Allendale Little League
P.O. Box 295
Allendale, MI 49401

A.L.L. Co-ed TBall Rules Ages 4 to 6

1. Home team will occupy the 3rd base side dugout.
2. Batting team will provide an umpire. Game ball will come from equipment bags.
3. Co-ed T-ball will bat two complete innings (time permitting).
4. Bat the roster and rotate the players through different defensive positions each game.
5. Players should wear team shirts on the outside of any layers (weather permitting).
6. Please wear the designated hat as part of their uniform.
7. All defensive players should be on the field- extras in the outfield.
8. Umpire should be positioned behind home plate. Umpire should help batter when needed and keep game moving.
9. Throwing the bat will result in a WARNING.
10. Ball must be hit past foul circle to be a fair ball. If the player strikes the tee and the ball rolls outside of the foul circle on the field, it is ruled a FAIR ball. There are unlimited foul balls. If the tee is on the home plate, and a runner comes home from third, the tee as well as the plate is considered home.
11. Place Players in all normal defensive positions, this should be a time for learning the game.
12. Infield hit= one base advancement, outfield hit= two base advancement at player's own risk.
13. Players are encouraged to throw the ball instead of running with it. No base advancement on over-throws.
14. For the first 4 games players do not return to the dugout when put out. After the first 4 games, when a player is put out, they must return to the dugout. The last batter on the roster and runners already on bases may continue to run until they are put out. Managers are encouraged to meet at the beginning of each game to discuss sending players to the dugout when put out and may come to an agreement to keep players on base even if put out.
15. Don't keep score- No winning or losing team.
16. A manager, Coach, or Parent must be in the dugout with players at all times. The remaining coaches may be positioned in the field.
17. Players must sit on the dugout benches provided, standing or horse play will not be allowed.
18. Helmets must be worn at all times when a player is batting or running the bases during live play.
19. No "on deck" batters or "bat boys" allowed.
20. It is the manager's responsibility to make sure that the dugouts are clean and all personal property is removed before leaving the fields.
21. Any incident requiring first aid treatment must be reported to the A.L.L board within 24 hrs with a completed accident report form.
22. No manager or Coach may cancel or reschedule a game without approval from the A.L.L Scheduler.
23. The use of alcohol or illegal drugs prior to or during practices or games is prohibited. No smoking, vaping or e cigarettes are permitted on or around the playing fields. Chewing tobacco is not allowed.
24. Coaches can have up to, but no more than 4 "**Reserved"** field times for practice * extra are optional when/where available.
25. The Board reserves the right to remove or penalize any Manager, Coach, Umpire, Player or Spectator who does not comply with the rules as written.

SPECIAL NOTE- First 4 games- USE A TEE. Then last Games "COACH PITCH option" APPROX. 20 FEET AWAY. (Underhand toss) Max of 5 Pitches, THEN place TEE in if ball is not put into play. Coach Pitch is OPTIONAL at the discretion of the coach for <u>each player's ability.</u>