



PBGYAA Baseball – Competitive Tee Ball Division

The Competitive Tee Ball Division will play by Cal Ripken Tournament Rules, except for any circumstances where said rules are in direct conflict with posted Palm Beach Gardens Baseball Rules. In such cases, Palm Beach Gardens Rules shall supersede Cal Ripken / Babe Ruth Rules.

Complete Cal Ripken Baseball Rules can be viewed here: [Babe Ruth League Rules](#). Hard copies of the most current year's rulebook may be obtained from the PBG Baseball League Office.

Each year there are additional rules clarifications published by Babe Ruth League. The 2024 updates can be viewed here: [BRL 2024 Rules Update](#)

Palm Beach Gardens Supplemental Rules

General Rules

1. Time Limit/Game Length:
 - 1.1. Time Limit: Subject to the below and to the Mercy Rule set forth herein, the time limit is 1 hour 15 minutes
 - 1.2. **On weekdays** – No new inning shall begin after the 1 hour 10-minute mark has passed. If an inning starts within the 1 hour 10-minute time limit, it must be finished to the extent the outcome of the game may be affected.
 - 1.3. **On weekends** - No new inning shall begin after the 1 hour 15-minute time limit has passed. If an inning starts within the time limit, it must be finished to the extent the outcome of the game may be affected.
 - 1.4. If time permits, regulation games will consist of 6 innings
2. Protesting / Rules Clarification and Interpretation:
 - 2.1. Any protest situation must be resolved before continuation of play.

- 2.2. Umpire shall be informed of the nature of protest and Board Member on Duty (BMOD) shall be sought to rule on protest.
 - 2.3. BMOD is permitted to seek advice of other board members or officials as he or she determines is necessary to resolve the protest, including by telephone conference.
 - 2.4. Only rules in question may be protested. Judgment calls can never be protested. Game time will be suspended during protest.
3. Mercy Rule:
- 3.1. The game will end via 10 run mercy rule when one team leads by 10 or more runs at the end of 4 innings or later, or 3 ½ innings if the home team is ahead.
 - 3.2. The team that is behind must complete at least 4 full innings at bat.
 - 3.3. If the visiting team takes a 10+ run lead in the top of the 4th, 5th, or 6th inning the home team shall have the opportunity to finish the inning in an attempt to catch up.
 - 3.4. The game will end immediately if the home team takes a 10-run lead in the 4th.
 - 3.5. There is 6 run mercy rule after 5 innings (can't score more than 5 runs per inning).
 - 3.6. In the event of the mercy rule being declared by the umpire, the game will be officially completed and the final score should be recorded in GameChanger.
 - 3.7. Play can continue as a scrimmage if: 1) there is still time available until the designated time limit is reached, and 2) both managers agree.
 - 3.8. The umpire will leave the field once the game is declared complete.
4. Weather Decisions: On field conditions, practice / games being played, halting a game or completion of a game shall be made by the following people in order of availability:
- 4.1. City of Palm Beach Gardens -> Baseball President -> Board Member on Duty -> Head Umpire/UIC -> Manager (may pull players from field only if both managers agree; however, managers MAY NOT postpone, reschedule or cancel a game. NOTE: Manager may cancel their practice at any time)
 - 4.2. Games halted by weather will be considered complete regulation games if at least:
 - 4.2.1. 3 ½ innings complete if home team ahead (Visitors must bat 4 times)
 - 4.2.2. 4 innings complete if home team behind (Both teams have batted 4 times)
 - 4.2.3. All halted regular season games shall be considered suspended games unless they are considered completed games per above.
 - 4.2.4. All halted playoff games shall be considered suspended games and shall be played out until time limit or inning limit has been reached.
 - 4.2.5. Rules for Suspended Games shall apply
5. Scorekeeper: The home team is responsible for recording the official book. The "official book" of record must be entered by team staff in GameChanger in the "PBGYAA Tball XXYY" League tile. Should the home team fail to properly score a game, the league administrator may manually enter the final score as a forfeit in the visitors favor.

Playing Rules

Coaches

6. Only 4 certified coaches are allowed on the field at one time. All coaches must be Babe Ruth certified, complete background checks with the city of Palm Beach Gardens and complete

coaching applications on file with the baseball league. All coaches must wear matching shirts issued by the league for the current season. Coaches must also have ID badges that are to be visibly worn on their person to be on the field.

Defense

7. All rostered players in attendance will play in the field each inning. A maximum of six (6) players including the catcher are allowed to play in the infield as follows: 1B, 2B, SS, 3B, P and C. The player-pitcher must be positioned with both feet on the dirt of the pitcher's mound. The remaining players are to be positioned in the outfield with both feet in the outfield grass.
8. Player-pitcher must always wear a helmet with a face mask when on the field.
9. Catchers must wear a helmet. They should stand with both feet outside of the dirt circle, directly behind the plate in relation to the pitcher's mound. They should not be in the catcher's regular position behind the plate.
10. Throws to 1B and Home are required. The pitcher must make a throw to ALL bases to get the batter out. The pitcher cannot "run down" or race the batter going to any base. The only exception is if the pitcher fields the ball on the base line or closer to home and a tag play is natural. A pitcher in the normal progress of play MAY tag a base runner out if playing the ball places him directly in front of the base runner (a ground ball up the first base or third base line that places the pitcher directly in front of the runner is a natural tag play). Failure to abide by this rule will result in the runner being safe.
11. Force plays at all bases are highly encouraged. If no force is available, then the defensive players are encouraged to throw the ball to 1B.
12. Overthrows: The goal of the competitive division is to better prepare players for "real" baseball. However, we do not want to discourage players from throwing the ball. Advancement on overthrows may change during the season.
 - 12.1 Standard Rule: All runners may advance ONE (1) base on an overthrow.
 - 12.2 Enhanced Rule (only put into effect during a season by the Executive League Director): Runners may advance as many bases as possible, until such time as one of the following occurs: (i) the play is called dead by the umpire, (ii) the ball is returned to the pitcher on the mound, (iii) action has ceased and the umpire has declared a dead ball, or (iv) the umpire has called "time." Time will be granted once the defense can prevent the runners from advancing. This call is at the discretion of the umpire based on the above criteria.
13. Teams may have three (3) coaches on the field during defensive play – two (2) must be in foul territory of the outfield area while a play is underway, and the third may be positioned behind home plate to protect and assist the catcher. All other coaches must remain between the two (2) dugout gates and no more than arms-length away from the dugout.
14. Managers and coaches are highly encouraged to rotate players to different positions during the game. The defensive team is allowed one (1) timeout per inning in order to explain/teach during games.

Offense

14. The League provided Tanner Batting Tee will be used throughout the entire season. Coaches will set the tee for the batters and assist with the tee when necessary. Coaches can position the tee anywhere on home plate and assist players with position within the batter's box. The batting coach is responsible for clearing the tee from the plate when the play reaches home. All game balls will be provided by the league / umpire.
15. The batting order shall be the entire roster in attendance at the game. (i.e. the entire team must be in the order with no substitutions). Late arrivals shall be added to the end of the batting order.
16. All players must have a cage style face mask on their batting helmets. C-flaps do not qualify as a face mask and are not permissible. Helmets must be worn at all times when batting, on base or on deck.
17. The offensive team's at bat will end when the 3rd out is made or when the fifth (5th) run has crossed the plate, whichever occurs first. Runners are removed from the bases if they are called out.
18. Each batter will be allowed to swing at the ball until they hit a ball in fair territory or have three complete misses of the ball or four (4) foul balls. If the batter knocks over the tee during the swing, the ball is considered "foul" no matter where or how far it goes. A strike shall be called if the bat hits the tee without hitting the ball (balls and strikes are treated the same as regular Cal Ripken Baseball rules). Discretion on this rule based upon a player's skill level is encouraged and may be agreed to by managers during the plate meeting.
19. If a batter throws the bat during his swing, the umpire must immediately give the player a warning. If the bat is thrown with malicious intent, the batter will be called out. In the event of a second offense (warning has been issued to said player) the player will be ejected from the game.
20. If the batter hits the ball into the outfield grass, the batter may take more than one base. The ball must return to the infield and the umpire must grant "time" for the play to end. The runner can advance until the ball is returned to the infield. As the season progresses and all managers agree, runners will be allowed to advance until the defense is able to stop the runner.
21. Approved Bats – bats must be marked with the USA T-Ball Stamp
 - 21.1. If an illegal bat is discovered prior to a batter completing his "at bat", the bat is simply removed from play and the "at bat" continues.
 - 21.2. A player who uses an illegal bat and hits a fair or foul ball will be ruled out and the play will be called dead. No advancement on the bases will be allowed.

General Playing Rules

22. All players on a team shall wear league issued jerseys and hats. Jerseys must be tucked in at all times.

23. Players must remain in the dugout during games. Exception: Trips to bathroom or water fountain. No player should be sitting in the stands.
24. No metal cleats are allowed.
25. Players shall not wear jewelry of any kind, except permitted sports break-a-way jewelry. Medical alert bracelets or necklaces should be taped to the body.
26. Teams must be able to field a minimum of 8 players for a game to be played. Should a team only have 7 or fewer players, the game will be forfeited unless the managers agree otherwise.
27. Injuries:
 - 27.1 In the event of injury, immediate medical attention shall be given and the player, if necessary, shall be taken to the emergency room. The board member on duty should be contacted as soon as possible. Game time shall be suspended while treating an injured player.
 - 27.2 Any player bleeding during a game shall be removed until the bleeding has stopped and a bandage applied.
 - 27.3 If a player is forced to leave the game as a result of injury or illness which occurs during the game, the player may be removed from the game and his/her position in the batting order shall be skipped without penalty or an out being declared. If the player subsequently recovers from his/her injury during the game, he/she shall be permitted to resume play and assume the same spot in the batting order.
 - 27.4 The judgment as to whether or not an injury occurred during the game shall be left to the umpire.
 - 27.5 If a player leaves for any other reason, the BMOD will determine what the outcome on the player will be.
28. Behavior of players, managers, coaches and spectators will be according to the PBGYAA Code of Conduct.
29. Players or coaches ejected from a game will automatically sit out the next game. Players or coaches must attend the next game dressed in uniform and sit in the stands. They will not participate in any game until this requirement is met.
30. If a game is tied at the end of the time limit or innings, the regular season game will end in a tie. Should the game be a playoff game, the Kansas City Tie Breaker will be used.
 - 30.1. Procedure: The game and batting order continues in regular fashion with 1 (one) exception: The last offensive player who completed his or her at bat shall begin the team's half inning at second base. The inning is started with 0 (none) outs. A playoff game will repeat this procedure until a winner is declared.
31. Rules for suspended games:
 - 31.1. All weather delayed or otherwise suspended games which have not reached required regulation length will be continued from the point the game was suspended.
 - 31.2. Time limitations imposed on the original game will be continued from the point the game was suspended. [No Time limit for Championship Games]

- 31.3. All players in attendance at the time the game resumes will be allowed to play. If a rostered player was not in the lineup at the time the game was suspended but is in attendance at the time the game is resumed, he/she shall be added to the bottom of the lineup. If a player in the lineup at the time the game was suspended is not available at the time the game is resumed, he/she shall be removed from the lineup without penalty. That player's spot in the batting order shall be skipped with no out declared. If the missing player was on base at the time the game was suspended he/she shall be replaced by the player(s) present who made the last batted out(s) in batting order.
32. Rules are subject to modification at any time by order of the Palm Beach Gardens Baseball Board of Directors. Violations of any of the rules shall be subject to a warning for the first offense per game, an out for the second offense per game, and a forfeit and/or ejection for all other offenses, as applicable, and all as subject to the umpire's discretion.
33. Things each player should learn when finished playing tee ball:
- (a) Throw
 - (b) Field grounders
 - (c) Bat
 - (d) Run through the bat at 1B
 - (e) Catch a thrown ball
 - (f) Slide
 - (g) Catch a pop fly
 - (h) Being a good teammate
 - (i) Sportsmanship
 - (j) Basic rules of the game (where each position plays, how to run the bases, force out vs tag play, etc.)