



2025 6-Year-Old Tee Ball / Coach Pitch Supplemental Rules / Reference

I. Field Dimensions

- A. Distance between bases shall be 50 feet.
 - 1. Lines will be drawn at the halfway point between first and second, second and third, and third and home for the purpose of baserunner advancement.
- B. A circle with a radius of 10 feet shall be drawn around home plate with the center being the rear point of home plate.
 - 1. Any batted ball that remains inside this circle shall be considered a foul ball.
 - 2. Any batted ball that hits outside this circle and rolls back into the circle without first being touched by a defensive player shall be considered a foul ball.
- C. A circle with a radius of 6 feet shall be drawn around the pitching mound with the center being 38 feet from the rear point of home plate.
- D. If outfield fences are present, they shall be 115 – 125 feet from home plate.
- E. The tee shall be placed in front of home plate to teach proper contact with relation to home plate.

II. Game Play

- A. A regulation game consists of four innings or 75 minutes after the official start time of the game (whatever comes first).
- B. A coin flip will determine the home team.
- C. Each half-inning ends when the entire batting order has batted for the offense.
- D. Outs will be recognized, but not officially recorded.
 - 1. If a runner is put-out, they will return to the bench.

2. If three outs in an inning are recorded prior to the whole batting order having an opportunity to bat, all current baserunners will return to the bench, but the inning will continue until all players on the offensive team have had an at-bat.
- E. No score will be kept. We emphasize having fun and fundamental skill development.
- F. Games will conclude with both teams lining up along the first and third baselines and meeting at home plate to shake hands to exemplify good sportsmanship.
- G. Transition to Coach Pitch: Once May begins, gameplay will transition to Coach Pitch rules, with the following exceptions:
- Game time will remain at 75 minutes.
 - For the first two weeks of May, coaches may agree to allow the entire lineup to bat in order to provide more at-bats for the players. In this instance, after 3 outs are recorded in the inning, the bases will be cleared, and the defense should play as if it were a new inning.

III. Player Participation

A. Fielding

1. Each team will field 9 players (4 outfielders, no catcher).
2. Players will be rotated from the infield to outfield each inning so that players do not play consecutive innings in the outfield (barring legitimate player-safety concerns). Additionally, no player may play the same position twice in a single game. We want all players to experience all positions (barring legitimate player-safety concerns).
3. No player may sit out for two consecutive innings.
4. All players must sit once before any player sits twice.
5. Players running the ball in from the outfield should be discouraged. Players must be taught to throw the ball back into the infield from the outfield.
6. Defensive gameplay should be taught and encouraged.
7. Defensive positioning should be traditional (pitcher not in front of the mound, corner infielders at standard depth).
8. Players should be taught to play their positions and to only field balls in their defensive area.
9. Players should be taught that the base belongs to the runner.

10. Players should be taught to play defensively out of the basepaths to avoid collisions.
11. Infield fly rule is not in effect.
12. Playing with dirt is still prohibited.

B. Batting

1. The batting order shall be made up of every player that comes to the game. Players will bat in this order regardless of defensive alignments in any given inning.
 - a) Players that arrive after the start of the game will be added to the end of the batting order.
2. If a player becomes ill or must leave the game site after the start of the game, the team will skip over that player when his / her time at bat comes up. If the injured, ill, or absent player returns, he/she is merely inserted into their original spot in the batting order and the game continues.
3. If the two teams have a different number of players, the team with the lesser number of players will continue to bat until they have batted the same number of players as the number batting for the opposing team.
4. Bats should not be handled, except for when the player is at-bat.
5. The ball is placed on the tee by the offensive Coach-Catcher.
6. Any time the batter throws or drags the bat so that it comes to rest completely outside the 10 foot radius circle, the batter shall be called out, and any runners will return to the bases they occupied at the start of the play. This applies even if the ball is hit foul, or is missed completely.
7. No intentional bunting shall be allowed. An intentional bunt will be called an out. A player must take a natural swing.

C. Base Running

1. There is no leading off any base. The runner may not leave until the ball is hit. If a baserunner leaves early he must tag up before he can advance, even if the ball is hit on the ground.
2. There is no base stealing.
3. There is no sliding permitted into any base for any reason.

4. Runners may not advance on an overthrow.
5. Time will be called when the ball has been fielded and thrown inside the confines of the infield. A base runner that has advanced more than one-half of the distance to the next base may continue at his own risk to that base. Runners not past the halfway marker must return to the previous base.
6. Runners may not advance to home unless they are forced by a hit ball, or if a fielder attempts to make a play on a runner at third.

D. Pitching

1. Coaches will introduce over-hand from pitching at the halfway point of the season.
2. Coaches will pitch over-hand from pitching rubber 38 feet from home plate.
 - a) Exception: during this transition, if deemed necessary for certain players, coaches may pitch from 28 feet for instructional purposes.
3. Coaches should pitch from one knee so that hitters can begin to learn to see pitches coming from the correct angle.
4. Each batter shall receive 6 pitched balls from their coach.
5. There are no walks or strike-outs.
6. If, after the 6th pitched ball, the batter has not successfully put a ball into play, the batter must use a tee.

E. Coaching

1. Coaches must have submitted the League Volunteer Form and be appointed by the board.
2. The assistance of team parents for the purposes of control and organization on the bench is encouraged.
3. Trash and unclaimed items must be removed from the bench area following each game.
4. Five coaches may be present on the field: the pitcher, catcher, first base coach, third base coach, and outfielder for the purpose of teaching, positioning, and player engagement. There shall be no physical involvement by the coaches with gameplay or with the players during gameplay. Base coaches may not be players.

5. Coaching is encouraged over the course of the game. The game may be stopped at any point upon completion of a play by a Coach, to instruct players on fundamentals of the game.