

# **CALVERT AMERICAN LITTLE LEAGUE TEE BALL RULES & REGULATIONS 2023**

## **I. THE FIELD**

1. An arc with a ten-foot radius (rear point edge of the fixed home plate) will extend from foul line to foul line in the front of the home plate area. (See diagram)
2. The dimensions between the bases will be sixty feet and forty feet from the fixed home plate to the fixed pitching rubber inside a fifteen-foot circle.

## **II. THE EQUIPMENT**

1. Only "Reduced Injury Factor" (RIF) balls shall be used in practices and games. Enough game and practice balls will be given to each coach prior to the start of the preseason.
2. Bats must be round and made of either wood or material tested and approved acceptable by "Little League Baseball" standards. No bat shall be more than thirty inches in length. Any bat not meeting these standards shall not be used.
3. Batters and base runners, must wear "Little League Baseball" approved batting helmets.
4. Shoes with metal spikes or cleats are prohibited. Only shoes with molded rubber cleats are permissible.

## **PLAYING RULES**

### **I. FIELDING RULES**

1. In order for a ball to be in play, it must be hit by a bat and travel beyond the ten-foot arc, while at the same time remaining in the field of play (foul line to foul line).
2. When the ball is not hit beyond the arc, it is considered a foul ball. The ball shall be declared dead, and no base runners may advance.
3. If a ball is hit in the air (on the fly) within the arc, it is considered a live ball and may be caught for an out.
4. Once a batter has assumed his/her batting position and is prepared to hit the ball, the catcher must remain behind the batting tee and the batter's box at a safe distance.
5. The Infield Fly Rule does not apply. A fly ball caught in the infield is considered an out and no base runners may advance. The infield is the area from the home plate to the grass line.
6. No bunting is allowed.
7. Fielders must remain in their designated areas until the ball has been hit into play.
8. The Out-of-Play line shall not exceed fifteen feet, but it may be less.
9. The ball shall be ruled dead, and play stopped when the ball enters the pitcher's circle provided: a. An attempt is not being made on a base runner either advancing or scoring. b. The pitcher is within the pitcher's circle when the ball enters the circle. NOTE: No other fielder may enter the pitcher's circle in the absence of the pitcher to stop play. Only the pitcher can stop play with the ball in the pitcher's circle. The pitcher does not have to catch the ball to stop play.

10. In the event the ball is ruled dead, and play stopped, all base runners shall return to the last base held as determined by the umpire. Coaches are expected to use good sportsmanship and aid the umpire(s) when necessary. Lead runner determines placement of runners.

11. An overthrow between the out-of-play line and the foul line is one base at the runner's own risk.

12. An overthrow past the out-of-play line is one base awarded to the runner(s). In this instance, the ball shall be ruled dead, and play stopped.

13. A maximum of one base and one error per play (no continuous base advancements allowed due to errors).

14. A maximum of one out per defensive play shall be allowed. Runners advanced to the next base may stay. The reason for this rule is to increase batting opportunities (no double or triple plays).

15. All throws should be overhand, rolling the ball is prohibited. Underhand tosses will be allowed in situations that reasonably allow for it.

16. The pitcher should not try to run down the batter but should field the ball and throw the ball to first base. Remember as a coach, you are teaching the players to play to the next level. NOTE: the pitcher may tag a runner who is in close proximity provided the pitcher does not have to chase the baserunner.

## II. THE BATTER

1. No strike outs will be called.

2. A ball not hit outside the ten-foot arc shall be ruled a foul ball. However, no strike will be called, and the ball shall be ruled dead and play stopped.

3. A ball hit outside of the playing field shall be ruled a foul ball. However, no strike will be called, and the ball shall be ruled dead and play stopped.

**4. The coach may pitch the ball to an experienced batter from the pitcher's circle or via soft toss while kneeling across from the batter. After three strikes or four pitches thrown the batter must hit off a tee. Players in their first year, or players who have not shown an ability to hit a pitched ball must hit off a tee.** NOTE for Rookie Tee Ball only: all batters must hit off a tee.

5. Hitting the ball and the tee at the same time is a playable ball as long as the tee does not fall over, and the ball crosses the ten-foot arc. If the batter only hits the tee; the tee falls over; or the ball does not cross the ten-foot arc, then the ball shall be ruled dead and play stopped. No strike shall be called.

6. The batter may not swing the bat at the ball until the umpire calls "Play Ball".

7. No player other than the current batter may swing a bat.

8. The batting order will consist of the entire team present. Each team will bat a continuous batting order. NOTE for Rookie Tee Ball only: Bat a continuous batting order using a snaking order. For example, in the first inning, the team will bat position 1 through 7 (or last player). The second inning, the 7th batter bats first and goes 7 through 1. Third inning, 1 – 7. fourth inning 7 - 1 and so on.

## III. THE PITCHER

1. The pitcher must always remain on or behind the pitcher's plate inside the circle until the ball is hit into play.

## IV. THE CATCHER

1. There will be no catcher for the 2021 Spring season. Please ask a coach to perform catching duties.

## V. THE BASE RUNNER

1. No base runner shall be allowed to steal or lead off any base.

PENALTY- The base runner is warned, and play stopped.

2. Base runners are permitted to slide into bases 'feet first'. Headfirst sliding is strictly prohibited and the player violating this rule will automatically be called out.

## VII. THE UMPIRE

1. Prior to the game beginning the two managers should ask for a volunteer from the spectators to serve as the umpire (this will free up the managers to manage the game). In the event a volunteer does not step forward, each manager will designate a coach to serve as the official umpires of the game. The umpire may use assistance from the base coaches to call plays in the field.

## VII. TEAM RULES

1. Coaches should instruct their players to arrive at least 30 minutes prior to the start of the game.

2. Each team shall submit their batting lineup to the opposing team's coach or official score keeper not less than five (5) minutes prior to the start of the game.

3. The batting lineup submitted to the opposing team shall consist of only those players present prior to the start of the game. No absent players shall be listed on the lineup provided to the opposing coach. All players arriving after submission of the lineup shall be added to the end of the lineup.

4. The home team is responsible for providing the game ball.

5. All teams shall use six infielders, including the catcher and pitcher; and the remaining players as outfielders. The players in the outfield must play in the grass or at least ten feet behind the base paths if there is no defined grass line until the ball is hit into play. NOTE for Rookie Tee Ball only: if a team has eight players, two will play in the outfield as described above. If a team has seven players, the seventh player will be positioned behind second base. It will be this player's job to run down all balls hit into the outfield grass.

6. No game can be forfeited for any reason. There is no minimum number of players for a game. Coaches should work out at the time of the game what to do if very few players show up. If one team has less than six players, it may borrow fielders from the other team. The borrowed players will bat when their turn in the lineup is up.

7. All games shall consist of six innings, if possible, within a one and one-half hour time limit. The side is retired in the half-inning when three (3) offensive players are legally put out, or when all players on the roster have batted one time in the half-inning, or when the offensive team scores five (5) runs. (Rule 5.07 modified for CCALL). Per Little League definition (pg. 58 of Rule Book), an inning starts the moment the third out is made completing the preceding inning. If both coaches feel that the players are not learning or enjoying the game, then they may agree to end the game prior to the time limit.

NOTE for Rookie Tee Ball only: all games shall consist of two innings within a one- hour time limit. If two full innings are completed with sufficient time remaining within the one-hour time limit, then the game may proceed provided both coaches agree it would be beneficial to the two teams. The side is retired in the half-inning when all players on the roster have batted one time in the half-inning, no matter how many outs are attained defensively.

8. All players listed on the team will bat continuously. The lineup should be provided to the opposing coach or official scorekeeper to ensure the batting order is maintained. NOTE for Rookie Tee Ball only: Bat a continuous batting order using a snaking order. For example, in the first inning, the team will bat position 1 through 7 (or last player). The second inning, the 7th batter bats first and goes 7 through 1. Third inning, 1 - 7 .. .fourth inning 7 - 1 and so on.

9. When a team is at bat, two offensive adult coaches shall be allowed in the coaching boxes located by first and third bases and two adult coaches (umpire & batting coach) shall be allowed in the batting area. When a team is in the field, two defensive adult coaches shall be allowed on the playing fieldNOTE: The defensive coaches are considered part of the outfield and must remain there while the ball is in play. NOTE for Rookie Tee Ball only: when a team is in the field, as many defensive adult coaches as the manager deems necessary may be on the playing field provided, they do not interfere with the game.

10. In a case where a game is suspended due to rain before three and one-half innings are completed the coaches have may arrange a makeup game provided both coaches want to do the makeup and with approval of the Player Agent. NOTE for Rookie Tee Ball only: one full inning played constitutes a completed game. Rained out games may be made up with CCALL approval.

**11. All infielders (except the pitcher) must remain behind the thirty-five-foot mark until the ball is hit into play!**

12. In the event of an injury on the field any coach can call time out and the play is dead.

## VIII.THE COACH

1. No team shall practice more than twice in one week prior to the start of the season. After the start of the season, no team shall practice more than once in one week.

## IX. RAINOUTS

1. The decision to cancel games played at the parks will be made by Calvert County Parks & Recreation. For weeknight games, cancellation information can be obtained by calling Parks & Recreations at 410-535-1600, ext. 2640. This information may also be obtained from the Calvert American Little League Facebook page.

2. The decision to cancel games played at practice fields in the event of rain will be made by the home team coach. The home team coach must cancel a scheduled game as early as possible. He/she must notify the visiting team's coach as soon as possible to stop players, parents and coaches from unnecessary travel.

3. There is no game or play protesting allowed. The purpose of Tee Ball is to show good sportsmanship, teamwork, and the enjoyment of the game.

4. Home team and visiting team coaches should contact each other when any changes or problems arise pertaining to a scheduled game.

5. The home team must schedule any make-up games with their respective Player Agent and inform the opposing team coaches.

## X. RESPONSIBILITIES OF COACHES

1. Each player present at a game must be played in the playing field.

2. No player may play the same defensive position for more than two innings per game. NOTE for Rookie Tee Ball: no player may play the same position in consecutive innings - even from one game to the next.

3. All coaches are required and responsible for notifying all players of game times and locations. Any coach that deliberately misdirects or requests a player not to attend a game for the sole purpose of winning will be disciplined and/or suspended.