

2026 TCLL LOCAL RULES – MINOR 5-6 DIVISION T-BALL OBJECTIVE

- ✓ Objective: Minor 5-6 games are an extension of practice--low key and non-competitive. Focus on fundamental skills and sportsmanship.
- ✓ Accordingly, game scores and league standings are not maintained.
- ✓ Coaches should have their line-ups and field positions made out prior to start of the game for easier assembly of players inning to inning.

MANDATORY PLAY

- ✓ All players should spend time on the field for defense / Everyone Bats
- ✓ Defensive positions will be changed each inning to keep the attention of the players.

SAFETY

- ✓ No on deck batter except for the leadoff batter each inning.
- ✓ All catchers, batters and runners must wear a batting helmet.
- ✓ Catchers should wear at least a helmet for protection – full catchers gear is also acceptable
- ✓ Encourage batting players to drag the head of the bat on the ground to and from the home plate area.
- ✓ Throwing the bat is not allowed. This is a safety concern, and this rule must be enforced. T-Ball is the place to teach good habits. Any player who throws the bat after receiving a warning is out. One warning will be issued per player, per game, with any subsequent throwing of the bat resulting in an out.

COACHES/UMPIRES

- ✓ 3.01 – Coaches are the Umpires. Discuss before the game. 1st Base Coach is considered an umpire as well as the 3rd Base Coach. Batting Coach is the home plate umpire. Defensive Coach located in outfield will call second base.
- ✓ 3.01 - Home team provides good used ball, drags, and chalks the field, helps clean the field area after the game. Put away the bases and clean the dugout.
- ✓ 3.01 - Visiting team provides a good used ball and helps clean and drag the field after the game and cleans their dugout.
- ✓ 4.05 – One (1) Coach/Manager/Adult needs to remain in the dugout for either team.
- ✓ Three (3) Defensive “Coaches” (who have been approved by the board and submitted a Volunteer Application) may be on the field of play to instruct their players.
- ✓ You may need to recruit Parent Helpers! Please have volunteers head to the TCLL website to register as a volunteer and conduct the background check, PRIOR to them helping!

TIME LIMIT/INNINGS/BATTING ORDER

- ✓ VII (h) – Time Limit. No new inning will start after (1hr 15 min).
- ✓ 4.10- Max Three (3) innings per game.
- ✓ A continuous batting order shall be used. Bat-Around Rule shall be used. All Players play the field on defense at least 1 inning.
- ✓ Courtesy: One base per hit.
- ✓ Highly recommended that each team have a continual rotation of positions and batting order from game to game.
- ✓ After (3) outs empty the bases and complete your batting until all players have batted, then take the field.
- ✓ No walks, no strikeouts.
- ✓ THERE IS NO PITCHING IN TEE BALL
- ✓ In the event of an out, the batter/runner shall be directed to the dugout/bench (and not be allowed to remain on the base). No more than (2) outs can be made during any one at-bat. No triple plays count, however, if one is made, congratulate the team.
- ✓ Players should be encouraged to make the right play, i.e., pitcher throws to first base rather than running it himself/herself or rolling the ball. Play stops when the ball is returned to the infield. The infielder need not have control of the ball.
- ✓ The Batting Coach shall notify the defense when the last batter is up. As the ball is hit, the defense shall make ONE play and then allow the runners to clear the bases before leaving the field. The defense shall not block home plate nor tag each runner as they round the bases. The last batter shall, in effect, be considered a home-run hitter. Except for ONE defensive play, the batter and all base- runners shall be allowed to run the bases as if a home run were hit.
- ✓ No player, other than the batter, is to handle a bat. EXCEPTION – Unless manager or Coach is providing instruction to player a safe distance away from the other players.
- ✓ Place the tee in front of the plate, not on the plate. Coaches are reminded to remove the tee when runners are running home or if there is a play at the plate.
- ✓ Each batter gets (5) swings, with Coach helping on subsequent swings until the batter hits the ball.
- ✓ A batted ball must pass beyond a 15-foot arc from home plate before it is live (Batting Coach will call).
- ✓ Managers should warn defensive team when strong batters are at bat to minimize the possibility of injury.
- ✓ No runners are allowed to advance to the next base on an overthrow.

✓ As in all divisions of LL play up until Minor division, "Leading off" and stealing are not allowed.