

Tee Ball Division Rules

Board Approved 2026

1. Unless indicated below, the Little League Rule Book should be utilized at all times.
2. **Scores of Games Will Not Be Kept.** Therefore, there will be no standings or league champion.
3. **Five players** are the minimum required to play a game. Players may not be borrowed from the opposing team.
4. **Game Length:** Games will end after one hour, although the team batting may complete their at-bats. There is no limit to innings played during that hour.
5. **A Maximum of Five Adults** (e.g., manager & 4 coaches) with an approved Little League Volunteer Background Check Application on file with the DPLL Board of Directors, are allowed in the dugout and/or field of play during a game. Although they may change during the game and from game-to-game, all adults (no siblings) must have approved volunteer background forms on file. Only the manager and 4 coaches may receive volunteer credit, as determined by the manager. One of these five adults must be in the dugout at all times.
6. **Coaches & Positioning:** A maximum of **3 offensive coaches** are allowed on the field and they must remain in foul territory. They must be positioned at home plate, 1st base and 3rd base. A maximum of **3 defensive coaches** are allowed on the field: Two may be positioned on the outfield grass and one in foul territory along either baseline. Except for injury or time out, offensive and defensive coaches may not enter the infield area while the ball is in play.
7. **The Designated Umpire** shall be the offensive coach placing the ball on the tee.
8. **Offense:** All players are in the batting order and **batting does not end until all players have batted** and a dead ball has occurred. On-deck batters are not allowed. All bats and other equipment must be kept inside the dugout for safety reasons.
9. **Put-Outs:** Although three outs do not end a half inning, players must be removed from the bases when they are put out. ALL BASE RUNNERS may advance one base only, at their own risk, on a thrown ball not caught at ANY base that remains in the playing field.
10. **A batted ball must travel at least 20 feet,** or approximately halfway to the mound, to be considered a fair ball. The designated umpire shall determine if a batted ball is fair or not.
11. **Defense:** All players play in the field when they are on defense. However, if there are enough players, **players must alternate between infield and outfield every inning. In addition, no player may play the same position twice during a game.**
12. **Defense Positioning:** No more than five players are allowed in the infield, including the pitcher. There is no defensive catcher. No infielder may be closer to the batter than the pitcher position. The pitcher position must have both feet on or directly to the side of the rubber until the ball is hit. Outfielders must remain on the outfield grass until the ball is hit.
13. **Dead Ball:** Play is stopped and runners may not advance when a defensive player has control of the ball and either touches home plate or is inside the designated pitcher's circle, which is the dirt area around the mound. A ball thrown to an adult does not create a dead ball. The adult must drop the ball and play continues. Once the ball is dead, the designated umpire will decide which bases the runners are entitled to. The one exception to this dead ball rule is when a batted ball not caught on the fly by a player inside the pitcher's circle holds the ball instead of trying to make an out on the batter or another runner. In this case, the batter is safe at first and any other runners forced to run may safely advance one base. Runners not forced to run may not advance.
14. **Game Ball:** Home team is to provide game ball.

15. **Base paths**: Base paths can be between 50 and 60 ft and do not need to adhere to the 60 ft standard distance.