



ST. BETHLEHEM LITTLE LEAGUE

T-BALL RULES

The Tee Ball League is played with the combination hitting off the tee and coach pitch.

Regulation Game

1. All games will have a 60-minute time limit. This will not be drop dead time. Teams will finish the inning they are in once time has expired. A new inning will not start with less than 10 minutes on the game clock.
 - a. During districts a regulation game will be 6 innings or 90 minutes.
2. The tee ball division allows for 10 defensive players. The game can be played with a minimum of 9 defensive players.
 - a. If a team has 9 defensive players, they may have 3 outfielders. (LOCAL RULE ONLY)

Coaches

1. The tee ball division allows for four coaches.
 - a. One adult coach must always stay in the dugout.
2. **All coaches and managers are responsible for the actions of their parents.**
3. **There will be an adult coach in the dugout at all times.**
4. **Any manager, coach, or player ejected from a game will not participate in the next game.** The ejected person shall leave the game and tournament site or his or her team will forfeit the game.

Field Set-up/Maintenance

1. The home team is responsible for the chalking of the field and scorekeeping. (If there is ever a discrepancy, the league will review and use the home team's book.) It is encouraged that both teams keep a book.
2. The coach's circle shall be 6 feet in diameter with the pitcher's plate 46 feet from home plate and 40 feet for softball.
3. Bases shall be 60 feet apart.
4. Each team is responsible for cleaning up the respective dugout and stands at the end of the game.

Face Masks

1. **Softball: All players must wear a face mask.**
2. Baseball: Players are not required to wear a face mask. During districts, the pitcher will be required to wear a face mask.

Lineup/Playing Requirements

1. Continuous batting order shall be used.
2. If a player shows up late, they must go to the bottom of the lineup.
3. Every rostered player present at the start of a game must participate in each game for a minimum of six defensive outs and bat at least once. Six defensive outs are defined as "A player enters the field in one of the nine defensive positions when his/her team is on defense and occupies that position while six outs are made." Bat at least one time is defined as "A player enters the batter's box with no count and completes that time at bat by being retired, by reaching base safely and is retired by force out tag out; scores a run; or the half inning ends."

If, within a game, a player does not meet those requirements, he/she will start the next scheduled game, play any previous requirement not completed in the prior game, as well as the requirement for the current game before being removed. Managers are penalized for not meeting playing time



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requirements. First infraction is a warning, followed by more serious penalties if infractions continue.

There is no exception to this rule unless the game is shortened for any reason, at which time the local league may elect not to impose a penalty on the manager/coach.

Batting

1. A bat shall be:
 - a. Baseball- no longer than 28 inches and no more than 2 5/8 inches in diameter with a USA Bat stamp or a USA Bat sticker for bats with a BPF of 1.15
 - b. Softball- must meet the BPF 1.20.
2. The ball shall be a Flexiball.
3. Players may not change defensive positions between batters without a substitution.
4. No balls or strikes will be called.
5. Throwing or slinging the bat shall result in a team warning first. Any subsequent offenses will result in the batter being declared out.
6. No on deck batter is permitted.
7. Each player will receive 5 pitches or 2 swinging strikes. If the batter fails to put the ball in play, he/she will then be allowed 2 attempts to put the ball in play off the batting tee. If the batter fails to put the ball in play after the 2nd attempt, the batter is out.
 - a. If a batter hits a foul ball on their 2nd attempt off the batting tee, the batter will be allowed to try again.
8. A player has the option to not use the batting tee. Players not using the tee will be allowed a maximum of 2 pitches. If the batter swings and misses at the 1st pitch, the batter is out.
9. The batter is out if he/she reaches first base with the bat in hand.
10. Each team will get 3 outs or 5 runs per inning. If extra innings are required, each team will begin their time at bat with 2 outs.

Coach Pitcher

1. The Coach Pitcher may speak to the batter until the pitch is thrown. Once the ball is put in play the coach/pitcher shall leave the playing field in a direction that will not interfere with the play/ball and not return until the umpire has called time. If the coach/pitcher fails to leave or in the judgment interferes in any way, the batter is out.
2. The coach pitcher will pitch from any distance as long as they are lined up directly between home and second base.
3. The coach pitcher must go to the coach's circle immediately after the ball is hit. Failure to do so will result in a dead ball, the batter will be declared out, and all runners will return to the base occupied at the time of the pitch.
4. The Coach Pitcher must pitch overhand (baseball) or underhand (softball) to each player and must be in contact with the 40 ft. (baseball) and 35 ft. (softball) pitching plate.
5. The Coach Pitcher shall apply the courtesy of making sure that the defensive team is in position before making a pitch. The batter will not receive any benefit by the coach/pitcher doing this. The umpire, in his judgment, shall nullify any hit, return any runners that advance, and call a strike on the batter.

Offense

1. Any ball landing in a 12-foot radius of home plate shall be declared a foul ball.
2. No lead-offs or stealing are permitted at any time.



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3. No infield fly rule exists at the T-Ball level.
4. Players may not advance on a wild pitch.
5. Base runners shall stay in contact with the base until the ball is hit.
6. A base runner must touch the base they are running to before going to the next base and before the base runner behind them touches the base.
7. One offensive coach will be in the first base box, one in the third base box, one to pitch and the other in the dugout.
8. When a ball is at the base, runners that are between bases may advance at their own risk to the next base and stop.
9. If the ball is batted and hits the coach pitcher, the ball is dead, and no pitch will be counted.

Run Rule

1. Each team is allowed to score 5 runs per inning.
2. 15 run rule is in effect: If the home or visiting team is ahead by 15 runs or more after 3 complete innings, the team that is ahead is declared the winner. 10 run rule is in effect: If the home team is ahead by 10 runs or more after 3 ½ innings or the visiting team is ahead by 10 runs or more after 4 complete innings the team ahead is declared the winner.

Defense

1. Player pitcher must be in a position with one foot touching the circle.
2. A line 10 feet behind 1st, 2nd, and 3rd bases shall divide the infield and outfield.
3. Two defensive coaches are allowed in the outfield during defensive play. (During districts you will only be allowed one coach that must be positioned in the outfield behind the 10-foot line.)
4. To stop play, the ball is to be thrown to the coach by an infielder. Time will be called when the umpire judges the player was attempting to throw the ball to the coach in the circle.
 - a. Any runner who is beyond the 3-foot line when time is called and is advancing shall be awarded the next base.
5. The tee ball division allows for 10 defensive players. The game can be played with a minimum of 9 defensive players.
 - a. If a team has 9 defensive players, they must still have 4 outfielders.
6. While the ball is in the infielder's possession and a runner makes an attempt toward the next base, the defense has the option of throwing the runner out, tagging the runner, or throwing the ball to the coach pitcher.
 - a. If the ball is thrown to the coach pitcher, the runner must stop at the next base.
7. A runner's position is based on where they were when the defensive player releases the ball.
8. An infielder may not chase runner(s) outside of their designated 3-foot base path.
 - a. The penalty for this will be the runner advances one base.
9. A ball thrown from the outfield to the infield must be fielded by an infielder then thrown to the coach pitcher.
10. At no time during the play shall an infielder go into the outfield, or any outfielder come into the infield.
 - a. An infielder may cross the line to retrieve the ball once the outfielder has attempted to throw the ball or to retrieve the ball that has been thrown into foul territory.
 - b. Infielders or outfielders crossing the 10-foot line will result in base runners being awarded the next base after the ball is dead.



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Catchers

1. While playing this position, the catcher must wear full protective equipment. This includes a chest protector, helmet with face mask and throat protector, shin guards, and (for male players only) a protective cup insert.
2. There is no limit on the number of innings a player can play catcher.

Umpires

1. The coaching staff, spectators, and players should familiarize themselves with Rule 9.00 in the Little League rulebook, taking special note that an umpire's judgment decision, such as, but not limited to, whether a batted ball is fair or foul, whether a pitch is a strike or ball, or whether the runner is safe or out, is FINAL! No player, coach or spectator shall object to any such call.
2. The tee ball division may only have one umpire depending on the umpire's availability.
3. There is zero tolerance for badgering, yelling, or any other forms of verbal or physical abuse toward our umpires. The offender may or may not receive one warning at the umpire or board members discretion. Violation of this rule by a coach, assistant coach, and/or parent will result in the head coach being ejected from the current game and suspended for the following game as well as the offender. Remember we are all here for the kids, we are all human and we will all make mistakes.
 - a. Being removed/ejected means the individual must immediately leave the premises. They cannot watch from the bleachers, outfield, etc.

Protests

1. Protests are not allowed in Tee Ball.

District Tournament/State Tournament (All Stars)

1. All rules will come only from the tournament rules attached.

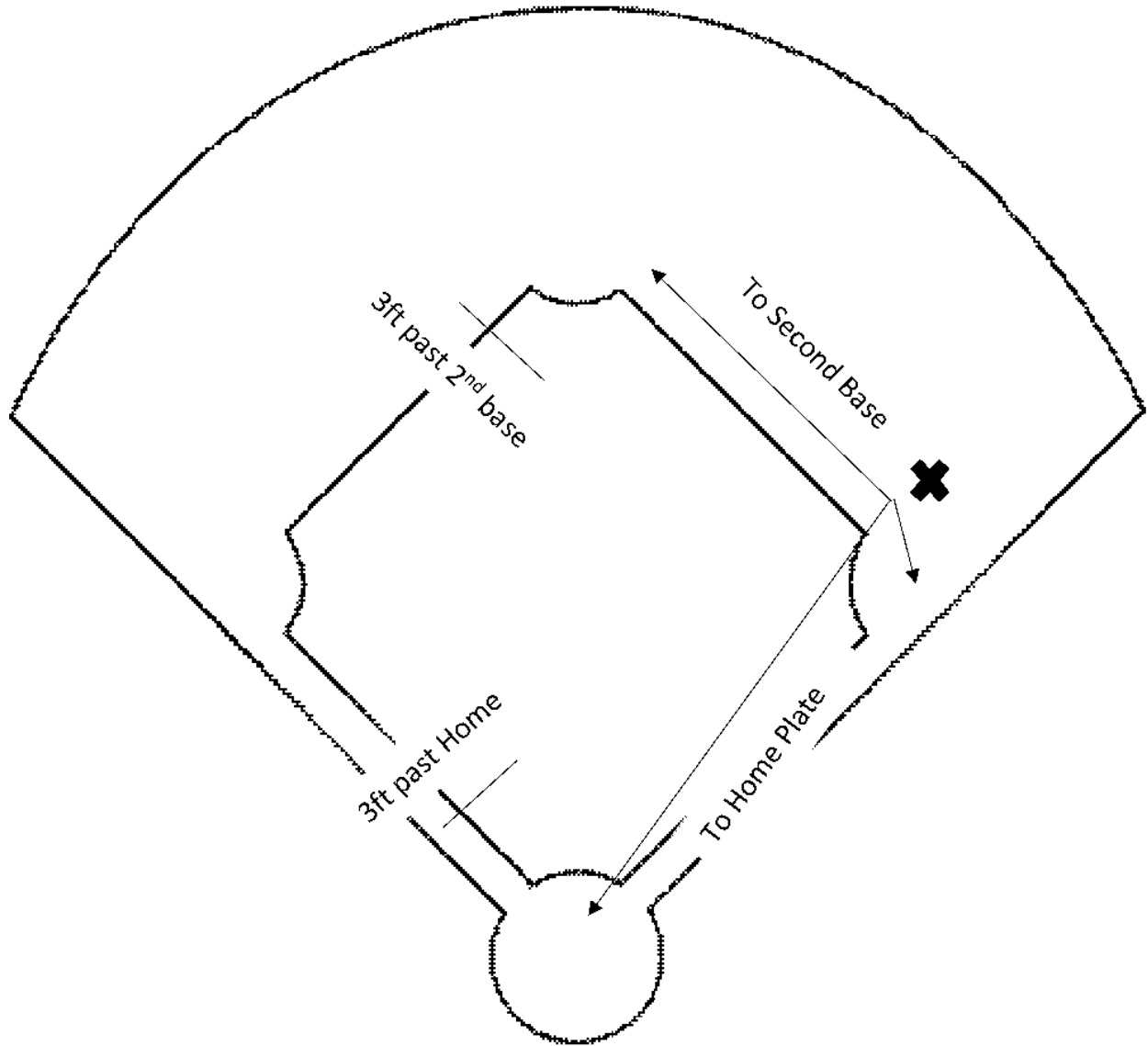
**ANYTHING NOT COVERED IN THESE RULES WILL REVERT
BACK TO THE LITTLE LEAGUE RULEBOOK.**



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Infielder's Boundary Lines:

6th BASEWAY

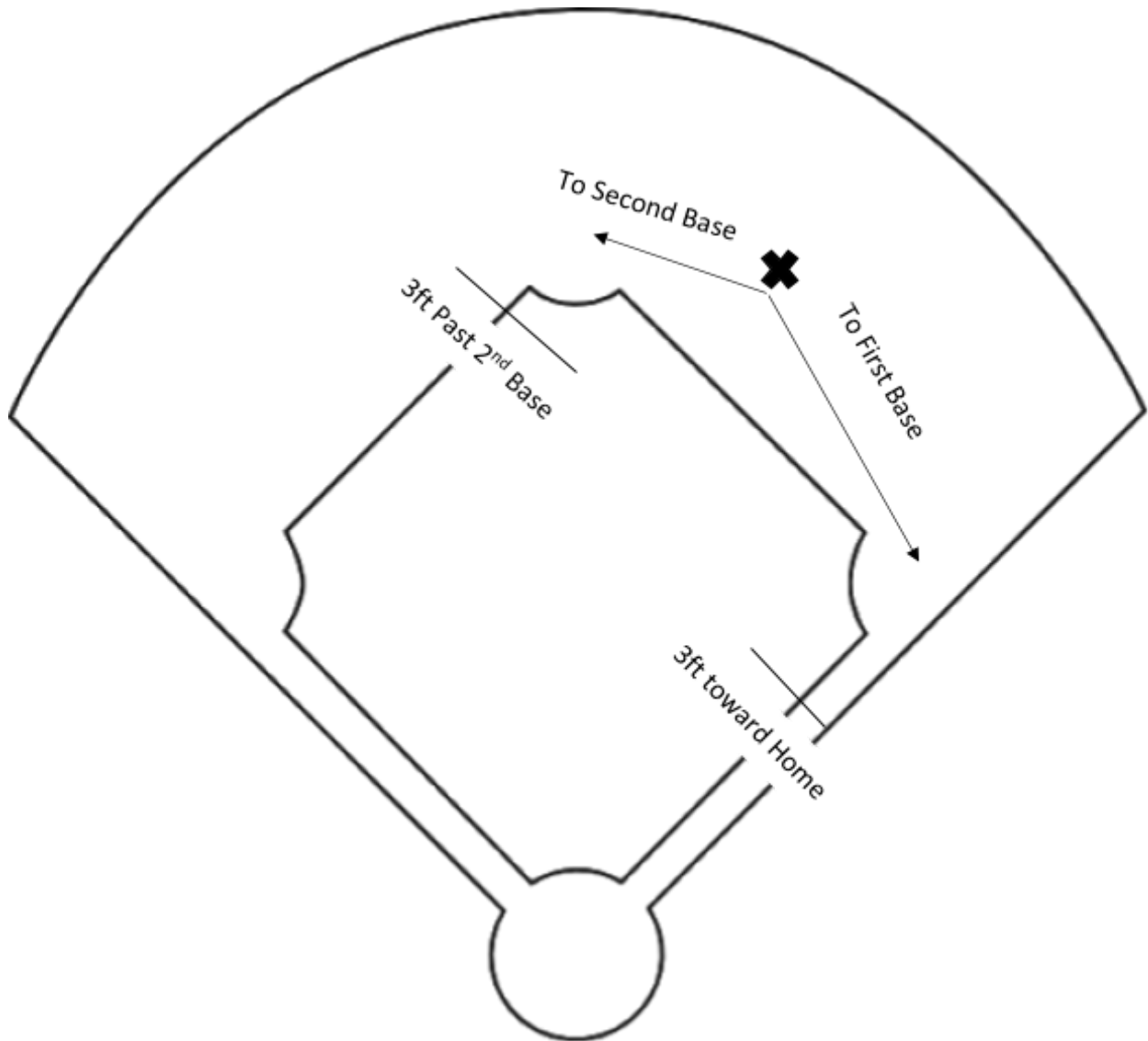


1. May go to first base.
2. May go to second base and 3 ft past second.
3. May go to home and 3 ft past home towards third.



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2nd Baseman

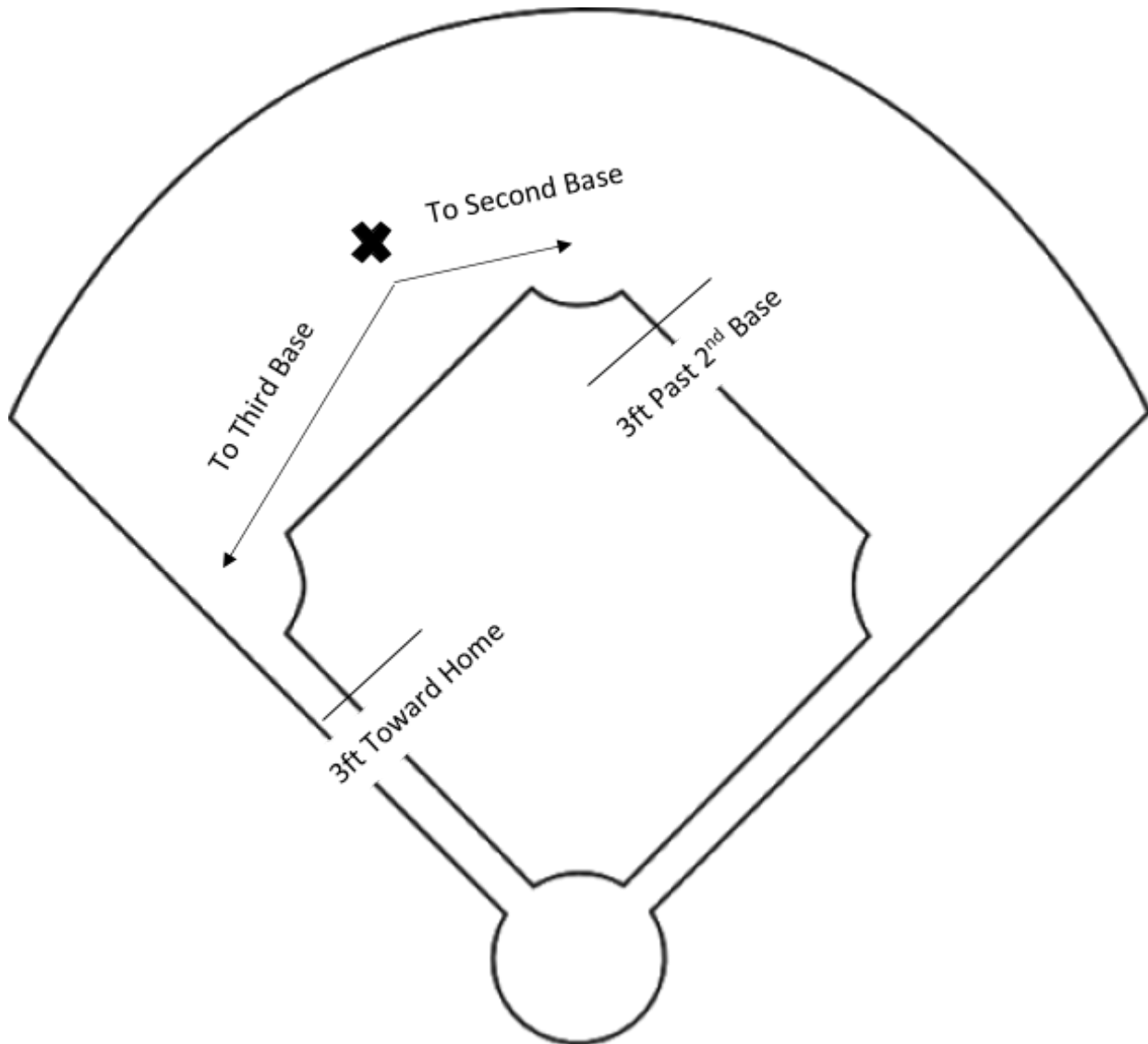


1. May go to second base and 3 ft towards third.
2. May go to first base and 3 ft towards home.



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Shortstop

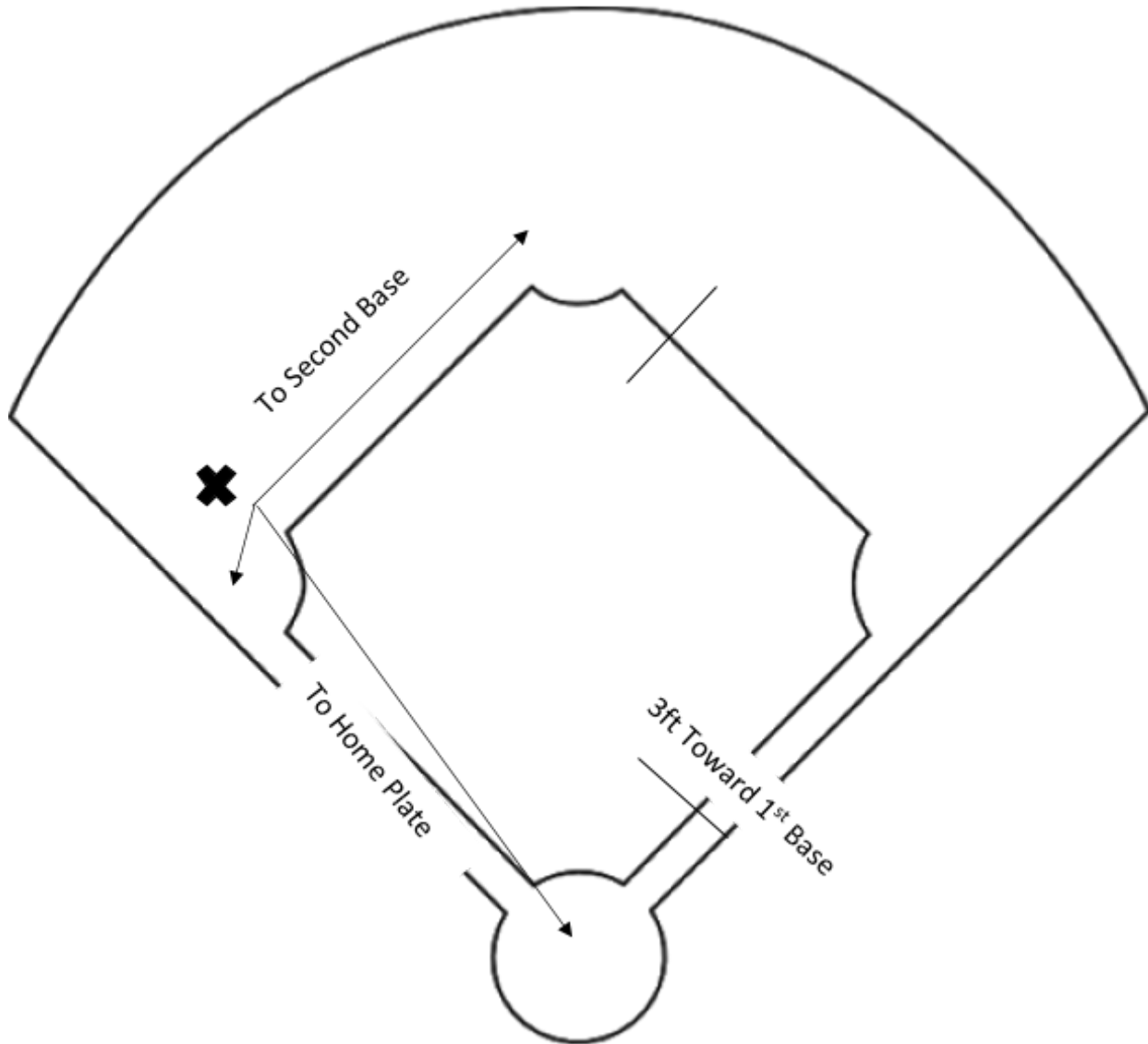


1. May go to second base and 3 ft towards first.
2. May go to third base and 3 ft towards home.



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3rd Baseman

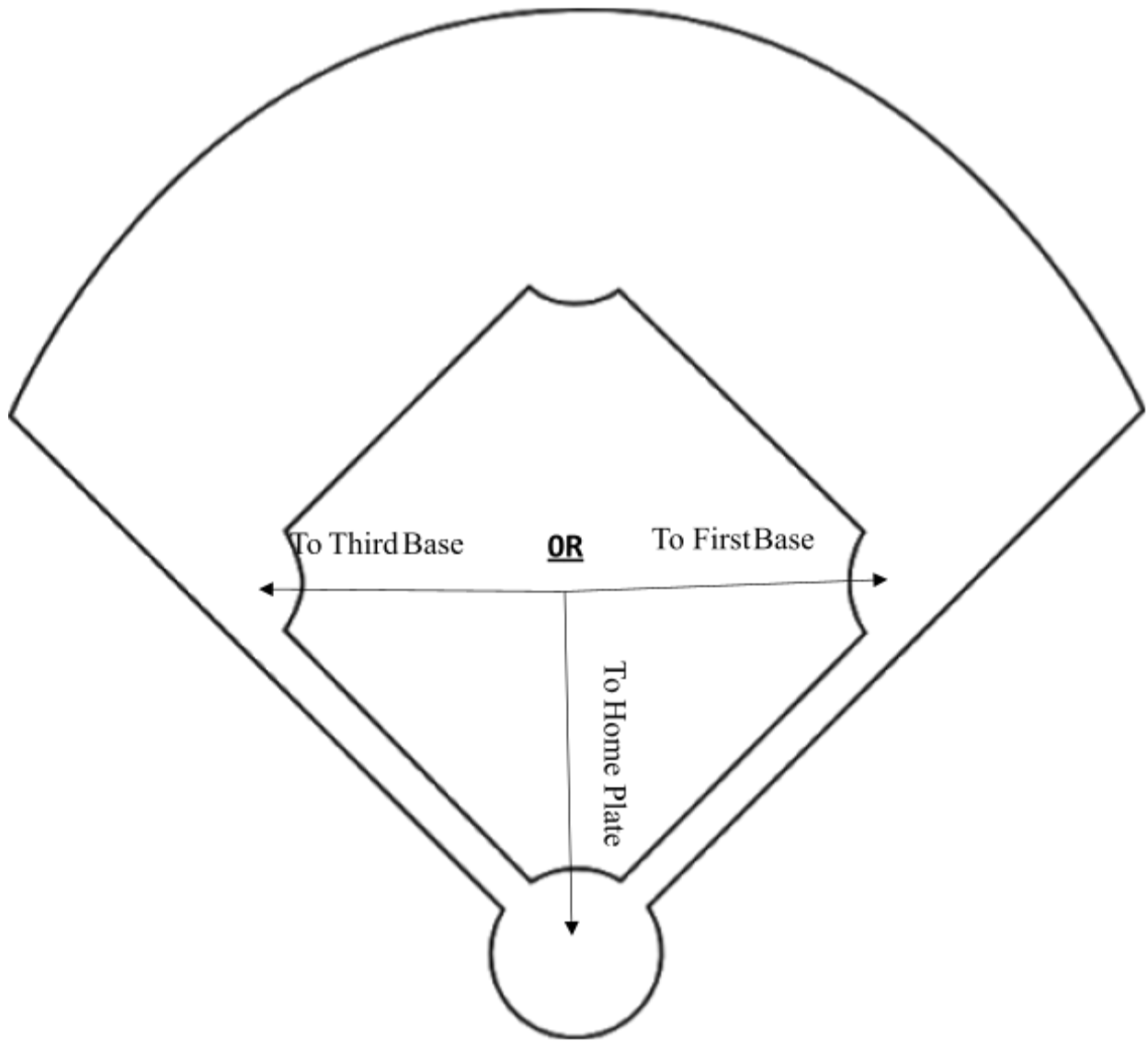


1. May go to third base.
2. May go to home and 3 ft towards first.
3. May go to second base and 3 ft towards first.



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Pitcher

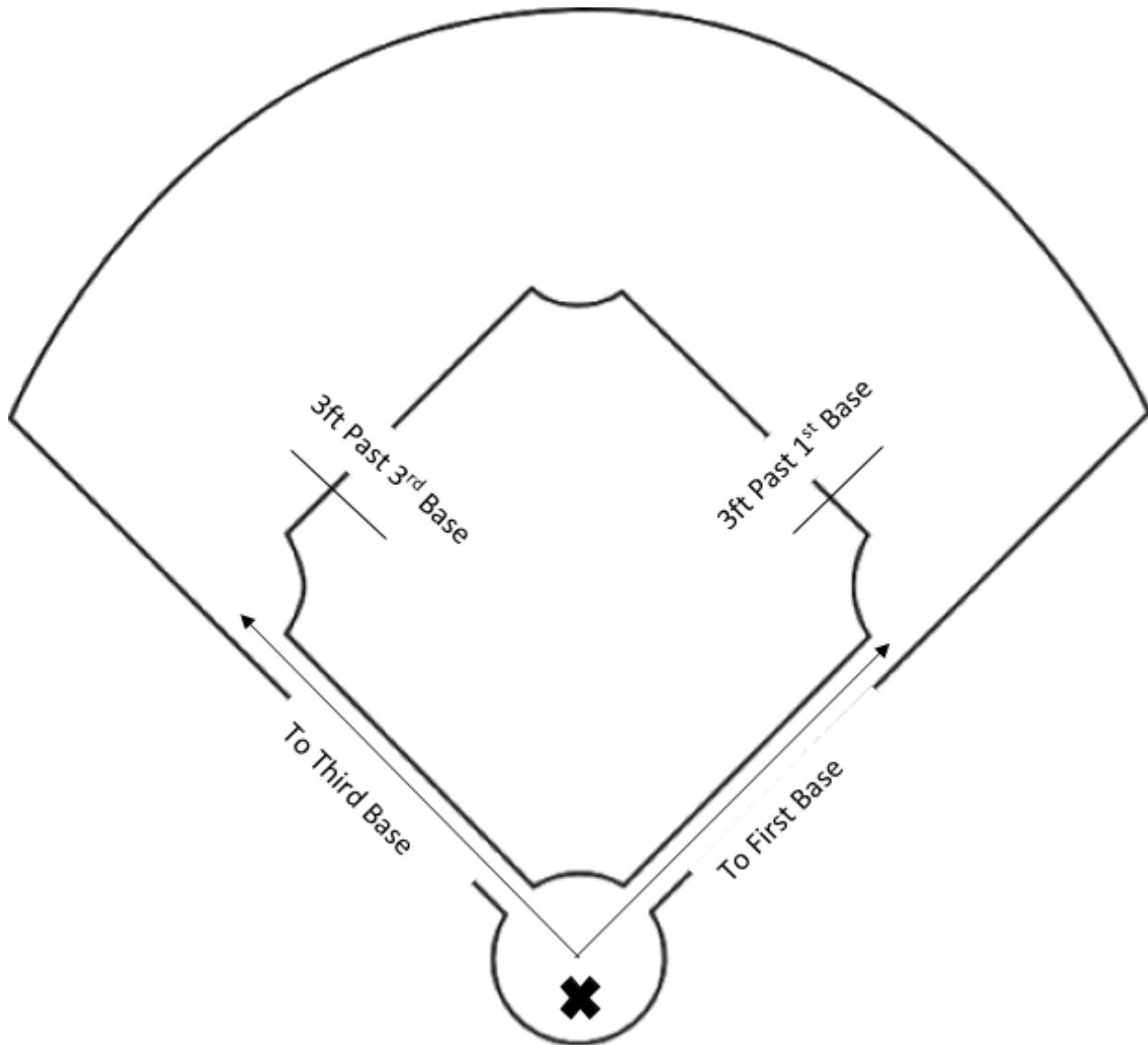


1. May go to home plate.
2. May go to first base or third base.



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Catcher



1. May go to first base and 3 ft towards second.
2. May go to third base and 3 ft towards second.
3. May stay at home.