

TEXAS EAST DISTRICT 15 TOURNAMENT TEE BALL GROUND RULES

FOR EACH GAME:

- Team League Arrive: 1 Hour prior to game time.
- 1 NEW Baseball manufactured Labeled “LITTLE LEAGUE TEE BALL”
- Maximum of 4 approved volunteer adults consisting of
 1. A Manager
 2. Three Coaches**Note:** One adult always in the dugout.
- Site Tournament Director
 1. Direct all Tournament questions to Director
 2. Director oversees manager’s coin flip for dugouts (1 hour before game)
 - a. VISITOR – First base side
 - b. HOME-Third base side
 3. Manager turn in the following to Director
 - a. Umpire Fee
 - i. No Pay-No Play
 - b. All Paper Work
 - i. Team Roster
 1. No Play if roster is incorrect.
 - ii. Each Manager and Coaches (Updated-Current Year)
 1. Abuse Awareness Training Certificate
 2. Diamond Leader Training Certificate**Note:**
 - a. Cannot be in dugout and/or field without Certificates
- Each team shall provide a roster from Sports Connect with the following information:
 1. Regular Season Team Name
 2. Players
 - a. Name on Roster
 - i. “NO NICKNAME”
 - b. Age
 - c. Birthday
 - d. Residency/School Address
 - e. Zip Code
 3. Manager name
 4. Coaches name written on back of Roster
 - a. **Note:**
 - i. If Manager and/or /Coach is replaced from Roster, cannot return for the remainder of the tournament.
 - ii. Scratched out of Roster and sign by Director
 - iii. Replacement written in on back of roster
 1. Have all Certificates
 2. Checked/Sign in by Director.

- SCORE KEEPER (Host League) will be station behind the home plate back stop.
- Manager turn in Lineup Card to Scorer's table
- 1. Must include the following:
 - a. All players must have team numbers
 - b. No "Nick Names" on Lineup Card
- One and Done
- 1. Manager and/or Coach that has been ejected from the game cannot return for the remainder of the Tournament.
 - a. Automatically scratched from roster.
- 2. Including
 - a. Little League Volunteer
 - b. Spectator
- NO SPEAKER – NO WALK UP SONG
- No Pets, except for "SERVICE DOG-Documented Paperwork"

Playing rules from Little League Rule Book apply to Tee Ball with the following additions and exceptions:

1. Two umpires per game
2. The playing field will be marked per Pee Wee/T-Ball regulations in the Local Rules.
 - a) The distance between the bases will be 60 feet and the pitching plate will be 46 feet from home plate.
 - b) Field Marked:
 - i) Halfway line between
 1. 1st and 2nd
 2. 2nd and 3rd
 3. 3rd and home plate
 - ii) Continuous line 3 feet in front of each base.
 - iii) FIRST BASE and THIRD BASE COACHES BOX per LL dimension
 - iv) Catcher Circle - opposite and facing the batter at the plate.
 - v) 10-foot bunting circle
 - vi) PITCHER'S LINE
 1. Middle of Pitcher's Circle to Middle of 10-foot bunting circle
3. A game is 6 innings long or 1 hour and 15 minutes.
 - a) No inning starts after 1 hour and 15 minutes, but inning shall be completed if started before 1 hour and 15 minutes.
 - b) For the District Championship game, there will be no time limit.
4. No new inning may start after 10:30 pm ("Curfew").
 - a) An inning can be finished if started before curfew.
5. Any candidate who, according to the current Little League Baseball Age Chart, will attain the age of 4-7 years during the year in question shall be eligible to compete in T-Ball Tournament.
 - a) League age 7 years only eligible by League President's Vote
 - i) District Board Meeting: Approved or Not Approved
 - b) At no time shall a team have on its roster more than 7 players whose age is 6. Balance of roster shall be players whose age is 4 or 5.
6. The manager and 3 additional coaches are the only adults allowed in the Field and Dugout complex.
7. A "MANGER'S AREA" will consist of the dugout area.
 - a) A 3-foot wide area immediately outside the dugout extending the length of the dugout parallel to the 1st (VISITOR) or 3rd (HOME) base lines.

8. The manager and coaches must stay in the dugout area with the exception:
 - i) Offense:
 1. First Base Coach
 2. Third Base Coach
 3. MANAGER'S AREA
 - (a) Only one adult
 4. One adult in the dugout.
 - ii) Defense:
 1. MANAGER'S AREA
 - (a) Only one adult
 2. Dugout
 - (a) Three adults in the dugout.
 - b) Coaches and managers for the team in the field must remain in the vicinity of the dugout, except when time is called to confer with umpire, pitcher, etc.
 - c) Coaches or managers can go to the mound to confer with the pitcher and any other player as stated in Rule 8.06(d).
9. All players must remain in the dugout with the exception of the following
 - a) Batting
 - b) Base Runner

NOTE: Players cannot be outside of dugout during the game without umpire's permission.
 10. The batter and base runners must wear batting helmets, as per Rule 1.16.
 11. The catcher must wear head protection, either the traditional youth one-piece catcher's helmet or a batter's helmet, with a mask and throat guard.
 - a) The catcher must stand in the designated "Catcher's Circle"
 12. To start a play, the batting tee is placed on home plate.
 - a) Umpire then adjusts tee to batter's preference and places ball on top of the tee.
 - b) After the ball is hit, the umpire shall remove the tee from the area of the home plate.
 13. The batter is allowed a total of 3 intentional swings and/or foul balls will constitute an out.
 14. Bunting is not allowed.
 - a) An intentional bunt is an automatic out.
 - b) Batter must take a full swing and follow through.
 - i) Will be the umpire's decision.
 1. Judgment of full swing
 2. Tapping the ball is not considered a swing and is not a foul
 15. When a ball is hit into the infield,
 - a) It will be considered a fair ball
 - i) Ball is touching the bunting circle line
 - ii) Ball travels beyond the bunting circle line
 - b) It will be considered a foul ball
 - i) Ball that comes to a stop within the 10-foot bunting circle

16. Pitcher:

- a) Pitcher must have both feet on the pitching rubber until ball is hit.

PENALTY:

- i) If the pitcher does not have both feet on the rubber when the ball is hit and the pitcher is the first player to field the ball, the batter will be awarded first base or the result of the play.
ii) All other runners can advance 1 base without jeopardy of being put out.
iii) Any foul ball or strike will be ruled no pitch.
- b) Fields the ball
- i) On the 1st and 2nd side of the PITCHER'S LINE
1. Does not have to throw to first.
 2. Can tab runner without penalty.
- ii) On the shortstop and 3rd side of the PITCHER'S LINE
1. Must overhand throw to first base

PENALTY:

- (a) If the pitcher does not throw to first.
- (i) The batter will be awarded first base or the result of the play.
 - (ii) All other runners can advance 1 base without jeopardy of being put out

17. Infield players may not go more than 3 feet in front of the bases until ball has been hit.

- a) If an infield player who is more than 3 feet in front of the base while the ball is being hit, and is the first player to field the ball, the batter will be awarded first base or the result of the play.
b) All other runners can advance 1 base without jeopardy of being put out.
c) Any foul ball or strike will be ruled no pitch.
d) Must overhand throw to first base

PENALTY:

- i) If the pitcher does not throw to first.
ii) The batter will be awarded first base or the result of the play.
iii) All other runners can advance 1 base without jeopardy of being put out

18. Rule 4.04 – Continuous Batting Order is Mandatory.

- a) The complete batting order of all players eligible and in attendance will be designated prior to the game starting and each player will bat in that position throughout the game, unless a player becomes sick or injured (sicknesses or injuries must be reported to the game officials immediately).
b) If team member is late for the game, he or she may play only if they arrive before the first batter bats the second time.
c) They should be added to the bottom of the batting order.
d) If a team fails to show up due to a communication problem, this will be handled on an individual basis.

19. League Team

- a) Each team must have 8 players to start a game or it is an automatic forfeit.
i) 9th batter is out
b) Each team will field 10 defensive players.
c) Tenth (10th) player (Rover) must play in the outfield grass area.
d) All outfielders must stay in the grass area until ball is hit.

20. An inning will be complete after 3 outs have been made or the 5 run rule is imposed.
 - a) Exception: If an over-the-fence home run occurs, ALL runs will count.
21. When the progress of the lead runner has stopped or in the umpires judgment no other play is being made the umpire calls time out and the ball is dead.
 - a) The runner must return to the passed base if runner has not reached the half-way mark.
 - b) If past the half-way mark, the runner may continue to the next base.
22. Little League Rule 6.05(d) "Infield fly rule" will not be enforced or in effect during the tournament.
23. The base coach may not touch the base runner under any circumstances when the ball is in play other than player injury.
 - a) If the base runner is touched by the base coach when the ball is in play, other than the above reason, it is an automatic out.
 - b) A good will show of appreciation for over fence home run is not assisting runner and shall not be called an out.
24. Unless being disciplined by the manager, who shall inform the opposing manager, the umpire, and the director (for the official scorekeeper) BEFORE THE GAME BEGINS, all players shall meet the minimum playing time requirements
25. Mandatory Play requirements see Little League Official Regulation IV(i):
 - a) Every rostered player present at the start of a game will participate in each game for a minimum of six (6) defensive outs with 12 or less players and three (3) defensive outs with 13 or more players and bat at least one (1) time.
26. At the end of the second inning, both managers shall insert all players who have not played in innings 1 and 2 defensively for the 3rd inning.
 - a) Managers are reminded that each player must play a minimum of 3 or 6 defensive outs.
 - b) Failure to meet minimum play requirements will result in automatic forfeit.
27. Manager or approved assistant must let scorekeeper know when they are making substitutions or re-inserting starters.
28. The scorekeeper, announcer or opposing coaches shall inform the umpire that a player has batted out of order.
 - a) There shall be no penalty and game returns to the same position it was before batter batted out of order.
29. Run Rule:
 - a) 15 runs after 4 complete innings or 10 runs after 5 complete innings.
 - b) The team behind must concede the game

NOTE: If the visiting team has a lead of 10 or more runs, the home team must bat in their half of the inning.

30. In the event of a tied game at the end of regulation (6 innings or time has expired, whichever comes first), extra innings will be played.
a) Each extra inning will be an open inning (i.e. - no 5 run limit).

31. Overthrow Rule.

- a) District 15 Interpretation of Little League Rule 7.05(i),
NOTE 2: An overthrow is defined as the first throw made on a play that goes past the intended fielder who is making a play on a runner.
- b) When an overthrow occurs, all runners may advance at their own risk no more than one base.
- c) Following the overthrow, once all runners are safely on a base or been put out, the play is automatically ruled dead and runners will be placed in their proper base positions (if necessary).

32. Only Regular Season Tee Ball teams from participant leagues comprised of the age group defined herein will be allowed entry into the Tournament.

33. NO PROTEST IN TEE BALL

34. These tournaments will be double elimination.

35. These rules will be reviewed every two years. Years of review will be: 2020-2022-2024-2026