



2021 FALL SEASON – TEE-BALL DIVISION Local Rules

Time Limit:	75-minute time limit or a maximum of 4 complete innings, whichever comes first. Exception: Sunset time is drop dead.
Pitching:	No players are allowed to pitch.
Batting:	Continuous batting order (every player bats). Unless three (3) outs are recorded by the defense, all players will bat every inning.
Substitution:	All players must play on the field every defensive inning.
Minimum Players:	Games will be allowed to be played with a minimum of six (6) players. Players may be borrowed from the opposing team, without approval from the Player Agent, to make a minimum of six (6) players.
Run Rule:	None. No score is kept in this division.

Special Game 1-7 Considerations:

- The defensive team is allowed 2 Board of Directors approved adult coaches in the field. One positioned in a kneeling position behind the pitching mound or in foul territory between home and first or home and third in front of their respective dugout. The other one should be positioned in the outfield grass.
- –OR– The manager may place 2 coaches in the outfield behind the outfielders for a maximum of 2 coaches total in the field.
- Teams will only use the tee for batting.

Special Game All Remaining Games:

- An adult coach must pitch from a kneeling position approximately 20 feet from the batter.
- There will be no defensive managers/coaches allowed on the playing field during play.
- The batter will have up to three pitches to put the ball in play.
- If the batter does not put the ball in play after 3 pitches, then a tee will be used for the rest of the at-bat.
- **Exception:** A foul ball on the third pitch and any following foul ball continue the pitching until there is a strike, then the tee shall be used.

Offense:

- The tee may be placed on any part of Home plate.
- 3 adult coaches are allowed on the field at 1st Base, 3rd Base, and a ‘tee coach’. It is the tee coach’s responsibility to remove the tee after the ball is hit.
- Any batted ball off the tee that touches the infield grass in fair territory is a hit.
- A ball that fails to touch the infield grass off the tee is a foul ball.
- Any batted ball off a *coach pitch* that travels any distance in fair territory is a fair ball.
- A half-inning consists of 3 outs, or one time through the batting order, whichever comes first.
- Bunting, stealing, and tagging-up are not allowed.
- Base runners are not allowed to advance as a result of a wild pitch, overthrow, or any catcher’s throw.
- Infield Fly Rule is not in effect.
- Players arriving after the start of a game must be inserted at the bottom of the batting order.
- If a player is forced to leave the game due to injury, ejection, or any other reason, their spot in the batting order shall be vacated and the order shall continue as if the player had never been in the game.
- Any player removed from a game due to injury may re-enter at any time.

2021 FALL SEASON – TEE-BALL DIVISION Local Rules (Continued)

General Offensive Guidelines:

The following 3 items are meant to be used as guidelines (not rules) for the acceptable offensive behavior of each team's coaching staff:

- A ball hit to the infield should result in no more than a single.
- A ball stopped by (or in the general vicinity of) an outfielder (whether fielded cleanly or not) should result in a single or a double.
- A ball hit beyond an outfielder may result in a single, double, triple, or home run.

Defense:

- There shall be a maximum of 7 infielders consisting of a Pitcher, 1B, 2B, SS, 3B, Rover (to be positioned directly in front of 2B), and Catcher (optional).
- Only the SS and 3B may play on the left side of the infield.
- Infielders must not be placed in the baseline. Therefore, if a fielder obstructs a runner, the runner shall not be called out.
- Catchers must wear a batting helmet with a faceguard or catcher's mask, as well as a throat guard, and must be positioned in either corner of the backstop until the ball is hit.
- Players at the pitcher position must start with both feet on the pitching rubber.
- Outfielders must start each play with their feet on the outfield grass.
- All defensive players shall maintain their defensive positions until the ball is hit.
- Managers must rotate all of their players on an equal and fair basis utilizing common sense.
- All players must not play consecutive innings in the outfield.
- After game 7, players should be encouraged to attempt to make "baseball plays" by throwing the ball to a covered base where appropriate, instead of running to bases.

Coaches:

- No more than 4 Board of Directors approved adult managers/coaches/ team parents are allowed on the field and in the dugout at any time.
- The offensive team is allowed 3 adult coaches on the field. 1B, 3B, and a tee coach.
- It is the tee coach's responsibility to remove the tee after the ball is hit.
- Only adult coaches may coach the bases.

Coach-Pitching:

- After the ball is hit, adult pitchers must make every effort to vacate the field and avoid interfering with the ball.
- Any ball hitting an adult pitcher will be considered a "dead ball" and runners will advance one base.
- Adult pitchers will instruct the batter only.
- Both teams will pitch from the same location regardless of the pitcher's arm preference/motion.
- If a batter is hit by a pitched ball, the ball is considered "Dead" and no pitch is recorded.

Umpiring:

- Tee-Ball will be umpired by the Manager, coaches, or volunteer parents of the teams playing.
Exception: The umpire-in-chief of the league holds the right to specify a particular umpire to work a specific game and also to disqualify any umpire from working a particular game or games.
- The umpire shall not put the ball in play until all players are in their proper positions.
- The plate umpire will declare "baseball ready, ball on tee!"
- In all situations, the umpire's rulings shall prevail. Judgment calls are not subject to discussion or argument.

Unless specified in these local Rules, all rules found in the 2021 Little League Rulebook apply.