

## 2011 "Rookie Division" (Tee Ball) Local League Rules

### LITTLE LEAGUE RULE BOOK WILL APPLY WITH THE FOLLOWING ADDITIONAL ITEMS

The average child can learn to play and enjoy baseball at an early age with the help of good instruction and day-to-day experience. For the beginner, the learning experience must be fun with ample opportunity to practice all the fundamentals of baseball; throwing, batting, fielding and running. Learning by playing is basic. The Little league Tee-Ball program is the vehicle by which youngsters can practice and learn at an early age with maximum enjoyment. **The games are for player enjoyment and practice.**

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**Age:** League age five, six and seven.

**Dress:** T-Shirt and hat are provided and are the required uniform for the entire season. Rubber cleats are required for safety purposes. Baseball or long pants are required for games to reduce injuries.

**Assignment of Players:** The Player Agent will assign the teams, placing approximately the same number of players by age on each team.

**Number of Players: Defensive team:** all players, however, there shall be no more than six players, including the defensive pitcher and catcher, closer to home plate than the outfield grass when the ball is put into play by the batter. **Offensive team:** all players.

**Continuous Batting Order:** All players present for the game will bat in the order listed.

**Defensive Play:** Each child present for each game must be played equally in the infield and outfield. Players must be rotated so that they will experience playing every position during the season.

**Pitching:** The ball shall not be pitched, but shall be hit off the tee, which shall be set on home plate. It shall be the coaches responsibility to remove the batting tee from the plate area should play involve a player scoring. The player occupying the defensive position or pitcher must stay in contact with the pitching rubber until the ball is hit.

**Base Running:** Runners must stay in contact with the base until the ball is hit (no leading). Only one base is permitted on an overthrow at ANY BASE. Play is dead when the ball passes within the five-foot radius of the pitcher's plate. A runner cannot advance to the next base if he is not halfway to the next base when play is ruled dead. When all defensive players are in proper position the defensive coach shall call "play ball", and the next batter will have his turn at bat

**Side Retired:** The offensive side is retired when all players on the roster have batted one time.

**Foul:** Same as conventional baseball, except that a ball that travels less than 15 feet from home plate in fair territory is called a foul.

**Strike Out:** A batter shall be allowed three swings. If on the third swing he does not hit the ball, he shall be called out. If on the third swing the ball is fouled, the batter shall be entitled to one more swing - - thus the **maximum number of swings is four**

**Infield Fly Rule:** Does not apply to Tee Ball.

**Coaching:** Managers and coaches may stand near their batter to give advice, but must not interfere with play. The manager or coach must request "time" from the defensive coach before attempting to demonstrate a technique or explaining a play to his players during the game. A defensive coach or manager may stand behind second base on the grass to instruct players during their time in the field. Interference by a defensive coach in the judgment of the offensive coach advances the base runner to the next base.

**Length of Game:** Three innings. No inning will start after 50 minutes of scheduled start time. A new inning begins the moment the last batter has completed his turn at bat. **The game will end 1 hour from the scheduled start time.** (This is to insure that the next games players have a chance to warm up.)

**No Protests Are Permitted In Tee-Ball.**

**No Forfeit Rule:** If a team is unable to field nine players during a game, they shall borrow player(s) from the opposing team.

**Bat Throwing:** Coaches need to make their players aware of the difference between **dropping** and **throwing** the bat after making contact with the baseball. The bat should never be thrown under any circumstances. On the **first** occurrence in a game, the player will receive a warning from the manager/coach. On the **second** occurrence, the player will receive a warning. On the **third** occurrence, the player will be asked to leave the game. (This rule is for safety purposes.)

**Unsportsmanlike Conduct:** A player who intentionally misuses or abuses any equipment or uses profanity will receive a warning from the umpire (example throwing bats, helmets, etc.). The second occurrence for either equipment misuse or profane language will result in the player being ejected from the game. Sabino Canyon Little League will not tolerate unsportsmanlike conduct.

**Score Keeping:** There will be no score keeping. There will be no tournament.

**Disciplinary Action:** Before any disciplinary action is taken by a manager resulting in a reduction of playing time for a player, the coach must notify the player, the player's parents(s), the Player Agent, and the opposing coach of the disciplinary action he intends to take prior to the game.

**Batters:** Players will use safety helmets with facemasks provided by SCLL or helmets with facemasks, which are Little League approved.

**Rule Reminders:** Rule 1.08 - The on-deck position is not permitted.

Rule 7.08 (a) (4) - The runner is out when sliding headfirst while moving forward. **NOTE:** Applies only when advancing to a base. Does not apply when returning to a base from a run or pick-off situation.

**Game Preliminaries:** Each team shall provide one new ball for each game. At the end of the game each team will receive a ball. Home and Visitor teams are responsible for field preparation BEFORE their game begins. Home team is assigned the third base dugout.

**Equipment:** Managers must sign for equipment. At the end of the season, the manager will be held responsible for missing items. Coaches are responsible for putting bases away and locking storage bins after each game. This is extremely important because bases are costly.

**Tournament:** There will be no tournament.

**Participation Awards:** All Tee-Ball players will receive a participation award at the end of the season