

**SCOTTS VALLEY LITTLE LEAGUE**  
**2026 Approved Tee Ball Local Rules**

**1) Age Range:**

- a) League Age 4–7-year-olds.

**2) Field Dimensions & Equipment:**

- a) Place the “Tee” one foot in front of home plate so that base runners running to home plate will not run into it.
- b) Only league issued “soft” balls, league issued bats, and Little League approved helmets and catcher’s gear shall be used.

**3) General League Rules:**

- a) All managers/coaches shall READ and KNOW all rules supplied by Little League International and SVLL. They shall keep a copy of all rules with their equipment (analog or digital). All volunteers must complete the Little League International background check form and other required training yearly and turn it in to SVLL (including one-time DOJ Live Scan fingerprinting), prior to being allowed on the field (even during practices). Managers and coaches are encouraged to complete all required trainings by January 1. Managers who have not completed their required training will not be allowed to select a practice day/time.
- b) If a rule is not presently covered in the Official Regulations and Playing Rules or Operating Manual or by these local rules and/or needs clarification, the Board will make a ruling and those rules and/or clarification shall then be incorporated as a local rule.
- c) The home team is listed first on the schedule and should sit on the third base side.
- d) The visiting team is responsible for preparing the field for play. (The home team is urged to help.)
- e) The home team (if the last scheduled game of the day) is responsible for the removal and storage of all equipment after the game. (The visiting team is urged to help.)
- f) Both teams are responsible after the game for making sure the field, dugout area and stands are clean, and all garbage is placed in the cans provided.
- g) For safety reasons:
  - i) There is NO on-deck circle.
  - ii) Batters are not allowed to pick up their bat until it is their turn in the batting order and they are walking up to the plate.
  - iii) No shorts or short pants are allowed to be worn by players during practices/games.
- h) It is a privilege, and not a right of a team to take warm-up practice on the field. Except for unusual circumstances, all games are to start on time.
  - i) Visiting team will be allowed to warm-up in the slot 15 minutes prior to game time.
  - ii) Home team will be allowed to warm-up time in the slot 15-30 minutes prior to game time.
- i) No parents are allowed on the playing field during a game unless they are officially participating as a coach.
- j) The team manager is responsible for doing their best in preserving league equipment and facilities.
- k) All managers/coaches and players shall exhibit good sportsmanship. If at any time a SVLL Board member believes that poor sportsmanship has occurred, and/or an incident has been reported to them, the incident will then be reported to the responsible League Commissioner (for managers or coaches) and/or the Player Agent (for players). The League Commissioner and/or Player Agent will meet with the “offending” party and others who may have observed the purported incident to collect information and determine if further review is needed. The League Commissioner and/or Player Agent will then meet with the Executive Committee to discuss the incident, report their findings, and recommend if further action is warranted. Any penalty will require Board approval.

**SCOTTS VALLEY LITTLE LEAGUE**  
**2026 Approved Tee Ball Local Rules**

**4) Game Specifics:**

- a) A game lasts 3 innings or 1 hour and 15 minutes, whichever occurs first.
- b) At the conclusion of the game, each team should line up and congratulate the players on the other team. Score is not kept at Tee Ball games, thus every game ends in a “tie”.

**5) Offense:**

- a) Everyone bats every inning. There are no strikeouts, everyone hits.
- b) For the season’s final 4 games, the team managers may elect to transition to a coach pitch option as follows: Each batter shall receive up to three coach pitches until a “hit” is made. If after three pitches, a hit is not made, the ball shall be placed on the “Tee” and the hitter shall have the opportunity to continue his/her at bat until a “hit” is made. A “hit” is the ball (not the “Tee”) struck by the bat and propelled ~5 feet or more into fair territory.
- c) When a defensive out is made, that batter/runner shall go to the bench. However, each batter in the line-up shall bat in every inning with the last batter in the line-up allowed to run all 4 bases.
- d) The batting order should be adjusted each inning so that there is a different lead-off and final batter allowing each player to start and finish the batting order during the course of the season.
- e) The bench coach should have all players sit on the sideline in batting order. This should be done quickly at the change of innings to save time and keep the game moving.
- f) The manager (or a coach) should position him or herself at the Tee and control the batter.
- g) On a batted ball, the base runner should run to the base they “deserve,” based on their hit and can advance at their own risk. On an overthrow the ball is dead and there shall be no advancement.
- h) The manager can place parent “coaches” at 1<sup>st</sup> and 3<sup>rd</sup> base.
- i) If parent “coaches” are used, they must know the local rules.

**6) Defense:**

- a) Every player plays every inning, positioned equidistant throughout the field.
- b) The manager should, at a minimum, change fielding positions every defensive inning, with the intent of allowing all players to play all positions through out the season.
- c) On a batted ball, play stops after the fielding team throws the ball to a base or the pitcher’s position. The pitcher or baseman does not have to catch the ball for the play to stop.
- d) Parent coaches can be positioned by the manager in the field to “verbally” assist the fielders. They should avoid touching the ball in play.

**7) Other:**

- a) All players will receive a participant trophy at the end of the season.
- b) There is no draft at this level. The Player Agent, League Commissioner and Director of Registration shall assign players to teams.