

IFA/VTD REGIONAL / NATIONAL **6/U "TEE BALL RULE SET"**

LENGTH OF GAME:

- Is up to the tournament director, however; the recommendation is 55 minutes for pool games and 60 minutes for bracket games or seven (7) innings.

RUNS ALLOWED PER INNING:

- Five (5) runs per half inning maximum. After five runs the teams will switch from offense to defense.

RUN RULE:

- 12 runs after 4 innings
- 10 runs after 5 innings
- If time has expired and either team is behind and cannot catch up or go ahead, the game is over immediately.

TEE PLACEMENT:

- Place "tip to tip" to home plate.

SWINGS:

- To start play the umpire will place the ball on hitting tee and call "Batter Up".
- Batter will position themselves in the box and address the ball as the umpire holds the ball on the tee.
- Umpire will ask if the batter is ready and removes hand from ball. If the ball is addressed after the removal of the hand, it is a strike and ball is dead.
- Contact, even partially must be made with the ball. This is a judgment call by the umpire. All balls hit foul or swung at and missed; even if the tee alone is hit will be a strike.
- After two strikes, there will be an unlimited amount of foul balls allowed, until one is hit fair or there is a strikeout by missing the ball or hitting the tee alone.
- Umpire will call "time" after every play and declare a ball dead.

FOUL BALLS:

- Foul balls are counted for swings, except on last pitch

LAST PITCH FOUL:

- Unlimited last pitch foul balls

NO Bunting, Slapping, Stealing or Slashing will be allowed

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INFIELD FLY RULE:

- There will be “NO” Infield Fly Rule.

BALL TYPE:

- Balls must be an **11” “Safety”** soft-core ball. Color and stitching are optional, as long as all the balls are the same in color for any one game.

BATTERS:

- Teams may bat the minimum of nine players / up to their entire roster, however; in the event of injury and no substitute player is available – the team will take an out for that place in the batting order. In other words, the batting order will not collapse. The batting line-up also cannot increase, it must stay the same throughout the entire sequence at bat for the game.
- If a team chooses the lesser number of players than the entire roster, substitutions may be made freely, as this is a fundamental building game, however; if they substitute batters those substitutions must remain in the same spot of the batting order. (Ex. A player may not be substituted in the #3 spot, pulled from the game and then substituted in the #6 spot. They must remain in the #3 spot, if they are substituted for again.)

BASE DISTANCE:

- Bases will be set at 60 feet
- Pitching Rubber Distance will be 35’ with an 8’ Circumference Circle. Defensive pitcher must be in close proximity to and with the pitching rubber.

DEFINITION OF A LIVE BALL:

- A “live ball” begins with a batted ball and continues with all defensive efforts until the umpire declares “time” or “dead ball”. Runners may only advance during a live ball.

BASE RUNNING:

- While the ball is in play, all runners are free to advance at their own risk. Play is stopped on defense by stopping the lead runner. Once the lead runner has been stopped, the ball is no longer in play, the ball is thrown to the pitcher’s circle and no runner may advance.
 - **Example #1:** Runner “A” is at 2nd base when the batter (Runner “B”) hits the ball. Runner “A” then runs and reaches third base safely, while the ball is fielded and is thrown to the 3rd baseman that now possesses the ball and is capable of tagging Runner “A” out if she was to attempt to advance. The Umpire declares play stopped. The ball is then thrown to the pitching circle and Runner “B” is halted at 1st base.
 - **Example #2:** Using the same scenario as Example #1, Runner “A” is at 2nd base when the batter (Runner “B”) hits the ball. Runner “A” however is tagged out prior to reaching 3rd base. In this scenario, the ball is not dead, but rather Runner “B” would now become the lead runner and may continue to advance at her own risk until she is declared out or her progress is stopped by the defense, resulting in the umpire stopping play and the ball being thrown to the pitching circle.

LEADING OFF:

- There will be “**NO**” stealing.

DEFENSE:

- There will be 10 defensive players allowed on the field.

THROWN BALL:

- Accidentally hits defensive coach, in foul territory, it is a live ball. If it accidentally hits a defensive coach in fair territory – it is a dead ball.

INTENTIONAL THROWN BALL INTERFERENCE:

- Intentional interference by coach, interference rules apply.

OVERTHROWS:

- An infielder must have possession of the ball on the infield to stop play. Any overthrow past first or third base is a dead ball and the batter runner is awarded the base they are running to plus one base. All other runners must be forced to advance.

DEFENSIVE COACHES:

- Two coaches can stand in the outfield in fouled ball area only, one on each side. (Left side and right side)

PROTESTS:

- All umpire judgment calls are final..... “**NO**” protests allowed.

PLAYERS:

- Each team may have a max of “2” (two) male players on their roster. These players must be eligible for the 6/U Division “only”. This exception only applies in the 6/U Division.

UMPIRES:

- The tournament director has the option to utilize one or two umpires in tee ball.