FASTERICH

2022 6U Foley Girls Teeball Rules



- 1. The game shall be 1 hour or 3 innings. Score shall not be kept by either team. Base Distance shall be 60'
- 2. The softball will be a Safe-T-Core ball. Home team shall provide the batting tee for the game.
- 3. Each team will bat the entire roster before changing innings (no matter the amount of outs made).
- 4. Teams may play <u>all</u> players on defense. Extra players must play in the outfield.
- 5. Two defensive coaches are allowed to be on the field stationed behind the infielders. Offensive coaches may only assist by verbal commands.
- 6. Outfielders must be stationed in the grass area of the outfield.
- 7. Catcher and batters must wear an approved batting helmet with mask and chin strap.
- 8. Each batter shall have the option to choose to either <u>receive 3 pitches</u> or <u>to only use the tee.</u> Pitches may be thrown from any distance preferably inside the pitcher's circle. If after 3 pitches the ball has not been put in play, the ball shall be placed on the tee and the batter shall bat until the ball is put in to play.
- 9. Coaches must position tees along the proper swing path (i.e. tees should be belt high).
- 10. For safety reasons, coaches will caution players about throwing/slinging the bat. Each player will receive one warning from the umpire for throwing/slinging the bat.
- 11. A one-base overthrow shall be rewarded to the runner at first base only.
- 12. Time shall be called on any attempted throw towards the pitcher's circle. If runners reach the hash mark towards the next base, she shall be rewarded that base. If not reached, she must return to the last base occupied prior to time being called.
- 13. Umpires may assist players at any time in which she needs assistance.
- 14. The pitcher must be stationed inside the pitcher's circle prior to the batter hitting the ball.
- 15. If the batted ball hits the adult pitcher, the ball is dead (the result is a no pitch). An adult pitcher must make an effort to keep from being hit by the batted ball.
- 16. The batted ball all must travel past the batter's circle to be considered a live ball (see diagram below). The pitcher may not run down the batter from the right side of the pitcher's circle to the third base area. She must throw the ball to the 1st baseman or the runner shall be declared safe. The pitcher may run and tag the batter from the right side of the circle towards the first base area only (see diagram below).
- 17. No players are allowed to chant, shout, scream, or distract the opposing team. Only positive cheers are allowed from the dugouts. Furthermore, teams and spectators are not to use artificial noise makers for the purposes mentioned above.
- 18. No names are to be placed on jerseys such as names on back of jerseys.
- 19. Ejection of a coach or player may result in a minimum one game suspension and subject to further discipline action under the review of the league coordinators.

