



## **T-Ball Local Rules**

(2026 Revision)

### **PREGAME**

1. The designated home team shall provide at least 2 game balls 10 minutes prior to the beginning of the game.
2. The designated home team sets up the field including: garbage cans, field raking and prep, placing bases, chalk lines, etc.
3. The designated visiting team cleans the field following the game including: putting bases away, raking the fields, clean out the dugouts and stands, dump the trash and put can back in the shed.

### **THE GAME**

4. T-Ball games are non-competitive, and score will not be kept. HOWEVER, participation in each game must be tracked, and provided to the T-Ball Division Player Agent at the end of the season.
5. Games have a 1 hour, 15 minute (75 minutes) time limit. If the time limit is reached while a player is at bat, the batter shall complete their time at bat.
6. Half-innings are not terminated by the number of outs recorded, or the number of runs scored, but when all members of the batting order have completed one at bat in the half inning.
7. Continuous batting order will be used. Approved batting order modification: Each half inning may begin at a different point in the batting order. The objective is so that the same player will not lead off, or be last, in the batting order every inning.

Example: With 10 batters, the first at bat will begin with the 1st batter in the order. The next inning could begin with the 4th batter in the order, and the 3rd inning could begin with the 7th batter in the order.

8. All players may be assigned a defensive position. One player shall be in the catcher's position. All other defensive players must be in fair territory at the time the play begins. Players should be rotated between outfield and infield positions at least every 2 innings.

### **COACHING**

9. Only 1 manager and 2 coaches, all BACKGROUND APPROVED and having completed ABUSE AWARENESS and CONCUSSION AWARENESS training, may be in the bench area/dugout during the game in addition to team players, active or not (due to injury/illness).
10. Reminder of Little League requirements, ALL Managers, Coaches, Volunteer Umpires, Scorekeepers, and any other persons on the field or having player contact in games OR practices MUST have a completed Background Check and have completed Abuse Awareness and CDC Concussion Awareness training.
11. Up to 2 defensive coaches may be placed on the field for coaching purposes.
12. One offensive coach should be placed near home plate to place the next ball in position on the batting tee between hitters.
13. Except as noted above, coaches and managers must remain in the bench area/dugout while the game is in play. One adult coach or manager must be present in the bench area/dugout when the team is batting.
14. Managers must have first aid kit and medical release forms at all games and practices.

### **EQUIPMENT**

15. Only T-Ball Balls & T-Ball Bats may be used in games.
16. Bats must meet the USA Bat standard. Certified Tee Ball bats must be 26" or shorter, will feature the USA Baseball mark and text which reads ONLY FOR USE

WITH APPROVED TEE BALLS. All Tee Ball bats must feature the USA Baseball mark and accompanying text.

17. The ball may carry the words “Little League Tee Ball.”

18. NOCSAE approved batting helmets must be worn by all offensive players (batter and base runners) at all times while on the field and the ball is in play.

19. The catcher may use a catcher’s mitt. All fielders must have a glove. Gloves and mitts must meet Little League standards as defined in the Official Little League Rule Book.

### **BATTING**

20. A batter who throws their bat dangerously will get one warning. The second thrown bat the batter is OUT. This is a serious safety issue.

21. Reminder of **Little League** rules, there is no on-deck batter in A ball, and no batter may be outside the playing field swinging a bat. Between innings, only the leadoff hitter may be outside the bench area. No player should handle a bat until it is his/her time at bat.

### **BASE RUNNING**

22. Base runners may advance once the ball is hit, and continue running until a defensive player gains control of the ball. At that point, the base runner can continue running to the next base, but cannot begin running to another base beyond that.

23. Base runners will not advance on an overthrow.

24. There is no head-first sliding and no sliding into first base. Runners who do so shall be called out. This is a safety issue. Note, a dive back to any base is not considered an illegal head first slide.

25. Stealing bases is not allowed. Leading off the base before the ball is struck is not allowed.

### **WEATHER AND DARKNESS**

26. **Cancellation/Postponement of games due to Field Conditions:** Decisions to not play a scheduled game, primarily due to rainouts and the after-effects of rain, but also due to other weather and field conditions, are governed by Little League Rule 3.10 AND the Sprague Little League Rainout Policy.

27. If a game must be halted due to rain, teams should wait at least 15 minutes before declaring a rainout.

28. In the event of Lightning or Thunder, the teams must be removed from the field whenever lightning is observed or thunder is heard. Per Little League Lightning procedures, whenever lightning is observed or thunder is heard, players may not return to the field for a minimum of 30 minutes after the last lightning flash is observed or thunderclap is heard. Managers may agree to terminate or suspend the game before the time limit for return to play is reached if in their judgement it is not likely that the game can be safely resumed.

29. If the game must be suspended, the game time limit is also suspended at that time. If play can be resumed, after at least 5 minutes of warmups, the game time limit shall resume when play resumes.