TEE BALL SUPPLEMENTAL RULES

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. Please refer to the Little League® Rule Book for complete rules.

Team Formation

Players shall be pre-assigned to rosters by the Division Director. Roster assignments shall be grouped based on the school attended/home address of local players, when possible.

Equipment & Uniform

1. Players may use a USA Bat stamped bat, wood bat, or any 26" or shorter bat which is marked "APPROVED FOR TEE BALL USE" and meets the barrel dimensions specified by Rule 1.10
2. All players shall wear the ORWALL-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for the entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. TPU and Hard Plastic (non-flexible) cleats (no metal)
4. Catchers must wear:
    - long- or short-model chest protector with neck collar
    - baseball-style shin guards
    - catcher face mask
    - catcher helmet which meets NOCSAE standards
    - dangling throat protector attached to face mask (must hang freely)
    - Catcher's mitt (Rule 1.12) Exception: Tee Ball catcher may wear a fielder's glove
    - Male catcher shall wear a protective athletic cup

Length of Games

1. Games shall last 70 minutes or 6 innings, whichever comes first. No inning shall start after 70 minutes. Innings started prior to the 70-minute mark shall be completed. An inning officially begins at the completion of the previous inning.
2. No inning shall start after 9:00pm.

Field Prep

1. Both teams are responsible for:
    - Raking the infield
    - Marking foul lines with chalk machine
    - Marking all arcs.
    - Keeping tiebreaker sheet
    - Checking each half inning with each side regarding tiebreaker sheet accuracy.
2. Visiting team is responsible for:
    - **Adult** Scoreboard operator
3. Home team is responsible for:
    - Official **Adult** Scorekeeper

- **Official Tiebreaker Sheet <u>Post-Game</u>**

<u>Responsibilities</u>

1. Remove all equipment and trash from field, dugouts, and stands
2. Turn off scoreboard (if only/last game of the day)
3. Close up scorebox building – turn off lights/ac, close windows (if only/last game of the day)
4. Inputting scores within 24 hours from game completion.

<u>Managers & Coaches</u>

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge
2. One (1) Manager & Three (3) Coaches permitted. A team may elect to have an additional(1) badged safety coach in the dugout to assist with supervising players.
3. A manager or one of the coaches must always remain in the dugout to supervise players
4. Two (2) Defensive coaches are allowed on field during gameplay. One Coach will be positioned along the outfield arc and their role is to provide in-game coaching and feedback to their defensive players. The other coach will be positioned at home plate and their role is to provide in-game coaching to the catcher and infielders. They must not interfere with gameplay and must clear the way for umpires to call the game when ball is in play.
5. Coaches may not interfere with a play in progress.
6. Only the manager may confer with the umpire.
7. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
8. When not in the coach's box, managers and coaches shall remain within one (1) arm's length of the dugout.
9. Base coaches, other than the team manager, may not confer with an umpire regarding any on- field ruling.

<u>General Rules</u>

1. One (1) Umpire shall be provided.
2. Infield Fly Rules is **not** in effect.
3. No lead offs or balks.
4. No walks or intentional walks.
5. No strikeouts. Tee Ball batters have the opportunity to put the ball in play without penalty.
6. No stealing. Runners may only advance on batted ball.
7. Runners shall advance one (1) base at a time on a batted ball in fair territory.
8. On a batted ball which passes the outfield arc, runners made advance up to two (2) bases at their own risk.
9. Outfielders may not tag out any base runner nor touch any base to make a force out.
10. No protest in T-Ball (4.19)
11. Infielders must be positioned in the dirt in traditional baseball positions during defensive play.
12. 3rd base position may make unassisted force out at 3rd base, short stop and 2nd base positions may make unassisted force out at 2nd base, 1st base position may make unassisted force out at 1st base, catcher may make unassisted force out at home plate. **Infielders P,3b,SS,2b must attempt throw to 1st base to record force out at 1st base.**
13. All defensive infield players (except the pitcher) may tag runner out advancing to any base besides 1st base. The first baseman may tag batter advancing to 1st base . Any runner retreating to a base may be tagged out by defensive infield players.
14. On deck batters are not permitted.
15. No player may sit on the bench in more than two (2) defensive half innings.
16. Defensive players may not "roll" or "bowl" the ball to another defensive player to put-out a runner or

batter-runner in lieu of the natural and commonly accepted throwing mechanics associated with the game of baseball.

17. Double first base shall be treated as an extension of first base and no appeals will be made on whether the batter/runner touched the white or orange part of the bag.

Player Pool

A pool of players from existing regular season teams can be created with players that are willing to participate in extra games during the regular season when teams face a shortage of rostered players for a regular season game within their respective division. (Regulation V)

NOTE: Players may not be "borrowed" from an opponent. They must be assigned by the Player Agent.

1. The Player Agent shall create and administer the pool.
2. The league's Player Agent shall use the pool to assign players within their respective division to teams that are short of players on a rotating basis.
3. Managers and/or coaches shall not have the right to randomly pick and choose players from the pool within their respective division.
4. When a player participates in a game on a team other than his/her own team, such player will not be permitted to pitch in that game. Pool players that are called and show up at the game site must play at least six (6) defensive outs and bat once.

Number of Players

Teams must start with a minimum of nine (9) players [seven (7) players in the fall] and maintain a minimum of nine (9) players for the duration of the game. Dropping below nine (9) players [seven (7) players in the fall] at any time during the game shall constitute a forfeit.

Lineups & Minimum Play

1. Teams shall bat a continue batting order.
    - A batter removed from the lineup due to absence, injury, illness, disciplinary, or other just reason shall simply be skipped in the lineup without penalty (no out recorded).
    - Players that arrive late to the game may be added to the lineup at the end of the batting order.
2. Tee Ball Minimum Play (12 Players or Less)
    - Each player must play a minimum of one (1) inning in the outfield by the end of the 4th inning
    - Each player must play two (2) complete innings in the infield (P, 1B, 2B, 3B, SS, C) by the end of the 4th inning
    - A player may only play the position of catcher one (1) inning per game.
    - A player may only play the position of pitcher one (1) inning per game.
    - A player may only sit out one (1) inning per game
3. Tee Ball Minimum Play (13 Players)
    - Each player must play one (1) complete inning in the infield (P, 1B, 2B, 3B, SS, C) by the end of the 3rd inning and a second complete inning in the infield by the end of the 5th inning
    - A player may sit-out more than one inning in a game, but not before all other players shall sit-out two innings per game in two (2) consecutive games.
4. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.
5. Players must start and end the inning at an infield position to satisfy minimum infield defensive play. (If this cannot be met due to time expiring or run rule, no penalty is assessed.)
6. **Outfield:** Four (4) outfielders (LF, LC, RC, RF) may be positioned no closer to the infield than midway between the back of the infield and the outfield fence and may not cross that line until the ball is put in

play.

Tee Ball Batter

A batting coach shall place the ball on the tee for the players. The tee must be placed in the middle of home plate. ALL BATTERS must be set up "Square" with
home plate.

Tee Ball Pitcher

Player pitcher is defined as the player wearing a helmet and playing the pitcher position. Pitchers' mound is defined as the entire **dirt** circle surrounding the pitchers' plate.

1. The pitcher shall wear a batting helmet for safety.
2. The pitcher shall have both feet in contact with the pitcher's plate until the batter hits the baseball.
    - **Penalty:** If, in the umpire's judgment, the pitcher leaves the pitcher's plate early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.
3. When the player pitcher fields a batted ball, he/she must attempt a defensive throw.
4. Player pitcher may not field a batted ball and return to the mound for the purpose of calling time.
5. Player pitcher may not:
    - tag out the batter runner
    - tag out any base runner
    - touch any base to make a force out

Run Rules & Limits

1. Each team is permitted a maximum of 5 runs per inning before three outs for first 5 innings. If game advances to the 6th inning, each team is permitted to score up to 10 runs.
2. The 15 run rule (after 3rd inning) and 10 run rule (after 4th inning) is in effect.

Ejections

1. Any manager, coach, player, or spectator ejected from a game must leave the game site immediately (this includes the parking lot) for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, or player may neither be present for his/her team's next physically played game, including pre- and post-game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
    - For purposes of this rule, if the next scheduled game cannot be physically played due to the inability of either team to field nine (9) players, and is scored as an official game due to forfeit, it shall be considered a physically played game.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the

same game in which the ejection occurred.

- Exception: one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, one (1) adult with an ORWALL volunteer (manager/coach) badge may be placed in the dugout to complete the game.

4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension.

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