



BEEBALL RULES



BEEBALL... THE FASTEST WAY TO BASEBALL AND SOFTBALL



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INTRODUCTION

BeeBall is hot!

BeeBall was invented in 2009. The intention is to simplify the game of baseball and softball and spread the fun of playing these games to the youngest children.

Many clubs in Europe already have BeeBall teams, and this funny, flashy and cool game is crossing borders across the Continent.

All the rules and regulations of the game are now available in English.*

Rules are rules, of course, but the main rule in BeeBall is FUN. Therefore, these official rules are only guidelines for coaches, parents and teachers.

Good sportsmanship means that teams and their leaders or coaches should make agreements before the game about how it will be played.

Your comments will be very useful in assisting the development of this program so that it successfully reflect the needs of our youngest players all across Europe.



COLOFON

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* ESF/CEB affiliates can receive the Rules of BeeBall in their own language, print-ready. Please contact the ESF/CEB Development Commission (see websites).



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Article 1 -- General

- a. BeeBall is played according to the most recent BeeBall Rules.
- b. The National Federation is in charge of organizing competitions.
- c. The game is played in two age categories: BeeBall Rookie League and Major League BeeBall.
- d. Associations may register more than one team for any age group. These teams must be identified by numbers 1, 2 and so on.
- e. A player's age on October 1 will apply throughout that year.

Article 2 -- Age Range

Based on Article 1 (c) above, age categories will be as follows:

- a. BeeBall Rookie League to 7 years.
- b. BeeBall Major League to 9 years.
- c. In consultation with the National Federation, players up to 12 years are allowed to play BeeBall

Article 3 – The Playing field

- a. Rookie League: The infield is a triangle, with base distances at 15 metres.
- b. Major League: The infield is a square, with base distances at 18.30 metres.

Article 4 – The Bat

A BeeBall bat must be round.

- a. Rookie League bats can be made of aluminium, wood or plastic with a diameter of up to 57 mm (2.25 inches) and a length of up to 76.2 cm (30 inches).
- b. Major League bats can be made of aluminium, wood or plastic with a diameter of up to 57 mm (2.25 inches) and a length of up to 76.2 cm (30 inches).

Article 5 -- The Balls

The following balls must be used in BeeBall matches:

- a. Rookie League: 8-inch soft touchball *
- b. Major League: 8.5-inch soft touchball *

** A soft touchball is a soft vinylball with seam.*

Article 6 -- Duration of the Game

In all competition matches, an inning once started must be finished. When playing “doubleheaders”, a 15-minute break between the two games is advised.

In the case of more games in one day (e.g., at tournaments), a 15-minute break between games is required.

- a. Rookie League: playing time by mutual agreement.
- b. Major League: playing time by mutual agreement.

Article 7 -- BeeBall Competition Rules: Rookie League and Major League

In both Rookie and Major Leagues:

- a. The infield-fly rule does not apply.
- b. Fielding players may be changed an unlimited number of times.
- c. The batting order must be maintained at all times.

1. *BeeBall Rookie League*

A) The batter:

1. The batter gets an unlimited number of attempts from the batting tee.
2. The batter gets three attempts to hit from a coach-pitch short delivery; if s/he fails, s/he may hit from the batting tee until the ball is hit into the field.
3. In coach-pitch, the coach tosses the ball underhand from a safe place (front toss).

B) Runners:

1. A runner may not leave his or her base until the ball has been hit.
2. Play is stopped when the lead runner on base has been tagged with the ball.
3. At that point, other runners may not continue and must return to the last base they reached.

C) The teams will change over (offense becomes defense) after all players have had a turn at bat plus one extra batter (who can also score depending on circumstances).

2. BeeBall Major League:

A) The batter:

1. The batter gets three attempts to hit from a coach-pitch long delivery; if not, s/he has one chance to hit from a coach-pitch short delivery. The coach tosses the ball underhand from a safe place (front toss).

B) Runners:

1. A runner may not leave his or her base until the ball has been hit.
2. Play is stopped when the lead runner on base has been tagged with the ball.
3. At that point, other runners may not continue and must return to the last base they reached and the ball is turned over to the coach of the offensive team.

- C) The teams will change** over (offense becomes defense) after all players have had a turn at bat plus one extra batter (who can also score depending on circumstances).

Explanations:

- A) The coach-pitch must be assessed by the umpire (coach colleague) and be received by the catcher in full protective gear [see Article 9(e)(1)].
- B) After two strikes have been recorded, the usual baseball and fastpitch softball rules regarding foul hits apply.
A foul ball therefore results in a renewed attempt to hit.

Article 8 -- Cancellation of Games

Beside the cancellation of youth competitions in accordance with appropriate rules, coaches and organizers must also be aware of the dangers of playing youth competitions in extreme cold.

As a guide, play should not take place at a temperature below +10 degrees Celsius, but with regard to other weather conditions such as sun and wind.

Article 9 -- Protection of Players

- a. Boys in Major League games are required to wear a protective cup. In the Rookie League a cup is urgently advised.
- b. In BeeBall competition, shoes with metal spikes or metal studs are prohibited.
- c. A batter/runner must wear a helmet with ear protectors.
- d. Sliding into bases is prohibited.
- e. The Catcher:
 1. In BeeBall Major League, the catcher is required during game preparation, between innings and during the game to wear the following protective equipment: a catcher's helmet with a mask and ear protectors plus a throat protector, body protector and leg protectors (leg guards).
 2. In BeeBall Rookie League, the catcher must wear a helmet during the game.

Article 10 -- Protests

Protests are not allowed.

Article 11 - Tournaments

Tournament regulations should be set in accordance with BeeBall Rules.

Article 12 -- Exemptions

National Federations can give exemptions to the provisions of these regulations for a period of one year.

Article 13 -- Unforeseen circumstances

In cases not covered by these regulations, decisions will be made by the National Federation.



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