

BRANSON PARKS AND RECREATION
U6 Recreational – TeeBall –Youth Baseball & Softball – Specific League Rules

- NUMBER OF INNINGS PLAYED: 5
- TIME LIMIT: 50 minutes
- PITCHING OUTS: NONE
- MINIMUM REGULATION GAME: 3 innings / 30 minutes
- NUMBER OF DEFENSIVE PLAYERS: Unlimited – Regular infield with all remaining players in outfield
- MAXIMUM RUNS PER INNING: 5

BASE RUNNING

- Leading off and stealing is not allowed. Base runners must remain on base until the ball is batted into play by the batter.

BATTING

- Each batter is allowed 5 attempts to put the ball into fair play.
 - No balls or strikes are called.
 - If the batter fails to hit a fair ball in five pitches, he/she is out.
 - The coaches will keep track of the 5 attempt count limit.
- The infield fly rule is NOT in effect.
- If a player cannot take his/her turn at bat due to illness, injury, ejection, etc. his/her spot will be skipped. The next batter in the lineup will bat. NO AUTOMATIC OUTS WILL BE ASSESSED IN THIS SITUATION.
- The batting order consists of all eligible players who are at the game, and stays the same throughout the game. There are no offensive substitutions.
- 3 OUTS OR ONE TIME THROUGH THE LINE-UP.

DEFENSIVE SUBSTITUTES, ETC.

- All players will play defense.
- The defensive team must have no more than 5 infielders and a catcher.
- An adult may stand behind the plate, at the backstop, to retrieve passed balls.
- Coaches may be on the field with their teams while on defense.

TIME LIMIT

- No new inning shall begin with 10 minutes remaining in the game.

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The Branson Parks and Recreation Youth Baseball & Softball Leagues are governed by rules designed to meet the following goals:

1. All players will be given an opportunity to play each game.
2. Sportsmanship will be promoted by participation in the Branson Parks and Recreation Baseball Program.
3. Player's health and safety shall be promoted at all times.
4. All teams should be evenly matched.

A. AGE

1. Participants in the TeeBall League shall be those age 5 and 6 by May 1 of the current school year.
2. Participants 4 years of age and below may not play in the U6 TeeBall League.

B. PLAYING FIELD

1. The TeeBall diamond shall have 50 foot base lines.
2. The TeeBall pitching distance shall be 35 feet.
3. In TeeBall, the distance from home plate to second base shall be 70 feet 8 1/2 inches.

C. THE GAME

1. A regulation game in Branson Parks and Recreation TeeBall league will be 50 minutes or 5 innings, whichever comes first. Once this time limit has expired, no new innings shall be started.
2. In the Branson Parks and Recreation TeeBall league, half-innings consist of all batters or 3 outs.
3. Number of players in the lineup:
 - a. All players will bat and play in the field.
 - i. Four fielders must be positioned in the outfield unless there are less than 10 players available.
 - ii. The fielding pitcher must be positioned in the area of the pitching mound when the ball is hit.
 - iii. The catcher will position him/herself approximately 45 degrees and 4 feet behind and to the side facing the batter.
 - b. A team may play with as few as seven players if there are absences. If there are less than seven team members, the coaches, umpires, and the field supervisor may agree to play the game by borrowing players, etc.
 - c. If a team begins play with less than ten players, late-arriving team members must be inserted numerically in the batting order. A late-arriving player (or players) shall assume their defensive positions during the first dead ball occurrence following their arrival. The umpire must be notified.
 - d. If, at any time during the game, less than seven team members are eligible and available to continue playing, the game will be continued only if both head coaches, the umpire, and the field supervisor agree to do so.
4. No score or team standings will be announced or recorded during or following a game.

D. BATTING

1. All players will be in the batting line-up. Teams will bat until there are 3 outs or 1 time through the batting line-up.
2. If a player is unable to take or to complete his/her turn at bat due to injury, illness, etc., his/her spot in the order will be skipped. The next player in the lineup will bat.

3. If a player who previously was unable to bat due to illness or injury is able to take his/her next turn at bat, he/she will be reinstated in the batting order.
4. If an eligible player or players arrive late to the game, then they must be inserted numerically in the batting order.
5. Each batter will remain a batter until the ball is put into fair play. NOTE: A foul ball that is legally caught by a fielder will be counted as an out. The batter is out.
6. Any batted ball must travel to or past the twelve foot arc in front of home plate in order to be a fair ball.
7. LAST BATTER:
 - a. The last batter must be announced to the opposing team before the at-bat takes place.
 - b. If the last batter bats the ball legally into fair play, he/she becomes a base runner. It shall be considered a force-out when a fielder, while in possession of ball, tags any base before the batter-base runner reaches that base.
8. All team members of the team at bat must remain behind the dugout screen or fence except the batter and on-deck batter. The on-deck batter must remain in the on-deck circle until the batter has completed his/her time at bat and a dead ball has been called.
9. After hitting the ball or in attempting to do so, the batter will not be allowed to throw or toss the bat, intentionally or unintentionally, in any manner. A player who throws their bat will be out. The ball will be dead. All base runners will return to the base last touched at the time of the pitch. The decision as to whether the bat is thrown or not will be made by the umpire as a judgment call.
10. The infield fly rule will not be in effect.

E. BASERUNNING

1. Leading off and stealing are not allowed in the Branson Parks and Recreation TeeBall league. Base runners must remain on the base until the ball is batted into play by the batter. Violation of this rule results in the base runner being called out.
2. OVERTHROWS After the first overthrow (first thrown ball which gets past the intended fielder), a dead ball will be called.

NOTE: This rule is intended to reduce the confusion following overthrows which are prevalent at this age and to simplify the administration of advancing base runners (see rule I-3). There is no advancement on an overthrow.

EXAMPLE 1: A ground ball is hit to the shortstop who fields the ball and overthrows the first baseman (or the ball gets past the first baseman because he/she mishandles it). The umpire will call a dead ball and the batter-runner will be awarded first base and any other base runners will be awarded bases accordingly.

EXAMPLE 2: A ball is hit to the left fielder who throws the ball and misses the cut-off fielder. A dead ball will be called and bases awarded accordingly.
3. DEAD BALL: When a dead ball has been called by the umpire, base runners less than half the distance between two bases must return to the base last touched. Base runners more than half the distance between two bases must advance to the next base beyond the one last touched at the time of the dead ball. Umpires judgment will determine which base a base runner must go to.
4. The following rules shall govern the "crash rule," i.e.: the situation involving contact between fielders and base runners at any base including home.
 - a. A base runner is not required to slide at any time. However, if a fielder clearly has possession of the ball and is waiting for the base runner, then it is the responsibility of the base runner to avoid contact with the fielder. If contact is made, it must be in an attempt to slide.
 - b. A fielder cannot block the base or baseline without clear possession of the ball. When waiting for a thrown ball, the fielder (including the catcher) must be positioned out of the baseline. Straddling the base is not out of the baseline. A fielder can move toward the base runner only when in clear possession of the ball.
 - c. PENALTIES:

- i. If a base runner makes contact with a fielder in clear possession of the ball other than in an attempt to slide, an immediate dead ball will be called. The base runner will be called out. If the base runner deliberately contacts the fielder with great force, the base runner is subject to ejection in addition to being called out. All other base runners are returned to the last base touched at the time of the dead ball.
- ii. If a fielder is blocking the baseline and does not have clear possession of the ball, any contact (other than deliberate contact by either player) shall be ruled obstruction; and bases shall be granted accordingly.
- d. When the fielder, base runner, and ball arrive simultaneously at a base, the umpire will rule on any illegal or unnecessary contact that may occur. In any case, no player may initiate deliberate contact without being subject to penalties.

F. DEFENSIVE PLAY

1. After a batted ball is fair and in play, the umpire will call time when the ball is in possession of the pitcher or any infielder, and all play has ceased. EXCEPTION - LAST BATTER (rule D-7). Base runners must return or advance depending on their position in the baseline when time out is called. Umpire's judgment will determine when time-out is called.
2. The pitcher must be positioned on the mound when the ball is hit.
3. No fielders may play closer than the regular base paths when the ball is hit.