



Heights-Norhill Little League



Teeball Baseball Ground Rules

General

1. Teeball games will last 6 innings or until ended under the HNLL *Game Duration* rules.
 - a. Innings 1-3 will consist of three (3) outs or five (5) runs. Teams will use a continuous batting order and may bat through their line up and begin again until three outs or five runs have occurred.
 - b. Innings 4 to 6 are open innings. Open innings end after 3 outs or after the maximum number of at bats has been reached – whichever comes first. The Max Number of at bats for EACH TEAM is equal to the number of players on the team with the most players present.
 - c. Mercy rule: The game will end if one team is 8 or more runs ahead after playing 5 innings (4 ½ if the home team is ahead), 10 runs after playing 4 innings (3 ½ if the home team is ahead) or 15 runs after playing 3 innings (2 ½ if the home team is ahead)
2. A level 5 (five) training ball will be used.
3. There will be a maximum of 10 players on the field. A minimum of seven (7) players is required to start the game. Games may be played with less than six (6) players but will be deemed a forfeit.
4. If during the game a player becomes injured, sick, gone to the restroom, or doesn't want to hit no penalty will be given. That position will just be skipped.

Coaches

5. Each team can have a maximum of 4 coaches present during the game. There shall One Manager and three Coaches. (the Team Parent is considered a coach).
6. A maximum of two (2) defensive coaches may be on the field but must stay behind the infield dirt unless a timeout is called. One timeout per inning. There must be at least one coach/team parent in the dugout at all times.
7. Offensive coaches may be stationed as first and third base coaches and one coach inside the white circle around home plate assisting the batter. The Fourth coach must remain in or near the dugout. There must be at least one coach/team parent in the dugout at all times.
8. Coaches will not be allowed to touch any player, whether offense or defence, until the umpire has called time or declared dead ball. The coach will receive a warning for first offense. After that the player will be called out. (Exceptions: A coach may position the batter prior to the swing. Coaches may assist any injured player.)
9. Any coach who is offensive, derogatory, unsportsmanlike or overly argumentative with the umpires will be ejected from the field. The second time a coach is ejected from a game shall result in a suspension from the following two games. If a coach is ejected for a third time, it will result in a suspension of the remaining games for the season.

Game Play

Defense

10. Catchers and pitchers must wear a batting helmet with a face mask or shield.
11. Pitcher must throw the ball to first base to make an out (e.g. no tagging of batter by the pitcher). Ball may be thrown overhand or underhand, provided that underhand throws are a clear attempt for the ball to reach the first baseman on the fly. The pitcher may not intentionally roll the ball to the first baseman and the umpire will have the discretion to call a runner safe if a throw results in rolling most of the way to the first baseman.
12. The ball will be killed at the pitcher's rubber by the pitcher. The pitcher does not have to raise the ball to be declared dead. The Umpire will call TIME when the pitcher has "killed" the ball as described. When TIME is called, the play is DEAD and cannot be resumed under any circumstances.
 - a. The umpire may also call TIME when the offensive baserunners are making no further attempt to advance. An example of this may occur when the pitcher stands next to or in front of a runner who is on the base and causes a "stalemate" type of situation.
 - b. When an umpire has called "TIME" the play is "dead", and no further plays may be made by the defensive team and the offensive players may not advance any further.
 - c. Virtual "half-way marks" between each base will be used to determine the placement of runners when the umpire has called TIME. If a runner has passed the half-way mark, that runner will advance to the next base. Runners not past the half-way mark will return to their previous base.
 - d. These rules do not supersede the tee-ball specific provisions in rule 7.05 of the Little League Rulebook. On a throw to any base, the runner or runners are permitted to advance at their own risk on an overthrow that remains in play, **but not more than one base**. Runners remain at risk until TIME is called even if they attempt to advance beyond one additional base, but shall be returned to the appropriate base at the conclusion of the play unless put out by the defense.
13. Infield and outfield positions:
 - a. Defensive teams shall have one pitcher and one catcher and a maximum of four other infielders. Any players in addition to these six shall remain on the grass in the outfield until the ball is hit.
 - b. Infielders other than the pitcher and catcher shall be positioned within 4 feet of the basepath (a direct line) between first and second base or second and third base. (this limits how close/far the players are to/from home plate.)
 - c. The pitcher must have one (1) foot on the rubber with the rubber visible on either side.
 - d. The penalty for players out of position shall be a dead ball and all runners advance one (1) base. e. If the pitcher leaves the rubber prior to the batter putting the ball into play and touches the ball; the ball is dead, and all base runners advance one (1) base.

Offense

14. There is no limit to the number of alignments on the ball the batter may make with the bat. A batter is deemed to have made a swing when the bat passes over the tee pole. It is a foul ball if, after a swing, the ball does not travel outside the white circle (or dirt circle around home plate if no chalked circle is present). It is a foul ball if a batter hits the tee causing the ball to fall off the tee and not travel outside of the circle.
 - a. If, in the opinion of the umpire, a player's alignment is done in such a way as to fool the defensive players (intentionally or not), a strike may be called.

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- b. The offensive coach at home plate shall work to avoid unnecessary delays and ensure alignments are kept to a minimum.
- 15. A batter will get three swings.
 - a. Exception: If on the third swing, the ball is foul, the batter will get a fourth swing. If the fourth swing results in a foul ball, the batter is out.
- 16. If the bat is thrown out of the circle by the batter, said batter shall be called out. The entire bat must be out of the circle (the chalk will be considered part of the circle). Note: the ball must be hit fair for the batter to be called out under this rule. The umpire shall give a team a warning on the first offense but the next batter on the same team to throw the bat out of the circle will be called out.

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