

MERRITT ISLAND LITTLE LEAGUE

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Local League Rules and Regulations

TABLE OF CONTENTS

1	INTENT AND PURPOSE.....	<u>Error! Bookmark not defined.</u> 3
2	DUTY OFFICERS.....	<u>Error! Bookmark not defined.</u> 3
3	SAFETY AND FIRST AID.....	<u>Error! Bookmark not defined.</u> 3
4	DISCIPLINARY ACTION.....	<u>Error! Bookmark not defined.</u> 4
5	MANAGERS' RESPONSIBILITIES.....	<u>Error! Bookmark not defined.</u> 4
6	UNIFORMS.....	6
7	FIELDS, GROUNDS AND PROPERTY	6
8	USE OF TEE BALL FIELD.....	6
9	LEGAL GAME TIME.....	<u>Error! Bookmark not defined.</u> 6
10	REGISTRATION	7
11	DIVISIONS.....	7
12	TRYOUTS	7
13	DRAFTING, TRADE AND REPLACEMENT – GENERAL.....	8
14	DRAFTING – MAJORS AND MINORS DIVISIONS	8
15	DRAFTING – TBALL DIVISION.....	8
16	VACANCIES.....	8
17	RESCHEDULING OF POSTPONED GAMES.....	9
18	PLAYER PARTICIPATION REQUIREMENTS.....	9
19	MAJORS DIVISION RULES	9
20	MINOR I DIVISION RULES	10
21	DIVISION CHAMPIONSHIPS - MAJORS AND MINORS	<u>11</u> 14
22	ALL-STAR SELECTION	11
23	GENERAL MINOR II & TEE BALL DIVISION RULES.....	12
24	MINOR II DIVISION RULES	12
25	TEE BALL DIVISION RULES	13

1 INTENT and PURPOSE

The MILL Board of Directors established local rules for the upcoming season. Local rules are adopted to clarify any deviation. Little League documents have few unspecified and vague procedures, open to subjective interpretation. League procedures are written in conjunction with the Official Little League Operating Manual and “~~Green Book~~ Official Regulations and Playing Rules”. Our rules correlate with published Little League documents and the MILL Constitution, which is a legal document filed in Williamsport, Pennsylvania. The MILL Constitution can only be amended by the Membership at a General Meeting.

2 DUTY OFFICERS

An individual representing the MILL Board of Directors should be present at each home game. Duty Officers have full authority to enforce the will and intent of the Board, in all matters during their designated period. Duty Officers may routinely patrol the facilities to ensure games are conducted in a manner consistent with the intent of the MILL Board of Directors. This includes enforcement of tobacco and pet restrictions. Duty Officers shall enforce proper decorum and sportsmanship, including participants and spectators. Law enforcement officers will be contacted to serve unruly or disruptive individuals. Little League permits the removal of disruptive participants, parents, or spectators from the property for the duration of any Little League event.

The Duty Officer shall notify the Vice President and President if any issues exist within 24 hours.

3 SAFETY and FIRST AID

The safety of our children is paramount. MILL recognizes the need for safety and accident prevention. The MILL Board of Directors will designate up to two Safety Officers for our league. Reference the Merritt Island Little League Safety Program Document for additional Safety requirements. League officials, parents, and players are encouraged to report unsafe conditions or activities.

The President and Safety Officer(s) will review the MILL Safety Plan at the Manager’s Meeting, prior to the season.

First aid kits and ice will be provided in the concession areas at MILL Facilities.

AED’S/Defibrillators are provided at Tropical, Audubon, and Mila fields.

Managers MUST carry Medical Release Forms for each player at Little League events.

Players must remove jewelry prior to games and practices. Only exceptions are medical identification tags.

Never permit a player to swing a bat in practice or a game, unless properly fitted with a batting helmet.

Never allow any player to swing a bat in the dugout and bullpen area during a game or practice.

Only adults may operate pitching machines. Do not leave a pitching machine unattended when the wheels are moving/”ON.”

Never allow a player to run bases in practice or a game when a ball is in play unless properly fitted with a batting helmet.

4 DISCIPLINARY ACTION

If any organization is to succeed, then rules must be set forth, obeyed, and enforced. Violation of our MILL Local Rules may require disciplinary action. If disciplinary action is warranted toward an umpire, coach/manager, player, parent or league official and that action is not specifically prescribed by Official Little League rules, the issue SHALL be presented to the President and Board of Directors.

Any MILL Player, Manager, or Coach that is ejected from a game is suspended for his/her team's next physically played game. They **shall** be required to appear before the Disciplinary Committee prior to their next scheduled game. The Board of Directors reserves the right to discipline a manager, coach or player (including dismissal) as necessary to uphold the high quality and standards of Little League Baseball (Rule: 4.07).

5 MANAGERS' RESPONSIBILITIES

Attendance is mandatory at meetings set by the Board of Directors for managers.

The HOME TEAM MANAGER is responsible to provide the following for scheduled games;

1. To prepare the field of play, raking and chalking the field prior to games.
2. Three new baseballs for each home game, supplied by the league. Game balls are forwarded to the umpire at the plate meeting prior to game time. Home run balls are to be replaced by the team keeping the souvenir (balls).
3. Official Scorekeeper for Minor 1 and Majors games.
4. Official Pitch Count for Minor 1 and Majors games. Managers are directly responsible for pitch count violations per the "[Official Regulations and Playing Rules](#)~~Green-Book~~."
5. Light cards for evening games provided by the league.
6. Two concession volunteers for the duration of the game. Volunteers will be at least 16 years or older. A "Team Parent" is essential to assist, formatting an equitable concession schedule for the season.
7. Announcer for Major and Minor 1 games. Announcing the game is an option for Minor 2 and T-Ball games if you have a surplus of volunteers.

Each manager will be required to maintain accurate pitch count forms per Little League standards. An official/approved form will be distributed by the league. Updated forms should be kept in a three ring binder. Forms require verification and signatures post game. These binders are subject to review by league officials. Managers are subject to disciplinary action for pitch count/binder violations.

Managers are responsible to determine that there has been an infraction of a playing rule, and must protest said infraction in accordance with the Official Little League Playing Rules. No infraction shall be considered, unless it is protested in accordance with these Rules. (Rule 4.19)

Each manager is responsible for equipment and league designated keys. Damaged equipment will be returned to the Equipment Manager prior to issuing new equipment. Managers will return league equipment as requested.

Managers should designate a “Team Parent” to format a concession schedule for home games. He/she may also help coordinate team events and communicate information to parents.

Managers are responsible to report player absences after 10 consecutive days. Managers will promptly contact the Player Agent. Managers will make a sincere effort to determine why a player is consistently absent for games or practices. Players absent for games will be noted in the official scorebook and lineup cards. Managers who do NOT report missing players will be subject to disciplinary action including suspension or dismissal.

Managers will become familiar with the MILL Safety Plan. A paper copy is available on request. This document is available on our league website. www.eteamz.com/merrittisland

Managers must report all injuries to our MILL Safety Officers within twenty-four hours. A phone call or email with details will suffice. Managers will submit a completed Accident Form to a league official. Accident forms will be distributed at a Manager’s meeting, and can be located on our website. Players who seek professional medical treatment must provide clearance prior to returning to games and practices. A note from their physician is mandated.

Managers, coaches and volunteers MUST complete and submit a Little League Volunteer Form. An Approved Volunteer List will be posted on the MILL website. Volunteers who do not comply will be removed from the fields. Managers will identify those who are not registered within MILL. Required background investigations are mandated by Little League to protect children.

Managers are responsible to ensure the dugouts, and other areas of the park used by the team are maintained in accordance. All debris must be placed in trash containers.

Managers will be scheduled to umpire games throughout the season. The MILL Umpire in Chief will format a schedule. Failure to cooperate may result in disciplinary action. The umpire schedule will be posted on our league website. Please check the league site for amendments.

Managers and coaches will ensure all equipment is returned to the proper storage location.

All storage areas must be secured and locked, including the batting cages. Yellow dimple balls will be stored in the shed prior to leaving the area.

Field and batting cage lights will be turned “off,” light meter boxes will be secured using the provided combination lock. Restroom doors will be secured. The scoreboard and public address system will be “off” and secure. All doors to the facilities must be locked, including the concession area and press box doors.

The Little League Pledge

**I trust in God
I love my country
And will respect its laws
I will play fair
And strive to win
But win or lose
I will always do my best**

Managers SHALL attend tryouts to assist the league, evaluate and grade players.

The use of tobacco and alcoholic beverages in any form is prohibited on the playing field, benches and dugouts. (Rule XIV (e))

6 UNIFORMS

1. Proper playing attire must be worn (Rule 1.11 through 1.17)
2. No uniform may be altered in any way by any Manager, Coach, Parent or any individual without the express written consent of the Board of Directors.
3. Pitchers may NOT wear white undergarments (sleeves) under their uniform.

7 FIELDS, GROUNDS AND PROPERTY

MILL Fields consist of Mila, Tropical, Audubon, and Mitchell Ellington Field. Field use will be coordinated with the designated MILL Scheduler or President.

NOTE: Audubon Field 2 does NOT have lights.

A. Additional local rules (not addressed in Little League Publications)

1. No pets permitted at the MILL facilities.
2. Batted or thrown balls will not be permitted outside the playing fields or batting cage on MILL grounds (It is noted that the school playground is not MILL grounds).
3. Baseballs will NOT be batted from a tee or "soft toss" into fences or walls (other than unintentional foul balls). Tennis balls are permitted for this purpose.
4. Individuals are not permitted to climb fences, dugouts or any other structure on MILL grounds.
5. Children are not permitted to play or loiter in the areas designed for vehicle parking or traffic.

B. Field and Batting Cage Rules

Teams will be permitted to warm up prior to games. Time constraints dictate that team preparedness and cooperation are the rule. Warm ups should be precise and conducted in an organized safe manner. Teams will not take batting practice on the field prior to games.

1. No teams or divisions have priority over others within MILL. Teams will share the facilities equitably.
2. Teams with scheduled games have priority utilizing the batting cages, over teams with practices.

8 USE OF TEE BALL FIELD

Field use is reserved for the Tee Ball Teams only.

9 LEGAL GAME TIME

No inning SHALL start after 10:00 PM, 8:00 PM for T-Ball

It is held that an inning starts the moment the third out is recorded, completing the proceeding inning. The home plate umpire will keep legal game time for Majors and Minor 1 Baseball. The Scorekeeper will note the start time in the scorebook. Managers will responsibly hold game time for Minor 2 and T-Ball games.

1. If there are two games scheduled for one field, the first game timing will start at the scheduled start time, regardless of whether the game starts late. No time will be added to the first game. Games should be concluded in enough time where teams will be off the field and clear of the dugout prior to the time limit so the second game may start on time.
2. Majors have no game time limit.
3. Minor 1 has a two hour game time limit.
4. Minor 2 has a ninety minute time limit or five innings, maximum.
5. T-Ball has an hour time limit or three innings, maximum.

10 REGISTRATION

Refer to Constitution: Articles III and IV

Refer to Little League Rules: Regulations III and IV

Refer to Operating Manual pages.

Registration Fees:

1. The registration and membership fees payable to the local league shall be determined by the Board of Directors and will be published along with the registration dates.
2. There will be an additional fee assessed for late registration.
3. Refunds will be allowed as follows:
 - a) Full refund on all requests made prior to placement of order for uniforms.
 - b) Half refund on all requests made after order for uniforms have been placed and prior to Opening Day.
 - c) No refund shall be given after Opening Day Ceremonies.

11 DIVISIONS

It is the philosophy of MILL that players should play within the established age divisions if possible. We believe this promotes growth, success, and builds confidence within our youth.

The divisions of MILL are recommended as follows:

TBall	Ages 4-6
Minor II	Ages 7- 8
Minor I	Ages 9-10
Majors	Ages 11-12

12 TRYOUTS

Refer to Operating Manual Registration and Tryouts Section.

All 12 year olds are required to play Majors. Parents who desire differently must submit a request to the MILL Board prior to tryouts. The MILL Board will forward the request to the District Administrator for further review.

If players league age 9-11 do not attend 50% of scheduled tryouts, he/she is NOT eligible for the Majors draft. Individual cases of restoration of eligibility may be reviewed by the Board of Directors, if circumstances warrant.

Returning Majors veterans are exempt from tryouts, only when returning to the same team.

The purpose of tryouts is to make all registrants available for review prior to drafting. Players wishing to be released from a team must notify the Player Agent prior to tryouts. The Player Agent will forward the circumstances to the Board, who will render a decision. No release is valid without board approval.

13 DRAFTING, TRADE AND REPLACEMENT – GENERAL

Refer to Little League [Official Regulations and Playing Rules](#)~~Green Book Rules~~: Regulations V
Refer to Operating Manual – Player Selection Systems

14 DRAFTING – MAJORS AND MINORS DIVISIONS

The Player Agents for the Majors and Minors divisions will prepare a recommended draft method based on Operating Manual Player Selection Systems sections “Methods for Existing Leagues” or “Expansion”/“Team Reduction” to the Board of Directors for approval after the tryouts and before the draft process.

15 DRAFTING – T-BALL DIVISION

The Player Agent will propose a process that attempts to accommodate geographic and parental requests.

16 VACANCIES

Refer to Little League [“Official Regulations and Playing Rules](#)~~Green Book~~.”

Refer to the Little League Operating Manual.

Managers will notify the Player Agent if a player is absent 10 consecutive days without a valid excuse. Failure to report a missing player will result in disciplinary action against the manager. The Player Agent shall advise the President.

MILL elects to adopt the option in which a player is NOT brought up to a Majors Team during the last two weeks of the season. (Regulation III (d), Note 1)

The Player Agent will maintain a list of eligible players from which a manager may select a replacement. The manager has seven calendar days to choose a replacement, listing players in order of preference to fill the vacancy. If the manager has not notified the Player Agent of their choice(s) by the seventh day, they will forfeit their right to choose. In this event, or if the vacancy cannot be filled from the list provided, the Player Agent will provide the Board their recommendation for a replacement player. Upon Board approval, the player will be moved to the new team and the Player Agent will ensure all necessary paperwork is completed.

Manager or coaches are NOT to contact the managers or players of a subordinate division in regard to replacements or vacancies. The Player Agent will negotiate the pending transaction. Contact with player, or player's guardian, will result in managers forfeiting their right to pick the replacement. The Player Agent will select a candidate from the list, subject to approval from the league Board of Directors.

If for any reason the selected player does not advance to the division, the player will forfeit Minor 1 and Majors eligibility for the remainder of the season.

Minor's Division managers should not discourage players from advancing to fill a vacancy.

17 RESCHEDULING OF POSTPONED GAMES

All Majors and Minor I postponed games should be played within 8 calendar days of the cancelled or postponed game. The Scheduler will reschedule these games. Managers or coaches do NOT have the authority to reschedule games on their own. Once the MILL Scheduler or President approves rescheduled games, they will become official once posted on the league web site. The Scheduler will consult with the Chief Umpire, League President, and managers involved confirming the process. Exceeding 8 days subjects both teams to a loss pending Board of Directors review. Inter-league Rules will supersede in this area when formally approved by the Inter-league Committee.

The Scheduler will notify the Chief Umpire to have umpires scheduled.

Minor II & Tee Ball postponed games do not require rescheduling. However, if both managers choose to reschedule, they MUST coordinate with the league Scheduler. Scheduling amendments approved and posted on the league web site are deemed official.

Only games posted on our MILL website are confirmed and deemed official, no exceptions!

18 PLAYER PARTICIPATION REQUIREMENTS

Refer to "[Official Regulations and Playing Rules Green Book](#)," pages 32-33

~~For Majors or Minors, a shortened game shall be the only reason a player(s) does not fulfill the requirements of regulation IV(i).~~

~~Players who arrive at the game site after a game begins may be inserted in the lineup. The official start of the game is when the umpire calls "Play Ball". (Reference: Rule 4.01 (d) and 4.02) These players are not covered by participation requirements.~~

19 MAJORS DIVISION RULES

Refer to Little League [Official Regulations and Playing Rules Green Book Rules](#)

~~All games will normally begin 6:30 pm.~~ Failure of a manager to field a team by the scheduled game time may result in a forfeit of the game. (Reference 4.15 (1) & 4.16)

1. A maximum of one manager and two coaches will be allowed in the dugout or playing area at any time.
2. The offensive team may station two adult base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave

their dugout until the pitcher has completed his/her pitches to the catcher. Base coaches may be eligible players in the uniform of their team. An adult manager or coach is only permitted to occupy the first or third base coaches box if there is at least one other adult manager or coach in the dugout. (Rule 4.05)

3. It is suggested/recommended that each manager keep a record of each player's batting, on base, slugging percentages, and overall team averages.
4. Major's managers MUST adhere to official pitch count guidelines designated by Little League.

20 MINOR I DIVISION RULES

~~1. All games will normally begin 6:00 PM. Failure of a Manager to field a team of nine (9) players after 10 minutes of the scheduled game time may result in a forfeit of the game. (Rule 4.15 (1) & 4.16)~~

~~2.1.~~ No inning will start after two hours from the official game time designated by the umpire. The full inning will be completed if started prior to the two hour rule.

~~3. It is an official game if 2½ innings have been completed and the home team is ahead, or 3 complete innings have been played. (Rule 4.10 (c) (1) & (2) modified)~~

~~4.2.~~ A regular season game is considered officially completed and a winner declared, if after 4 innings, 3 ½ innings if the home team is ahead by 10 or more runs, the losing team's manager with the least runs shall concede the victory to the opponent. (Rule 4.10 (e))

~~5. Either team may "borrow" a MILL registered Minor I or Minor II player to play a game if they do not have nine (9) players present. This player bats last and plays the outfield, ineligible to pitch. These games will count as official games. No official uniform, (shirt, pants) is required. The borrowed player must wear a hat and male players must wear an athletic supporter. (Rule: 1.17)~~

~~6.3.~~ Once a team scores five (5) runs, the half inning is complete, and the team will take the field on defense regardless of the number of outs.

~~7.4.~~ Any batter who releases, slings, or throws a bat in a dangerous manner may be declared out. This will be under the discretion of the Umpire in Chief for the game.

~~8.5.~~ A maximum of one manager and two coaches will be allowed in the dugout or playing area at any time. (Rule 4.05)

~~9.6.~~ The offensive team may station two adult base coaches on the field during its time at bat, one near first base and one near third base. The coaches shall not leave their dugout until the pitcher has completed his/her pitches to the catcher. Base coaches may be eligible players in the uniform of their team. An adult manager or coach is only permitted to occupy the first or third base coaches box if there is at least one other adult Manager or Coach in the dugout. (Rule 4.05)

~~10.7.~~ The continuous batting order option will be used the entire game. (Rule 4.04)

11.8. It is suggested that each manager must keep a record of each player's batting, on base, slugging power averages and overall team averages.

12.9. "Official Regulations and Playing Rules~~Green Book~~" ~~rules~~ apply regarding player substitutions and playing time.

13.10. Minor 1 Managers will adhere to official pitch count guidelines designated by Little League.

21 DIVISION CHAMPIONSHIPS - MAJORS AND MINORS

First place trophies will be awarded to players of the championship team in the Majors.

The Majors season will be divided into equal halves with a winner for each half. The winner from each half will meet in a one game playoff for the championship. Inter-league games count in the standings, unless documented otherwise. If the same team wins both halves, they will be declared the league champion. Half season tiebreakers will be decided in the following order:

- 1- Head to head meetings only for the games played in the tied half season.
- 2- Runs scored against, divided by defensive innings played, for all games played in the tied half season.

The Minor I Championship will be played at the end of the season. Initial scheduling for games will be determined by a random method. There are no official standings kept for Minors Baseball per the "Official Regulations and Playing Rules~~Green Book~~."

22 ALL-STAR SELECTION

Selection of Managers

The acting League President will appoint MILL All-Star Managers, ratified by a majority vote by the Board of Directors.

Appointed all-star managers may choose coaches pending board approval.

Selection of Players

The 11 & 12 Year Old MILL All Star Team is considered the premier team of MILL, and shall be selected first.

Sometime after the mid-season point, the MILL Board shall decide the competitive viability of the remaining two All-Star teams (9/10-yr olds and 10/11-yr olds), and determine which team will select players next.

MILL All-Star Teams will be selected post Closing Day Ceremonies. Any player who is selected to play on an all-star team, must play on that team, or automatically forfeit eligibility for tournament play.

The manager of each tournament team ~~shall choose~~may suggest how many players will be on the all-star roster, pending approval by the Board of Directors.

Managers will collectively select players for tournament teams. All managers will submit a private ballot along with the batting averages for each player on his team to the Player Agent. This will be done at least 3 days prior to the scheduled

vote. The ballot shall rank the top fifteen players in their division, with the best player being first (number one). The Player Agent & President shall tally these ballots (number of votes, sum of ranking score) and consider any discrepancies between these results and the consensus process prior to approval of the all-star roster.

These ballots shall determine all players on the roster, except the final 3 slots, which will be selected by the all-star manager. ~~The manager will then select between 2/3 alternates.~~

Absolutely, no one may announce any/all of the all-star team roster ~~or alternates~~ prior to formal notification by the President. The contents of the All-Stars Meetings will remain confidential along with the ballots. Disciplinary action in this event may include forfeiture of all-star participation, and/or future league participation as determined by the Board of Directors. The President and Player Agents will notify the players who are selected for the team as per Little League guidelines.

23 GENERAL MINOR II & TEE BALL DIVISION RULES

The MILL Board of Directors has adopted the philosophy to de-emphasize competition and to stress the fundamentals of baseball in the Minor II and Tee Ball Divisions.

1. Either team may borrow a MILL registered player from within their division to play a game if they do not have nine (9) players present. This player bats last and plays the outfield. No official uniform (hat, shirt, pants) is required. The borrowed player must wear a hat and male players must wear an athletic supporter. (Rule: 1.17)
2. Minor II and Tee Ball games may be conducted with fewer than 9 players at the discretion of the Managers.
3. No base stealing is permitted.
4. Base coaches should not physically touch, assist, or hinder base runners in any way. This is considered offensive interference.
5. Any batter who releases, slings, or throws a bat in a dangerous manner may be declared out. There will be 1 warning, and no exceptions.
6. There will be no infield fly rule in these divisions. (Rules 2.00 & 6.05)
7. An offensive coach should be provided at first and third base, provided there is at least one adult in the dugout. One to three defensive coaches are permitted on the field during play on defense. Two defensive Coaches may stay in the outfield grass between the second base and the shortstop position, thereby avoiding confusion with the offensive coaches located at first and third base. A defensive or offensive coach must be located behind the catcher in order to assist the catcher, retrieve balls, and assist with positioning of the batter.
8. The continuous batting order option will be used. (Rule 4.04)

24 MINOR II DIVISION RULES

1. Pitching

- a) The offensive manager or coach will pitch to their Minor II players. Coaches may pitch from the mound or closer to ensure accuracy.
 - b) Each player fielding the pitcher's position must have both feet on the pitching mound/clay.
 - c) A player will receive 7 swings to put the ball into play. The player will return to the dugout, no out recorded, if the player does not put the ball into play after 7 swings. Only exception, a foul ball on the last pitch, another pitch is awarded.
 - d) No walks or HBP in Minor 2.
2. Bunting is not allowed in the Minor II Division.
 3. If a defensive player has the ball in the infield, and all base runners have stopped at a base, all play stops.
 4. Games will end 1½ hours after the scheduled start time.
 5. OVERTHROWN BALL:
 - a) An overthrown ball is one in which the ball is delivered so high, wide, or low that the infielder does not stop and control the ball by ordinary effort. Generally, any throw not caught by the infielder involved in a play on a base runner is an overthrown ball.
 - b) The runner may advance one additional than the base he was trying for when the ball was overthrown. The runner is at risk during advancement, and subject to being put out. If the runner stays on base, or is not trying to advance to the next base, when a ball is overthrown, the runner can only advance to the next base.
 6. Minor II will NOT keep score or use the scoreboard due to the instructional nature of the division/play.
 7. Once a team scores five (5) runs, has three outs, or bats around, the half inning is complete. The team will then take the field defensively. This applies for the entire game.
 8. If there are 10 or more children on each team, the managers will field ten players. The tenth player must be a fourth outfielder. Managers may opt to field an additional outfielder (5).
 9. No player will sit more than 1 consecutive inning, and will not sit again until all others have sat the bench. Players ~~should~~must rotate defensive positions each inning at this level. All players shall play an infield position at least one inning per game.
 10. Outfielders MUST play at least 5 yards/15 feet from the nearest base on the infield. Outfielders will not be stationed close to the infield clay.

25 TEE BALL DIVISION RULES

1. A coach will pitch 5 tosses to each batter before the hitting tee is needed to put the ball in play. Foul balls on the last pitch will result in additional pitches. It is

recommended the coach pitches on one knee, eye level to the batter, roughly 10-15 feet away from home plate.

2. A fair ball should go a minimum of 8-10 feet. If the ball does not go 8- 10 feet it should be declared a foul ball. Managers may rule otherwise to keep the game moving.
3. All players shall play an infield position at least one inning per game.
4. Play starts when the ball is on the tee and the coach calls “play ball”. “Time” is called after each swing if the ball is not hit into fair territory. “Time” is called following a hit and; after play stops.
5. All catchers must be positioned against the backstop fence prior to the swing of the bat. Catchers are optional, but the player must wear the protective equipment listed in rule 1.17.
6. All players are to remain in their normal locations on the field until the ball is hit (ie. The pitcher must remain at the pitcher’s plate and not creep up before the ball is hit).
7. T-Ball does not keep score or standings.
8. Games will end one hour after the scheduled start time. All games are scheduled for 3 innings. However, if time permits, and both managers agree, then additional innings may be played. No inning will continue after 1 hour of play, unless the home team is at bat, in which case the game ends at the completion of the inning. If playing on a field with a game following, all play ends twenty minutes prior to the scheduled start of the next game.
9. Batter/runners will remain on base regardless of out(s) recorded during a game.
10. All base runners should stop once the base is reached, and the ball is in the infield.
11. For the Tee Ball Division, all players will bat once each inning, regardless of the number of outs or runs scored. The last batter runs all the way around the bases while the defense stays on the field until he/she touches home plate.
12. All -players will play defense, extra players will be evenly spaced in the outfield.
13. Batters may advance to second base (double) on balls hit to the outfield.
14. Defensive players should be taught to avoid blocking the base or base path of the runner to prevent a pending accident.