



Tee-Pitch League Rules

The goals of the Whitefish Bay Tee-Pitch League are to teach young boys and girls the basic skills involved in the game. Participants will learn proper hitting, catching and fielding of the ball. Good sportsmanship and self-discipline, while still having fun, will be stressed.

These goals must be kept clearly in mind by the coaches, officials, parents and players in the planning and implementation of the program. Spectators should cheer good plays by both teams. All comments and corrections made by parents and coaches should be stated in a positive manner.

1. Each game will last 4 innings with the field of play from foul line to foul line. In case of rain or darkness, three full innings will be considered a complete game; if less than three full innings are played, the game can be rescheduled by the effected team coaches at a mutually agreed upon date and time. No new innings will be started after the game has been played one hour and fifteen minutes.
2. The coach, or his/her designee, will pitch three pitches in a “fast pitch” underhand or overhand style to his/her team. The coach pitcher can move closer to smaller batters and vary the speed of the pitches which provides an opportunity for a player to hit the ball according to his/her ability. After three pitches, regardless of where they were pitched, the ball should be placed on a tee and struck by the batter. Any batted ball inadvertently touched by the coach pitcher will be ruled no play.
3. First and third bases will be 45 feet from home plate (tee) with second base 45 feet from first and third. Pitcher's mound will be 40 feet from the tee directly in line with home plate and second base.
4. All infield playing positions (first, second, shortstop, and third) are to be played as regularly understood in baseball with none of these positions playing more than 10 feet in from or in back of the base-path. This is for the safety of the infielder and to allow the batter every opportunity to gain base. Infielders must stay out of the base-path when a runner is on or rounding the bases.
5. Outfielders – are to play at least 10 feet behind the infield fringe. You may play 4 outfielders if you have players sitting on the sidelines while your team is in the field.
6. All batters, base runners, and the catcher must wear a batting helmet on the field of play.
7. All players present will play the field. Please make sure to rotate players to different positions every inning.
8. Coaches are to mutually agree upon and understand the game rules before the game begins.

9. A coach may not enter the field of play unless he requests a "time out" to replace or move a player or adjust a player's equipment. Coaches are encouraged however, to enter the field of play to place their fielders when the teams change positions (i.e. from batting to fielding) and to use the "time out" to correct problems during the inning unless this usage becomes excessive from the viewpoint of the game officials.
9. For safety reasons, all sideline players are to remain at least 10 feet from the base line. All non-assisting parents are to remain behind these players. Parents should be requested to assist in the game and to help maintain discipline during the game.
10. In case of injury A TIME-OUT WILL BE IMMEDIATELY CALLED AND ALL PLAYERS AND RUNNERS ARE TO HOLD THEIR POSITIONS OR STOP AT THE NEXT BASE. When the injury is resolved, the plate and field officials will confer and award the batter and/or runners the appropriate bases.
11. The plate umpire (volunteer parent) will place the ball in play by lowering his/her hands and stating "PLAY BALL". The batter must swing within a reasonable period of time after the umpire states "PLAY BALL" (approximately 10 seconds as a guide). The umpire will move the tee when base runners are legally advancing to prevent injury to a player running to home. A home plate will be positioned under the tee for the purpose of tagging home.
12. The batter must make a full swing at the ball (no bunting motions), however, strikeouts will be eliminated. Players will be allowed to continue to bat until they hit the ball in play.
13. A swing shall be ruled a "FOUL-NO-PLAY" if:
 - A) The batter swings and the bat contacts only the batting tee (no contact with the ball)
 - B) Swings and misses
 - C) Swings and knocks the ball into foul territory, (see rule 14)
14. A ball will be ruled "FOUL" in accordance with regular baseball rules with the following exception: If the ball doesn't travel half way to the base or pitcher, the ball will be ruled a "FOUL BALL".
15. Every team will BAT ALL PLAYERS an inning regardless of the number of outs. If there are not three outs by the end of the ten batters (if less than 10 on the team) the inning will be over. The final hitter of the inning is designated the homerun hitter and should clear the bases and celebrate with their team at home plate!
16. If fewer than eight players are present from either team, the team that is short can accept players from the opposing team on a rotating basis to play in the field. Any substitute player should bat for his/her own team.
17. PLAYERS ARE NOT TO THROW THE BAT!!!! A player who throws the bat will be given a warning for his first offense, and will be allowed to bat again with all runners being returned to their original bases. Any subsequent throws by the same player will be declared to be an out.
18. A player's place in the batting order may not be changed after the coach writes down his batting order unless a player must be removed from the game due to injury. A coach will prepare his lineup by listing on the score sheet provided, the name of each player he has present. The batting order will pick up for an inning with the next person listed on the roster. Each coach is responsible for keeping track of his own lineup at all times and seeing that this lineup is in compliance with the established rules.
19. All coaches and/or scorekeepers must maintain their own batting order. All problems and violations of the rules should be brought to the attention of the other coach as soon as discrepancies are discovered. This

must be done in an orderly, friendly fashion by calling a "time out" in order to set a sportsperson-like attitude and atmosphere for the players. No players should ever need to witness two or more coaches yelling at each other for violation of the rules. NO ONE will be allowed to degrade, abuse, or harass any coach or any official and most certainly not a player even if the player is his/her team and/or his/her child.

20. Unlike baseball and in an attempt to encourage fielders to throw, once a throw is made, a runner may only advance to the base they were going for.
21. There is no stealing - a runner may not leave the base until the ball is batted. If the runner leaves early, the runner must return to that base and the batter must hit over. A runner may advance at his own risk on a line drive or fly ball catch PROVIDED he does so after the catch and in accordance with rule #20. The officials will make the determination of whether or not the runner advanced properly.
22. Any and all situations not covered by these rules (except for the infield fly rule which does not apply) will be decided on the basis of regular baseball rules by a conference of the HEAD coaches having the final say and decision. All cases of coach, parent, or player discipline which cannot be resolved by the participants in a sportsman-like manner will be referred to the Recreation Department Supervisor for proper and fair disposition.
23. Coaches should make pick one parents from each team and ask them if they will officiate the game for the teams. We must impress upon all parents that the league can only function with parental participation. All coaches will be given copies of the rules for familiarity, understanding and consistency of officiating.
24. The Whitefish Bay Recreation Department will publish a game schedule indicating the time, date and location of each game. Playing field(s) will be determined by the Recreation Department. The Recreation Department, with the assistance of the Buildings and Grounds Department, will be responsible for maintaining the playing fields. Makeup games may be rescheduled by the affected team coaches at a mutually agreed upon date and time. The Recreation Department must be informed of the new date and time.
25. Players may use only equipment provided by the league for practice and games. Exceptions to this are: players are expected to provide their own baseball gloves and a player could use his/her own bat if it is the same size or smaller than those provided by the league and must let both teams use it.
26. As a safety precaution, coaches should designate an area to sit (dugout) when their team is at bat, and an on-deck area. Players of the "at bat team" will be expected to remain in the dugout when not on deck, at bat or on base. Only one player will be permitted on deck at a time.

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