



# Supplemental Rules

## 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 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. No inning shall start after 60 minutes. Innings started prior to the 60 minute time limit, shall be completed. An inning officially starts at the completion of the previous inning.
2. No inning shall start after 9pm

### General Rule Enforcements

3. Infield Fly Rule is **NOT** in effect.
4. Lead Offs and Balks are **NOT** in effect.
5. Stealing is **NOT** in effect.
6. Protests are **NOT** in effect.
7. There is a two-activity per week limit in effect. (i.e. 2 games, 1 practice-1 game, or 2 practices per week)
8. Bunting is **NOT** permitted.
9. On Deck batters are **NOT** permitted.
10. The pitcher position player must wear a helmet.
11. If a catcher is used, they must wear a helmet that includes a facemask and must remain next to the backstop until the ball is put into play by the batter.
12. Each batter will be allowed 5 swings in order to put the ball in play. If after five (5) swings, the batter has not put the ball in play, an out will be recorded (K).

### Run Rules and Limits

13. A 5-run limit shall be in place for all 4 innings.
14. The 15-run rule after the 3<sup>rd</sup> inning shall be in effect. – **Rule 4.10(e)**

### Scorebook

15. Home Team will supply a volunteer to keep the scorebook
16. Visiting and Home team coaches shall provide a game lineup to the bookkeeper prior to the start of the game.

### Lineups and Rosters

17. Teams shall play no more than 11 defensive players (up to 6 in the outfield and 5 in the infield including the pitcher). The use of a catcher is optional and does not count as one of the 5 infield positions.
18. A team may start a game with as few as 7 players without penalty (2 in the outfield and 5 in the infield including the pitcher). The use of a catcher is optional and will not be used when only 7 players are available at the start of the game.
19. Teams shall bat in a continuous lineup rather than an active lineup.
20. The outfielders must stay behind the infield/outfield grass line until the ball is hit.
21. The pitcher must remain standing on the pitching rubber with both feet until after the ball is hit off the Tee.
22. 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**



23. A player that 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 7 other players in the continuous lineup.

## Foul Balls

24. 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

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

## Stoppage of Play

27. The fielder must throw the ball to the pitcher at the pitcher's mound, which is designated as the dirt area in the center of the infield, and the ball must pass through this circle or break the plane of the circle in any way. If the base runner has not reached the halfway mark between the bases by that time, he/she must return to the base last touched. If the base runner has reached the halfway point, the runner may attempt to advance to the next base at their own risk. The umpires are responsible for keeping track of the base runners and shall determine the base to which the runner is entitled.

## Base Overthrows

28. After the ball is hit off the tee and upon an attempt to throw a runner out at any base, the ball is overthrown, 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.

## Volunteer & Coach Placement

29. Teams are allowed three (3) adult coaches and one (1) team parent in the dugout. When batting, only three (3) coaches are allowed on the playing field i.e., 2 base coaches and 1 coach assisting the batter. Base coaches may advise base runners but shall not interfere with play. Specifically, base coaches are not permitted to touch base runners during a play. For example, a base coach may not grab a runner and prevent the player from proceeding to the next base. Nor is the base coach permitted to physically guide the runner to the next base. In addition, base coaches will stay in the coach's box (or a reasonable distance from the base if not marked) and will not scream/yell so as to distract the defensive player. Coaches assisting the batter may assist in positioning the player and the tee but shall not interfere with play. These coaches will rely on the umpire to make a ruling on debatable foul or fair balls and will not yell "fair" or "foul" so as to influence the umpire or affect the defensive players play on the ball. This is especially important on swings in which the player hits the majority of the tee and/or the ball barely makes it to the infield grass area (or does not all). Batters must stay in the batter's box when swinging at the ball.
30. 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.

31. When all defensive players are in proper position, the defensive manager will indicate to the umpire that his team is ready. The umpire will then say, "Play Ball," and the coach will place the ball on the tee. The coach assisting the batter will not attempt to "Quick Hit" subsequent batters so as to catch the defense off-guard. Rather, the offensive coach will check with the defensive coaches to ensure their team is ready prior to each new batter.

## Suspended and Regulation Games

32. 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.
33. 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 70 minute time limit is reached
  - c. Shortened by a run rule (see Run Rules and Limits)

## Metal Cleats

34. Metal spikes or cleats are **NOT** permitted in this division.

## Mandatory Play

35. 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)**
36. 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)**
37. Within the first 3 innings of each game, every defensive player must play 3 consecutive outs or 1 inning in an infield position. The catcher position is not considered an infield position for the purposes of this rule.

## Pick-Up Players

38. A team may request the use of up to 1 player from another team in order to reach their minimum roster requirement for a game.
39. The player(s) must come from a registered player in the same division
40. 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.
41. The player(s) must bat at the end of the batting lineup and play the outfield the entire game.
42. The use of pick-up players is suspended for any end of season tournament play.