



summary



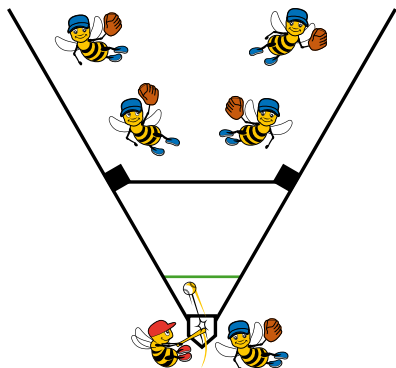
Bee there!



# BeeBall rules!

## Rookie League

### Field



60 degree triangle  
Distance between bases: 15 m  
4 to 5 players

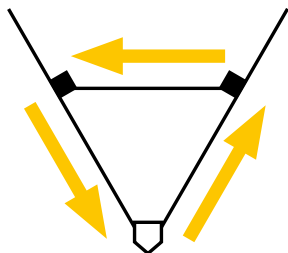


Hit from a Tee  
or  
coach-pitch 3 to 5 m

### Play

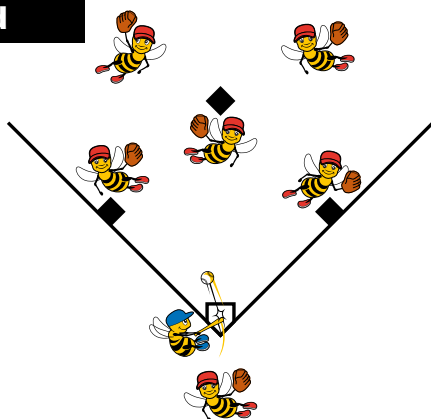
#### Offense

Hit the ball



#### Baserunning

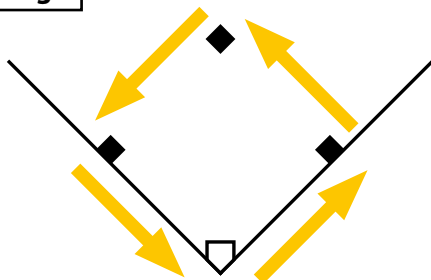
## Major League



Square  
Distance between bases: 18.30 m  
6 to 9 players



Coach-pitch 5 to 8 m



## Baserunning

# Rookie League & Major League

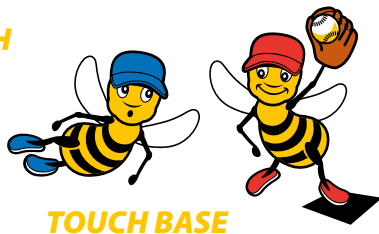
**Runner touches the bases in the right order and scores by touching home plate.**

- 1 runner per base
- runner leaves the base after the bat makes contact with the ball

## Fielding

**Defense prevents scoring by making outs:**

- TAG the runner with the ball between bases
- CATCH a fair or foul ball (in rookie league, award defense with a RUN)
- TOUCH THE BASE in possession of the ball in a situation where the runner is forced to run to that base (forced play)



## Freeze

**A defensive player in possession of the ball can freeze the runner and stop play by placing himself in the basepath, in front of the runner:**

- if the runner stays at the base
- if the runner returns to the base

**Play is frozen**

## Change

**All players hit once  
The first hitter hits twice**



## Reminders!

- Having FUN is priority number ONE!
- No coaches at the bases! Kids can do that themselves
- Making mistakes is okay, that is how you learn!
- Let the kids play all positions
- The less players, the higher the intensity, the more FUN!
- With only 4 kids you can start your own Rookie Team!



BeeBall	Rookie League	Major League
Age	Advice: 6-8 years old	Under 11
Level	Starting players	Slightly Advanced
Playing Field	60 degree <b>triangle</b> Base distance 15m. (+ 15 steps) Pitching rubber 3 to 5 m. (+ 7 steps)	<b>Square</b> Base distance 18,30m (+ 20 steps) Pitching rubber 5 to 8 m (+ 6-10 steps)
Equipment	Soft-touch 8 inch ball Rubber, metal or wooden bat	Soft-touch 8.5 inch ball Metal or wooden bat
Teamsize	4 vs. 4 or 5 vs. 5	6 vs. 6 to 9 vs. 9
Time of Play	Consult as teamcoaches Advice 20 to 35 minutes of play	Consult as teamcoaches Advice max. 45 minutes of play
Put in Play	<b>Tee</b> (unlimited attempts) or <b>Coach-pitch short distance</b> (3 attempts, 1 back-up Tee attempt)	<b>Coach-pitch long distance</b> (3 attempts, excluding foulballs, 1 back-up attempt short pitch)
Catch	<b>Play freezes.</b> Batter out. Runners go back to base without possibility of being thrown out.	<b>Play continues.</b> Batter out. Runners can only advance after touching there base and can be thrown out when retrieving.
Make an Out	<ul style="list-style-type: none"> <li>• Tag</li> <li>• Catch</li> <li>• Force out</li> </ul>	<ul style="list-style-type: none"> <li>• Tag</li> <li>• Catch</li> <li>• Force out</li> </ul>
Freeze Play	Play is <b>frozen</b> when the runners stop their attempt to reach the next base, by staying or returning. Next hitter or change sides.	Play is <b>frozen</b> when the runners stop there attempt to reach the next base, by staying or returning. Next hitter or change sides.
Change sides	All hitters hit <b>once</b> . First hitter hits <b>twice</b> and can score on his hit.	All hitters hit <b>once</b> . First hitter hits <b>twice</b> and can score on his hit.



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