

**LOCAL RULES  
SUMMARY FOR TEE BALL DIVISION  
SPRING 2018**

All tee ball games are governed by the rules as stated in the 2018 Official Regulations and Playing Rules For All Divisions Of Little League Baseball that was given to you. The following are local rules that have been adopted by the board of Winston-Salem National Little League:

**General Rules**

1. There is no minimum number of players required to start a game. However, if one team does not have enough players to field at least all the infield positions (except catcher) & at least the three regular outfield positions (LF, CF & RF), then it is suggested that the other team “loan” a few players for the game.
2. Use only the league provided baseball with the logo “T-Ball or Tee Ball or RIF 1”.
3. No scores or standings are to be kept.
4. Games are to be 4 innings or 1 hour whichever comes first.
5. The Home team is always in the first base dugout on the Tee Ball field.

**Offensive Rules:**

1. The ball is put into play when the ball is struck by the batter from the tee.
2. A batted ball must go past the half circle between the batter’s box and the pitcher’s mound to be considered “in play”. Otherwise, it is considered a foul ball & the player must bat again.
3. Runners advance at their own risk & can be put out under the normal rules of baseball (force play, tag out, etc; but NOT the ‘Infield Fly Rule’ at this level). Play becomes “dead” when the ball is returned to the infield & under the control of an infielder.
4. There are no strikeouts (K’s) in Tee Ball.
5. Bunting is not permitted.
6. Stealing in the Tee Ball division is not allowed. Base runners may not lead off base and they cannot advance until the ball is hit.
7. WSNLL has opted to use the Continuous Batting Order (Rule 4.04) listed below.

- A. The order will include all players on the team roster present for the game batting in order.
- B. If a child is injured, becomes ill, or must leave the game site after the start of the game, the team will skip over him/her when his/her time at bat comes up without penalty.
- C. If the injured, ill or absent player returns he/she is merely inserted into their original spot in the batting order and the game continues.
- D. Also, if a child arrives late to a game site, if the manager chooses to enter him/her in the lineup, he/she would be added to the end of the current lineup.

#### 6. Batting Order (Suggested rotation)

- A. First Inning – Player #1 - #X
- B. Second Inning – Player #X - #1
- C. Third Inning – Coaches Choice
- D. Forth Inning - Coaches Choice

7. After a team has batted the entire batting order, the half inning is over regardless of outs.

8. If Team A has 10 players and Team B has 12 players, both teams will bat 12 players.

9. When an out is made, the runner must return to the bench. However, batting through the lineup is still in effect even if 3 or more outs are made.

#### **Defensive Rules:**

1. Defensive players must change position each inning. No player may play a position more than two innings in a game.

2. All players who show up for the game will play in the field when on defense. Place your players at the regular infield positions (P, C, 1B, 2B, 3B & SS) and then spread the remainder in the outfield.

3. Fielders should attempt to throw the runner out going to first base or the lead runner if possible. On an overthrow to first base only, no runner will advance.

4. Catcher's MUST wear a batting helmet at this position. Position the catcher up against the backstop (for a RH hitter put the catcher to the 1B side of the backstop & for a LH hitter put the catcher to the 3B side of the backstop. This way if the hitter lets go of the bat in the follow through, it will be away from the catcher.). After play has become "dead" (i.e., when the ball is returned to the pitcher in the pitching circle), the coach handling the tee for the offensive team should instruct the pitcher to throw it into the catcher who will then hand it to the coach & return to their backstop position. It is important for the offensive coach to remember to let the catcher "be included" by taking the return throw & not have the pitcher throw the ball back to them.

### **Post-Game Procedures:**

1. Both teams and their spectators are responsible for policing the area around the field for trash.
2. At the conclusion of the final scheduled game or scheduled practice in a day, the home team is responsible for returning the three bases to the concession stand. The visiting team is responsible for securing a tarp on the mound as well as one in the home plate area.

### **REMINDERS: ALWAYS REVIEW YOUR LITTLE LEAGUE RULE BOOK BUT NOTE THE FOLLOWING:**

If a medical professional, Umpire in Chief, the player's coach, the player's manager or the player's parent has determined a player sustains a possible concussion, the player must be, at a minimum, removed from the game and/or practice for the remainder of that day. The league must also be aware of its respective state/ provincial/municipal laws with regards to concussions and impose any additional requirements as necessary. His/her return to full participation is subject to:

1. The league's adherence to its respective state/provincial/municipal laws.
2. An evaluation and a written clearance from a physician or other accredited medical provider and
3. Written acknowledgement of the parents Little League International strongly encourages all leagues and teams to not only comply with any applicable state/provincial/municipal laws, but also, to review the information and training materials on concussions that are available free of charge on the Centers For Disease Control website, accessible from the link below. This link provides concussion information from all 50 states: State Concussion Info Summary and Implementation:

### **ADDITIONAL REMINDERS:**

1. All game participants not actively involved with play on the field are required to be in the dugout and protected by the screens. Managers/coaches are required to be in the dugout area and mindful of safety issues. Any managers/coaches in a live ball area (including buckets) should be mindful of (Rule 7.11), which requires that they vacate any space where a live ball is in play.
2. There are no on-deck areas on the Little League, minors, and coach pitch fields. A batter cannot "swing up" on these fields (Rule 1.08 Note 1).
3. All equipment must be inside the dugout and not in the playing area.