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

Offense

Hit the ball

Baserunning

Major League

Field

Square
Distance between bases: 18.30 m
6 to 9 players

Coach-pitch 5 to 8 m
Baserunning

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!
<table>
<thead>
<tr>
<th>BeeBall</th>
<th>Rookie League</th>
<th>Major League</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Age</strong></td>
<td>Advice: 6-8 years old</td>
<td>Under 11</td>
</tr>
<tr>
<td><strong>Level</strong></td>
<td>Starting players</td>
<td>Slightly Advanced</td>
</tr>
<tr>
<td><strong>Playing Field</strong></td>
<td>60 degree <strong>triangle</strong>&lt;br&gt;Base distance 15m. (+ 15 steps)&lt;br&gt;Pitching rubber 3 to 5 m. (+ 7 steps)</td>
<td><strong>Square</strong>&lt;br&gt;Base distance 18,30m (+ 20 steps)&lt;br&gt;Pitching rubber 5 to 8 m (+ 6-10 steps)</td>
</tr>
<tr>
<td><strong>Equipment</strong></td>
<td>Soft-touch 8 inch ball&lt;br&gt;Rubber, metal or wooden bat</td>
<td>Soft-touch 8.5 inch ball&lt;br&gt;Metal or wooden bat</td>
</tr>
<tr>
<td><strong>Teamsize</strong></td>
<td>4 vs. 4 or 5 vs. 5</td>
<td>6 vs. 6 to 9 vs. 9</td>
</tr>
<tr>
<td><strong>Time of Play</strong></td>
<td>Consult as teamcoaches&lt;br&gt;Advice 20 to 35 minutes of play</td>
<td>Consult as teamcoaches&lt;br&gt;Advice max. 45 minutes of play</td>
</tr>
<tr>
<td><strong>Put in Play</strong></td>
<td><strong>Tee</strong> (unlimited attempts) or&lt;br&gt;<strong>Coach-pitch short distance</strong>&lt;br&gt;(3 attempts, 1 back-up Tee attempt)</td>
<td><strong>Coach-pitch long distance</strong>&lt;br&gt;(3 attempts, excluding foulballs, 1 back-up attempt short pitch)</td>
</tr>
<tr>
<td><strong>Catch</strong></td>
<td><strong>Play freezes.</strong> Batter out.&lt;br&gt;Runners go back to base without possibility of being thrown out.</td>
<td><strong>Play continues.</strong> Batter out.&lt;br&gt;Runners can only advance after touching their base and can be thrown out when retrieving.</td>
</tr>
<tr>
<td><strong>Make an Out</strong></td>
<td>• Tag&lt;br&gt;• Catch&lt;br&gt;• Force out</td>
<td>• Tag&lt;br&gt;• Catch&lt;br&gt;• Force out</td>
</tr>
<tr>
<td><strong>Freeze Play</strong></td>
<td>Play is <strong>frozen</strong> when the runners stop their attempt to reach the next base, by staying or returning. Next hitter or change sides.</td>
<td>Play is <strong>frozen</strong> when the runners stop their attempt to reach the next base, by staying or returning. Next hitter or change sides.</td>
</tr>
<tr>
<td><strong>Change sides</strong></td>
<td>All hitters hit <strong>once.</strong> First hitter hits <strong>twice</strong>&lt;br&gt;and can score on his hit.</td>
<td>All hitters hit <strong>once.</strong> First hitter hits <strong>twice</strong>&lt;br&gt;and can score on his hit.</td>
</tr>
</tbody>
</table>

**More information:**

KNBSB<br>Postbus 2650<br>3430 GB Nieuwegein<br>T 030-7513650<br>E info@BeeBall.nl<br>I www.BeeBall.nl