



Tee Ball 2026 Supplemental Rules

18 Jan 2026

Rev 1.2

SUMMARY OF CHANGES

Table 1: Summary of Changes

Revision	Release Date	Changes/Updates
0.1	07 Mar 2025	Draft
1.0	26 Mar 2025	Approved by BOD
1.1	17 Apr 2025	Added in darkness suspension rule
1.2	18 Jan 2026	Removed references to umpires. Added in lightning rules consistent with Little League International.

1.0 PURPOSE

The purpose of this document is to establish Supplemental Rules that provide specific local guidance for gameplay within the Tee Ball division. These supplemental rules are designed to clarify and standardize gameplay expectations, ensuring consistency across teams, coaches, players, and spectators.

These rules are intended to complement, not replace, the official regulations set forth by Little League International, as defined in the Little League Baseball Official Regulations, Playing Rules, and Policies (current year edition). Where discrepancies arise, Little League International rules shall take precedence, except where local league modifications are expressly permitted.

All Tee Ball coaches are required to adhere to these supplemental rules consistently to promote fairness, safety, and an enjoyable experience for all participants.

This document is maintained by the Academy Little League Vice President of Baseball and may be amended following approval by the Academy Little League Board of Directors. Supplemental rules will be reviewed annually before each season.

2.0 OVERVIEW

The Tee Ball division (4–6 years old) introduces players to the fundamentals of baseball. This developmental division focuses on learning to hit a baseball off a tee, identification of and running bases, learning how to field a ball, and overall game awareness, with an emphasis on fun and skill-building.

3.0 SEASON STRUCTURE AND PROGRESSION

- The Tee Ball division consists of ten games.
- Players will hit off a tee but may progress to a soft toss by a coach in the second half of the season, when appropriate if hitting off a tee has been mastered.

4.0 GAME RULES AND FORMAT

- Each team will provide one game ball.
- The home team will provide a new game ball for use in the game and the visiting team will provide a used game ball.
- No hard balls will be used (practice or games).
- All games are a maximum of one-hour and 15 minutes hard stop. Games will start at the designated start time and will not run past the start time of any scheduled game that follows.
- Score is not to be kept or recorded. Outs are not to be kept or recorded.
- The managers of both teams are responsible for making their best attempt at giving all players an equal amount of playing time, to include all positions in the field, and an equal amount of at-bats each game.
- A maximum of six coaches (background check and mandatory trainings approved) can be on the field: Offense – one helping put the ball on tee, one each as first and third base coaches. Defense – three in the field helping defensive players.

- Both teams must have an adult (background check and mandatory trainings approved) in the dugout at all times.
- At least one parent or guardian is required to stay at the games/practices while their child is participating.
- It is the Manager's responsibility to ensure: 1) Batting helmets are always used for batters and base runners. 2) Catchers (if utilized) will always wear the appropriate safety gear to include a helmet with face mask, dangling throat guard and a protective cup. A catcher's mitt is not required for catcher.
- Bases will be set up at 50 feet.
- The home team is responsible for setting up the field (drag, line, etc.) while the away team is responsible for tear down.
- Each team is responsible for cleaning up their dugout after a game.
- If, in the judgment of the managers, darkness has progressed to a point where continued play poses a safety risk or impairs fair play, the game shall be suspended or ended. If a game is called due to darkness before it becomes official, it will be resumed at a later date from the point of suspension.
- Lightning delays require 30 minutes before resumption of play with the latest reported strike being at least 10 miles away.
- During Lightning delays, players, coaches, and spectators should take shelter in their cars or an enclosed building.

IV. Batting Rules

- During a game, there is no swinging a bat anywhere until the player is walking up to the plate during his/her at-bat.
- All bats (rule 1.10), helmets, and catcher's gear will meet Little League International safety requirements.
- No on-deck batter is permitted between innings.
- All players will bat in rotation.
- At the discretion of the Managers and the Tee Ball Commissioner, the games will be conducted as follows:
 - Each inning, all players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate ("home run")
Or:
 - Each inning, half of the players from each team will be given one chance to bat with the final batter of each half of inning given the chance to run all bases to home plate ("home run"). In this case, the Managers from both teams will make all attempts to play an even numbered inning game to allow for an equal number of at-bats for each player.
- The batting tee must be used for the first half of the season, at minimum. A maximum of five swing attempts are allowed. Foul balls on the fifth attempt do not count. If a player cannot hit from the tee by themselves, a coach should assist on the fifth attempt.
- After the first half of the season, at the discretion of the Manager, players may begin to hit from soft tosses from Managers and Coaches if hitting off a tee has been mastered. The style and distance coaches choose to pitch to their players will be at the coach's discretion. Consideration will be given to the speed of the game and fair playing time for

all. If a player fails to hit from a soft toss after three attempts, a tee will be immediately utilized. A maximum of five swing attempts are allowed (cumulative from the tee and coach pitch). If the batter fails to put the ball in play, the batter will occupy first base so that he/she can experience the base running portion of the game.

- The baseball must travel a reasonable distance, approximately four to five feet, from the batter's box to be in play. For example, if the batter hits the ball off of the tee or off of a soft coach toss, and the ball only travels into fair territory a few feet or less from the batter's box, the batter will take another swing to put the ball in play where the ball travels a reasonable distance. Game times nearing the end should be taken into consideration when giving additional pitches during this scenario.
- No base stealing; no runner can advance on an overthrown ball.
- An at-bat cannot end on a foul ball.

VI. Defensive Play & Positioning

- The Defensive team shall consist of all players present; additional players shall be in the outfield, equally spaced.
- There will be a player in the pitcher position.
- Each player cannot play infield more than two consecutive innings; each player must play infield a minimum of one inning/game.
- The Defensive team may make a play resulting in an out, but the out is not to be kept track of and the runner who was "out" shall remain on the base to continue advancing (one base at a time per batter) after the next batter hits.
- The play stops when batter/runner reaches first base (all other baserunners should advance one base ONLY per at bat, regardless if the ball is hit into the outfield), and/or defensive players attempt to make a force out at any base where applicable. If batter hits ball into the outfield, the defense should retrieve ball and throw it into the infield at which point that "play" will be over.