

CAPE FEAR OPTIMIST
TEE BALL RULES
SWEETIES RULES
2014

PLAYING FIELD

- 1.) BASES SHALL BE 50' IN LENGTH
- 2.) BATTERS BOX SHALL BE 3' WIDE X 6' LONG
- 3.) A 10' ARC REACHING FROM THE FIRST BASE LINE TO THE THIRD BASE LINE MEASURED FROM THE REAR TIP OF HOME PLATE. ANY BALL THAT IS HIT AND DOES NOT AT LEAST TOUCH THIS 10' ARC THEN IT WILL BE A FOUL BALL.
- 4.) HASH MARKS WILL BE DRAWN ON THE FIELD BETWEEN 1st and 2nd BASES , 2nd and 3rd AND 3rd and HOME. THESE MARKS ARE TO HELP THE UMPIRE DETERMINE WHERE THE BASE RUNNER GOES WHEN THE BALL IS DECLARED DEAD.
- 5.) THE 8' RADIUS CIRCLE SHALL BE DRAWN WITH THE CENTER AT 40' FROM THE REAR POINT OF HOME PLATE.

EQUIPMENT

- 1.) THE BAT MUST HAVE OFFICIAL TEE BALL, OFFICIAL SOFTBALL, NOT BE LONGER THAN 31" AND BEAR THE NAME OF A DSI APPROVED MANUFACTURE.
- 2.) ALL PLAYERS MUST WEAR BATTING HELMET WITH FACE MASK AND CHIN STRAP, MUST BE NOCSAE APPROVED
- 3.) THE CATCHER MUST WEAR A BATTING HELMET WITH FACE MASK OR CATCHERS HELMET MASK COMBO, EITHER MUST BEAR THE NOCSAE STAMP. THE CATCHER SHALL STAND TO THE SIDE AWAY FROM THE BATTER NEXT TO THE UMPIRE.
- 4.) BATTING TEE WILL BE PROVIDED BY CFO.
- 5.) .2:08 — A face guard attached to the batting helmet is required for play in all age divisions for all batters, base runners, on-deck batters, player/bat girls and players and/or youth serving as a base coach. The face guard becomes a permanent part of the helmet in regards to all rules. The wearing of a helmet is optional for adult coaches. Approved facial protective devices must provide full coverage which will include, but not be limited to, protection for the eyes, nose, mouth and teeth, jaws and cheek bones and forehead and temple areas. NOTE: Face guards for fielders/pitchers are highly recommended. NOTE: A FACE GUARD IS REQUIRED FOR ALL PLAYERS PLAYING THE PLAYER-PITCHER POSITION IN DIXIE SWEETIES AND DARLINGS. THE FACE GUARD MAY BE ATTACHED TO AN APPROVED HELMET.
- 6.) All batting helmets worn in Dixie Softball play MUST be the style made with chin strap snaps and chin straps MUST be properly worn at all times that a player is required a batting helmet. (The penalty for a player not wearing the chin strap shall be after one (1) warning in a game she shall be called out for each subsequent time she comes to bat or runs the bases with an illegal helmet.) A player shall not remove her helmet while at bat or while running the bases. The helmet shall be worn by any offensive player while on the playing field, such as the player/bat girl, on-deck batter, batter, base runner or base coach. Penalty for removal of the helmet while on the playing field shall be that for a first offense the player shall be warned by the umpire; for second and subsequent

offenses in the same game, she shall be called out. If the violation is by a player/bat girl, on-deck batter or base coach the penalty for their second (2nd) offense is removal from the game and from the field.

NOTE: Each batter and each base runner must wear a batter's helmet and each catcher must wear a catcher's helmet which meets the above requirements.

GAME

- 1.) REGULATION GAME 5 INNINGS OR LEAGUE TIME LIMIT 1HR. IF HOME TEAM IS LOSING THEY MUST COMPLETE THERE LAST AT BAT. IF SCORE IS TIED THE GAME SHALL BE RECORDED AS A TIE GAME.
- 2.) EACH TEAM WILL FIELD 10 DEFENSIVE PLAYERS 6 OF WHICH WILL BE INFIELDRS, POSITIONED AT LEAST 40' FROM HOME PLATE WHEN THE BALL IS HIT. 4 OUTFIELDERS THEY MUST BE POSITIONED AT LEAST 10' BEHIND THE BASELINE WHEN THE BALL IS HIT. **NOTE:** IF A DEFENSIVE PLAYER IS POSITIONED CLOSER THAN BY RULE, THE OFFENSE HAS THE OPTION TO NULLIFY ANY PORTION OF THE RESULTING PLAY.
- 3.) THE OFFENSIVE TEAM SHALL BE MADE UP OF THE ENTIRE ROSTER. IE. IF THE TEAM HAS 15 PLAYERS THEN ALL 15 SHALL BE IN THE BATTING LINEUP. **EXCEPTION:**A PLAYER THAT MISSES HER TURN AT BAT DUE TO INJURY, ILLNESS OR REMOVAL FROM THE GAME BY UMPIRE, COACH OR PARENT, THIS SPOT IN THE BATTING ORDER SHALL BE SKIPPED WITH NO PENALTY. IF A TEAM DROPS TO LESS THAN 8 PLAYERS IT SHALL BE A FORFEITED GAME, HOWEVER THE GAME SHALL BE PLAYED AND THE TIME LIMIT WILL BE DROP DEAD AT 1HR. IF NIETHER TEAM HAS AT LEAST 8 PLAYERS TO START IT SHALL BE A DBL FORFIET, THE GAME WILL BE PLAYED WITH 1HR DROP DEAD TIME.
- 4.) ALL PLAYERS ON DEFENSE MUST PLAY 6 CONSECUTIVE OUTS.
- 5.) OFFINSIVE COACHES : 4 COACHES WHEN BATTING TEE IS USED. 1 COACH IN DUGOUT, 2 BASE COACHES and 1 COACH TO ASSIST BATTER AT THE TEE. DEFENSIVE COACHES: 2 COACHES IN DUGOUT, 2 COACHES IN THE OUT FIELD AREA ONLY TO INSTRUCT DEFENSIVE PLAYERS.
- 6.) THE INNING SHALL END: END OF INNING 10th BATTER RULE: WHEN THE TENTH BATTER COMES TO THE PLATE THE UMPIRE IS NOTIFIED BY THE TEAMS SCORE KEEPER, THEN 2 OUTS SHALL BE DECLARED. THE THIRD OUT IS MADE WHEN: a.) ANY DEFENSIVE PLAYER HAS THE BALL AND IS TOUCHING HOME PLATE, b.) WHEN THE 10th BATTER IS PUT OUT AT FIRST OR AND OUT IS MADE ON ANY RUNNER AT ANY BASE, c.) WHEN A DEFENSIVE PLAYER WITH THE BALL STANDS BETWEEN ANY RUNNER AND THE BASE HE/SHE IS ATTEMPTING. IN ALL SITUATIONS THE UMPIRE SHALL CALL TIME.
- 7.) NO BUNTING: EFFECT BATTER IS OUT
- 8.) THERE IS NO 3 OUTS AND NO STRIKE THREE IN REGULAR SEASON PLAY. IF A RUNNER IS PUT OUT THEY MUST BE REMOVED FROM THE BASE. BATTER GETS AS MANY SWINGS AS HE/SHE NEEDS TO PUT THE BALL INTO PLAY.

BASERUNNING

- 1.) THE BASERUNNER SHALL NOT STEAL OR TAKE A LEAD OFF A BASE. RUNNERS MAY ONLY LEAVE THE BASE WHEN THE BALL IS HIT.
- 2.) BASERUNNER MUST STOP AT THE BASE THE UMPIRE AWARDS SUCH RUNNER

WHEN THE BALL IS DECLARED DEAD.

3.) BASERUNNER SHALL ONLY ADVANCE ONE BASE ON AN OVERTHROW, ONE OVERTHROW PER BATTER. ie. F4 OVERTHROWS F3 PLAYING ON B1, B1 IS ALLOWED TO ADVANCE TO 2nd AT HIS/HER OWN RISK. (IF B1 IS NOW PLAYED ON AT SECOND AND THE BALL IS OVERTHROWN, B1 SHALL NOT ADVANCE. HOWEVER WHILE OFF BASE IF B1 IS TAGGED, SHE SHALL BE RULED OUT, IF B1 MAKES IT TO THE NEXT BASE THE UMPIRE SHALL SEND B1 BACK TO 2nd WHEN TIME IS CALLED. WITH MULTIPLE RUNNERS ONLY ONE BASE ON OVERTHROW.

BALL BECOMES DEAD

1.) WHEN THE PLAYER-PITCHER HAS POSSESSION OF THE BALL INSIDE THE 8' CIRCLE

2.) WHEN THE PLAYER-PITCHER WITHOUT THE BALL IS INSIDE THE 8' CIRCLE AND THE THROWN BALL TOUCHES HER, THE GROUND OR IF ANOTHER PLAYER HAS THE BALL AND INSIDE THE CIRCLE. THE KEY HERE IS THAT ANYTIME THE BALL AND THE PLAYER-PITCHER IS INSIDE THE 8' CIRCLE AT THE SAME TIME, THE UMPIRE SHALL RULE THE PLAY DEAD AND PLACE BASERUNNERS ON BASE ACCORDING TO THE HASH MARKS ON THE BASE SHE IS INTITLED, WITH MULTIPLE RUNNERS THIS POSITION IS DETERMINED BY THE LEAD RUNNER IF TWO RUNNERS ARE BETWEEN THE SAME BASE . IE. BOTH RUNNERS ARE BETWEEN 2nd AND 3rd AND BOTH ARE ON THE 3rd BASE SIDE OF THE HASH MARK WHEN TIME IS CALLED. RUNNERS ARE PLACED AT 3rd AND 2nd, THE TRAIL RUNNER DOES NOT FORCE THE LEAD RUNNER HOME.

3.) END OF INNING 10th BATTER STOPPAGE OF PLAY THE DEFENSE MUST STOP A RUNNER OR JUST STAND ON HOME PLATE WITH THE BALL, JUST TOUCHING HOME PLATE IS CONSIDERED MAKING THE PLAY AND PLAY SHALL STOP AT THAT POINT.

4.) A BATTED BALL FIELDIED INSIDE THE 8' CIRCLE BY THE PLAYER-PITCHER IS ALIVE AND IN PLAY (THE UMPIRE SHALL GIVE THE PLAYER-PITCHER TIME TO ATTEMPT A PLAY ON A RUNNER IF NOT PLAY IS MADE THEN ALL RUNNERS ADVANCE ONE BASE IF FORCED.

5.) IN FIELD FLY DOES NOT APPLY

6.) LOOK BACK RULE DOES NOT APPLY TO SWEETIES OR TEE BALL

7.) A DEAD BALL APPEAL MAY BE MADE BY THE DEFENSIVE COACH OR PLAYER FOR A RUNNER MISSING A BASE OR LEAVING A BASE TOO SOON ON A FLY BALL (NOT TAGGING UP) THE COACH SIMPLY ASKS THE UMPIRE TO RULE ON SUCH PLAYER FOR THE VIOLATION.

SPECIFIC TEE BALL RULES

1.) PLAYER-PITCHER MUST HAVE (BOTH FEET) IN CONTACT WITH THE PITCHERS RUBBER WHEN THE BALL IS HIT.

2.) PITCHING RUBBER SHALL BE AT 40'

3.) THERE IS A ONE BASE OVERTHROW RULE, A RUNNER MAY ONLY ADVANCE ONE EXTRA BASE WHEN PLAY UPON AND THE BALL IS OVERTHROWN.

4.) RUNNERS MAY CONTINUE UNTIL THE UMPIRE CALLS TIME

5.) PLAYERS MUST THROW OVER HAND

6.) END OF INNING 10th PLAYER RULE SHALL BE USED

7.) NO 3 OUTS AND NO 3 STRIKES IN REGULAR SEASON