

SHREVEPORT DIXIE

BASEBALL

2018 TEE BALL RULES

AGE REQUIREMENTS:

1. Age breakdown:

A child must be five (5) on May 1 of the current year or before.

A child cannot become seven (7) before May 1 of the current year.

2. Registration is online only at shreveportdixiebaseball.com. Payment must be made online for registration to be complete.

PLAYER EQUIPMENT:

1. **Helmet:**

- Double flap helmets with face mask is be **MANDATORY** for all those batting, running bases, and waiting in the on deck circle. A cap may be worn under helmet.
- It is **MANDATORY** that all pitchers and catchers wear a batting helmet. A softball facemask is not acceptable.

2. **Bat:**

- The bat must not exceed 2 5/8" inches in diameter
- Must be stamped with "USA Baseball Mark" and language "Only for use with approved tee balls".
- All bats stamped "BPF 1.15" will not be legal for play in all age divisions beginning January 1, 2018.

GAME REGULATIONS

1. Pitching and base distances:

40 feet - pitching distance

60 feet - base distance

2. Duration of games: All games will be five (5) innings. No new inning may start after fifty (50) minutes. Three innings will constitute a complete game. If the Visiting Team is winning by 10 Runs after 3 innings or if the Home Team is ahead by 10 Runs after 2 ½ innings the game will be considered a complete game and the game will be over. Tie games will be played until a winner is decided, no ties.

3. Base running:

- Runners must hold their base until the ball is hit.
- Runners cannot steal bases.
- No play is dead until the pitcher has control of the ball inside the pitching circle OR the umpire calls time out. Once the pitcher has control of the ball and remains in the pitching circle base runners may not advance, except if a runner has passed halfway, he may then advance to the next base.

- All runners can advance **ONLY** one base on an over-throw to first base, unless player attempts to make another out at any other base. This is not an automatic advance of one base, unless the ball leaves the playing field.

4. **Shreveport Dixie will furnish one game ball for each game for T-Ball only.**

5. T-Ball teams will play ten (10) defensive players. You may start with nine (9) players, and if you drop below nine (9) to eight (8) players, you will forfeit. The extra player will play in the outfield. All will assume the normal defensive position for the position they're playing. Players may not be stacked to one side of the field.
6. T-Ball teams will bat ten (10) batters or three (3) outs per inning. All children will be put in the batting order, and will hit when their turn comes. The batting order will not change during the game. If a player misses his turn at bat for any reason, his/her turn will be skipped and no out will be charged. All players listed in the batting order will play defensively for at least one inning.
7. Manager or coach may stand near batters or defensive players to offer advice and instructions, but may not interfere with play. Only one defensive coach may be in the field with his players, and he must remain on the outfield grass. Two coaches may be used on defense if they stand in foul territory in the outfield. The offensive coach cannot physically position the batter.
8. The infield fly rule is **NOT** applicable in T-Ball.
9. A batting tee will be furnished by SHREVEPORT DIXIE BASEBALL. The batter will be allowed to swing at the ball for a maximum of three (3) times. On the third swing, if the batter hits a foul ball, the batter will receive another swing until he/she hits a fair ball or misses on the swing
10. Hitting: The batter will not be permitted to bunt or take a half-swing. If, in the umpire's judgment, the batter does not take a full swing, he may call the batter back to swing again, calling the hit ball, foul.
11. Umpires will use their judgment on running out of the baseline when it does not interfere with the play.
12. Pitchers will remain within the circle drawn around the pitcher's mound until the ball is hit. He is to stand either on or behind the pitching rubber.
13. If a child becomes hurt and crying, a courtesy player may be used while the child regains his composure or is checked for injury. The child may return to the game in the next half inning without penalty.
14. A semi-circle will be drawn three (3) feet in front of the edge of home plate and a batted ball must advance beyond this line, or it will count as a foul ball.
15. One (1) warning will be given to batter that slings bat. If warned batter slings the bat again, the batter is out.
16. All coaches not in position at the batting tee, in the outfield, or in the coach's boxes must stay inside the dugout. Coaches are not allowed to stand in front of the dugout on the playing field.
17. All stars will be selected through a process approved by the Board of Directors as follows:

- A. Winning team manager in each league will manage league's all star team, if he has upheld all parts of his contract, and approved by the Board of Directors of SHREVEPORT DIXIE BASEBALL.
- B. All managers will vote and select eight (8) players.
- C. Winning manager will then have four (4) additional selections.
- D. The manager of the all star team will choose his coaching staff.

Note: Rules not covered in local rules will be followed as written in the Dixie Youth Rule Book.

SHREVEPORT DIXIE BASEBALL will contact you if the games are canceled due to bad weather through auto text and email system of our web site. Also canceled game information will be posted on our website at shrevepordixiebaseball.com