

# Tee Ball Baseball - 2021 Playing Rules

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Managers and coaches should familiarize themselves with the official baseball regulations as published by Little League International. The following items are intended to clarify those rules and to identify local Mukilteo Little League rules.

## 2021 Tee Ball Baseball Playing Rules

### 1. Game Preliminaries (Supplements LL Rule 3.00)

- 1.1. The philosophy of the Tee-Ball division is to be a developmental division whereby all players receive quality playing time throughout each game. These guidelines have been established to ensure the consistency of this philosophy:
  - 1.1.1. No player may play any position for more than two (2) innings total per game
  - 1.1.2. No player may be on the bench for more than two consecutive defensive innings per game.
  - 1.1.3. No player shall sit out three innings unless every player has sat for at least two full innings.
  - 1.1.4. All players should play, as close as possible, the same number of innings per week.
- 1.2. All male players are required to wear a protective cup.
- 1.3. The Defensive team shall consist of the 6 infield positions (P, C, 1B, 2B, SS, 3B). Additional players may be positioned in outfield positions (coaches should avoid players on the bench)
- 1.4. Players shall be rotated through the various defensive positions so that every player has the opportunity to play each position during the course of the season.

Sample Positions Rotation

Eight Player Roster	Seven Player Roster	Six Player Roster
P	P	P
1B	1B	1B
2B	2B	2B
Outfield	Outfield	C
SS	SS	SS
3B	3B	3B
C	C	
Outfield		

Rotation use: Once a manager has determined their playing roster for any given game, players are assigned a starting position per the table above. Each player should then rotate one position down for each subsequent inning played. Managers should continue the rotation as initially defined until all players have had a chance to play all positions. Managers are required to provide the opposing manager a copy of their defensive rotation upon request.

Because games are limited to 4 innings, the grid above is used for three consecutive games to ensure each player gets to play all six [main] positions.

- 1.5. Umpire Coverage: The Home team should provide the plate umpire; the Visiting team should provide the base umpire.
- 1.6. Managers shall provide the home plate umpire and opposing manager completed line-up card. Each batter shall bat in the order in which they are listed.
- 1.7. Unlimited player substitutions are allowed.
- 1.8. Scorebook: The Tee-Ball division is an instructional league, yet a scorebook will still be kept by the home team for the purpose of determining the completion of a half inning. Regardless of the score, both halves of every inning will be played, subject to any time limit requirements.

1.9. One fielding coach may take the field with the defensive team. The Fielding coach must remain in the outfield grass during live ball play. The fielding coach must not distract the offensive / defensive players or interfere with play while on the field of play.

## **2. Starting & Ending the Game (Supplements LL Rule 4.00)**

2.1. Teams must use a continuous batting order that contains all present eligible players on the roster regardless of whether they are currently in the defensive line-up (rule 4.04).

2.2. Games will consist of a maximum of four (4) innings.

2.3. The first of either three (3) outs, five (5) runs or when all players have batted ends a half inning.

2.4. One adult manager, coach or parent must be in the dugout at all times. If a team has additional coaches, they may coach the bases.

2.5. Time Limits: No new inning shall start after 60 minutes from the time the game was officially scheduled to start. All games must end at 80 minutes (HARD STOP) regardless of where you are in the game. Time limits must be strictly adhered to.

## **3. Putting the Ball in Play – Live Ball (Supplements LL Rule 5.00)**

3.1. All players must hit from the batting tee for the first four (4) games of the season. After the 4<sup>th</sup> game the coach pitch option goes into effect.

3.2. Coach Pitch Option.

3.2.1. The manager, coach, or other adult designated by the manager shall pitch to his or her own team. The adult pitcher shall not coach his or her offensive players, distract the defensive players, or interfere with play while on the field of play.

3.2.2. Coach Pitching shall be executed from a kneeling position 23-25 feet from home plate.

3.2.3. Coach Pitch will consist of a maximum of three (3) pitches per batter. After the third pitch the ball shall be hit off the batting tee.

3.2.4. A batter cannot be walked and will not be awarded first base when struck by a ball.

3.2.5. The adult pitcher must make a reasonable effort to avoid contact with the live ball. A batted ball that strikes the adult pitcher is a dead ball and the batter and any base runners will advance one base.

3.2.6. The use of Pitching Machines is not allowed in the Tee Ball Division

3.3. Batted balls fielded by the defense should be limited to the following plays: Throw to first base, natural tag of a base runner, natural tag of a base on force play.

The rules of Baseball are complicated and can be overwhelming for young players to learn. The intention of restricting fielded balls to these three options is to simplify the options for the young players.

## **4. The Batter (Supplements LL Rule 6.00)**

4.1. The infield fly rule is not applicable.

4.2. A 10 foot arc shall be chalked in front of home plate to determine fair/foul balls. Batted balls destined to come to rest within this arc shall be declared foul by the umpire.

4.3. If a player throws a bat, his/her team will be given one team warning, and upon the next infraction, the player will be called out. This is a judgment call by the umpires.

## **5. The Runner (Supplements LL Rule 7.00)**

5.1. Base runners cannot take a lead and no base stealing is allowed. If a runner leaves a base before a pitched ball has reached the batter, the umpire shall immediately declare "no play." The runner must return to the base and the batter will resume his or her at bat with an unchanged pitch count.

5.2. Sliding into a base is not allowed at any time

5.3. Base runners may not advance on an overthrow, to any base.

5.4. Base runners may advance only one base per batted ball.

5.5. All base runners are subject to be put out on any attempts at advancement.

5.6. A special pinch runner is allowed for a catcher that gets on base or is on base with two outs to help expedite the game. The special pinch runner will be the player that made the last out in the current at-bat.