1st and 3rd base and out of the offense coaches way. **(Suggestion: Please be courteous and talk to the opposing coaches and make sure both of the coaches agree on where each can coach from and not disrupt the other.)**

2. **Batting Coaching (Coach at the Tee):** Coach is responsible to move Tee and Bat after the player has left the batter's box. They are to move to the back stop with Tee and Bat.
 - a. If the coach fails to remove Tee and Bat from the home plate area and there is a play occurring on the runner at home, there will be a warning issued.
 - b. First Offense - There will a warning issued for first offense. (Umpire must let both books know of such warning.)
 - c. Second Offense - If a second offense is to occur it will result in run not counting and runner shall be declared out.

Field:

1. Each field must have a line 10ft in front of 1st and 3rd base. It is suggested the line be a minimum of 2ft in length. The line must be visible by umpire, coaches and players. **(Note: Each town is responsible to place this line on the field of play. If a line is not in place or visible, please contact the field maintenance of the town and/or town representative before play begins.)**
 - a. **All players must be behind this line, 1st baseman, 2nd baseman, 3rd baseman and short stop must also stay behind this line.**
 - b. **First offense - If player is in front of the 10ft line, coaches and/or umpire will call time and have player move behind line.**
 - c. **Second offense - The umpire must talk with the coach of the player in question.**
 - d. **Third offense – The coach must remove player in question from that position.**
2. Each field must have a 10ft arc in front of home plate. The 10ft arc is to be measured from the back of home plate. This arc must travel from the 1st base foul line to the 3rd base foul line. **(Note: Each town is responsible to place this arc on the field of play. If the arc is not in place or visible, please contact the field maintenance of the town and/or town representative before play begins.)**
 - a. **The baseball must travel PAST the arc/line drawn in order for it to be fair.**
 - b. **This line is treated like a foul line, if player picks it up before it goes fair, the ball is foul.**
3. Pitcher is to have one foot on rubber or have foot touching the pitching rubber. For safety reasons – If the either coach is concerned about the batter hitting the ball too hard for his pitcher to field it, they must call time and place pitcher behind the catcher. **(Note: Each town is responsible to place a pitching rubber on the field of play. If the pitching rubber is not in place or visible, please contact the field maintenance of the town and/or town representative before play begins.)**
 - a. **Pitching Rubber Distance: 42 Feet.**

- b. **Safety – Each coach should let the opposing team know of a batter that could possibly hit the ball too hard for a pitcher to field. This rule is for the safety of the pitcher. Please be courteous and let the opposing team know.**
- c. **Once ball is put in play, pitcher can go back on the field of play and play his position.**

Player Equipment:

- 1. **Helmet - All batting helmets must have helmet-straps. Each coach is responsible to make sure all helmets being used in the game have helmet-straps. The batter must place helmet-strap underneath the chin during his at bat and while running bases. The helmet-strap is not to be placed above the helmet, on visor or be worn any other way.**
 - a. **Players without straps should not be allowed to participate. Coaches, if you see a player from the opposing team without a strap. Please be courteous and let the opposing coach know so they can place a strap on the helmet.**