

# Pineville Pre-Season Tee Ball Tournament

Thank you for participating in the Pineville Pre-Season Tee Ball tournament. The following rules will help this event run smoothly.

- Admission: Adults and 13 Up -- \$5  
12 & Under - Free
- Coaches & wives enter free (limit 4)
- Games will have a time limit of 60 Minutes. After time has expired, the batter may finish his bat and the game will be over (no minimum innings). Tied games will end in a tie
- The pitcher, catcher, on-deck batter, and all base runners must wear a protective helmet, equipped with a face guard
- A 10' circle defines the minimum distance a ball must travel to be "live and in play" (on the line is considered a live ball)
- The batter is allowed three swings to put the ball in play.
- The tenth batter of an inning is a free runner when he hits the ball. To complete his turn at bat one of the following must occur:
  - a. The batter or a runner is put out.
  - b. The ball is returned by a defensive player to the catcher who must touch home plate. Runs will be scored until the offense is declared out or the catcher touches home plate.
- An outfielder cannot tag or force a runner
- The catcher may go outside the 10 foot line to make a play. No defensive player other than the catcher may enter the 10 foot circle
- A head first slide will result in an automatic out

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- All teams shall bat their roster in each game. A maximum of 10 players shall bat each inning. The 11<sup>th</sup> batter will lead off the next inning. The manager must notify the plate umpire of the 10<sup>th</sup> batter and the umpire shall announce this to the defensive team.
- An inning is complete if three outs occur or the ball is returned to home plate after the tenth and last batter hits (the catcher must touch home plate). Each inning will have an 8 run limit. Once 8 runs score the sides will switch even if only 8 or 9 batters have been to the plate.
- The entire team will play the field (6 players on infield); all remaining players will play behind the infield/outfield line.
- Infielders must remain behind the infield grass line (imaginary) and the must remain in front of the outfield grass until the ball is hit. Infielders must not go into the outfield to get a ball. They can go into the outfield to be a cutoff but cannot be the first to the ball and make a play.
- The ball is dead when the umpire calls time. Umpire shall call time at the end of each play. Play ends when the lead runner is no longer attempting to advance to the next base or when the defensive player throws the ball into the 10 foot circle.
- Please remember - the purpose of a Dixie Youth Tee Ball program is to instruct boys and girls in the following areas:
  1. Principles of good sportsmanship and fair play
  2. Basic fundamentals of baseball and its rules
  3. Team participation
  4. How to win humbly and lose gracefully
  5. Playing safe
- **PLAY BALL and HAVE FUN!**
- Rules not covered by the above list will be governed by official District 8 Dixie Youth Tee Ball rules