



Supplemental Rules

Advanced Tee Ball

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season and end of regular season tournament. The League Player Agent (LPA), or their board-assigned proxy, has final authority regarding any disputed rule. Lines highlighted in yellow denote supplemental rule changes for the 2025 season.

Length of Games

1. Games shall last 4 innings or 60 minutes, whichever comes first. An inning officially starts at the completion of the previous inning. No inning shall start after 60 minutes. Any inning started prior to the 60 minute time limit shall be completed. Completion of that inning shall be defined as (a) the Visiting Team having the lead after 3 outs are made on the Home Team in the bottom half of the inning, or (b) the Home Team having the lead at any point during the bottom half of the inning.
2. No inning shall start after 9 PM.

General Rule Enforcements

3. Infield Fly Rule is **NOT** in effect.
4. Drop 3rd Strike is **NOT** in effect.
5. Lead Offs and Balks are **NOT** in effect.
6. Stealing is **NOT** in effect.
7. Bunting is **NOT** permitted.
8. On Deck batters are **NOT** permitted.
9. When on offense, a courtesy runner is permitted for the catcher when there are two outs. Courtesy runner must be the player last called out.
10. The pitcher position player must wear a helmet.
11. Each batter will be allowed three (3) swings pitches from the pitching coach. There are no “balls” or “strikes”, three (3) pitches max. If after three (3) swings pitches, the batter has not put the ball in play, he or she will be allowed 2 opportunities to hit the ball off a Tee. If, after 2 swings, the ball is not put in play, the batter will be recorded Out (K). This is true even if the 2nd swing off the Tee results in a foul ball.
12. Play is over when the defense has control of the ball and has stopped the advancement of the lead runner or the pitcher has control of the ball in the pitching circle (mound). The umpire will call time at that point.

Run Rules and Limits

13. A 5-run limit shall be in place for all innings.
14. The 15-run rule after the 3rd inning, 10-run rule after the 4th inning, and 8-run rule after the 5th inning shall be in effect.
– **Rule 4.10(e)**

15. NO NEW INNING WILL START WITHIN THE LAST 5 MINUTES OF GAME TIME

Scoreboard & Scorebook

16. Home Team will supply a volunteer to keep the scorebook
17. Visiting Team will supply a volunteer to maintain the scoreboard(if playing on a field other than teeball)
18. If either team fails to follow rules 15, 16 or 17, their team forfeits the game.

Lineups and Rosters

19. Teams shall play 10 defensive players
20. A team may start a game with as few as 8 players. In the event a team plays with 8 players, they must take an automatic out each time the unoccupied 9th spot in the line-up is due up at bat.



21. Teams shall bat in a continuous lineup rather than an active lineup.
22. There are two imaginary lines to either side of the pitching rubber (46' from the back of home plate) and immediately to the side of the mound. The pitcher must stand in one of these two positions while the ball is being pitched. If a batter is hitting from a Tee, the pitcher may move into a standard position on the pitching rubber.
23. The outfielders must stay behind the infield/outfield grass line until the ball is hit.
24. Players that arrive late for a game may be added to the lineup in the next available spot in the batting order – **Rule 4.01 Note 2**
25. When a player is injured, becomes ill, or must leave the game site after the game has started may be skipped over without penalty assuming that the team still has 9 other players in the continuous lineup. – **Rule 4.04 Note 2**

Foul Balls

26. Foul balls are identical to conventional baseball, with two exceptions:
 - a. The ball is foul if it does not travel up on the grass portion of the infield.
 - b. The ball is foul if the majority of the bat hits the tee. This is an umpire judgment call.

Throwing to First Base

27. An imaginary center line will exist from the back point of home plate to the center field fence that passes through the center of 2nd base. Balls batted to the left of that imaginary line require that the ball be thrown to 1st base to record an out. Balls hit to the right of the center line may either be thrown to 1st to record the out or the batter may be tagged on their way to 1st base to record the out.
28. There is no tag/throw rule for any other base.

Base Overthrows

29. After the ball is hit (whether pitched or off a tee) and upon an attempt to throw a runner out at any base, the ball is over thrown, all runners (at their own risk) are allowed to advance ONE base only. Following the overthrow, if the defense attempts to make an out on the advancing runner and the ball is overthrown again, the runner may advance ONE base only. If a defensive player fields a batted ball and makes no attempt to throw the runner out, all runners can continue to advance bases until the ball is thrown back to the pitcher and breaks the plane of the designated circle.

Suspended and Regulation Games

30. Any game suspended due to curfew, weather conditions, or field conditions, shall be rescheduled and resumed at the exact point at which it was suspended, unless the game has reached Regulation status.
31. To be considered Regulation, a game must complete any **one** of the following:
 - a. 4 innings, or 3-1/2 innings if the home team is ahead
 - b. Current inning once the 1 hour 30 minute time limit is reached
 - c. Shortened by a run rule (see Run Rules and Limits)

Coaching/Volunteer Placement

32. Four (4) coaches/volunteers are permitted inside the gates of the field.
33. An adult volunteer must be stationed in the dugout at all times. A team on offensive may have, 1 pitching coach, 2 base coaches, and the 4th volunteer must stay in the dugout with the offensive team.
34. When playing defense, only two (2) coaches shall be allowed on the playing field. The two coaches must position themselves on the grass approximately 10 feet behind the dirt infield and shall not interfere with play. **Coaches are not permitted to enter the dirt portion of the infield at any time during a play. If a coach enters the infield area during a play, any outs made during the play will not be recorded and all base runners will advance 1 base.** The umpire may use discretion in ruling on this situation. Coaches entering the infield area and disrupting play will not be tolerated. The umpires must call "Time" before a coach demonstrates a technique or explains a situation to the players during the game.
35. The pitching coach will throw overhand from in front of the pitcher's mound. The pitching coach should be positioned no closer than 20' from home plate. The Coach may throw from a knee or a standing position.



36. The pitching coach must vacate the field of play when a batter is hitting off a Tee. To keep the game moving, the pitching coach may assist in quickly setting up the Tee for the batter.
37. The pitching coach must make every attempt to vacate the field of play immediately once the ball has been put in play. If the pitching coach intentionally interferes with a batted ball, the batter will be called out. If unintentional contact is made by the pitching coach, the ball is dead and all runner's advance one base if forced. This is an umpire's judgment call.

Mandatory Play

38. Each player present at the start of the game shall have one (1) offensive at bat and play six (6) defensive outs. Failure of a player to meet their mandatory play will result in that player starting the next scheduled game, playing any requirements not completed in the previous game as well as their full mandatory requirements for the next game before being removed from the next game. Disregard for this rule by a manager will result in a written warning for the first offense. A second offense will result in a suspension for the next scheduled game. A third offense will result in a suspension for the remainder of the season. – **Regulation IV(i)**
39. The penalty for the manager may be waived for a shortened game, but the next game requirement for the player that did not reach their mandatory will still be enforced. – **Regulation IV(i)**
40. Within the first 3 innings of each game, every defensive player must play 3 consecutive outs or 1 inning in an infield position. For this division, catcher does not count as an infield position

Pick-Up Players

41. A team may request the use of up to 2 players from another team in order to reach their minimum roster requirement for a game (a team may pick up to reach 9 players).
42. The player(s) must come from a registered player in the same division.
43. The player(s) must be requested through the LPA. Requests should be made no later than 3pm on the day of the game in which the team will be short.
44. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
45. The use of pick-up players is suspended for any end of regular season tournament play.