

CONCORD AMERICAN LITTLE LEAGUE, INC. LEAGUE POLICY

Approved January 25, 2007

ARTICLE VI – DIVISIONAL RULES

T- Ball Division Rules

(These rules are supplemental to the T-ball, Minor and Little League rules published annually by Little League Baseball, Inc.)

General

1. Eligible Tee-Ball players should be, five (5), six (6) and seven (7) year old players, with the exception made for eight (8) year old players when it is in the best interest of a particular child. No child over the age of eight (8) shall be allowed to play in the Tee Ball Division.
2. Games will be played up to 6 full innings however, No new inning shall start after **1-1/2 hours**, whichever comes first.
3. No score will be kept.
4. The ball will be put into play exclusively by being hit off a “T” for the first 4 scheduled weeks of the season.
5. Beginning on Monday of the fifth scheduled week and for the remainder of the season - **Each batter may choose** to receive an underhand or overhand "soft toss" pitches from their own coach. A player choosing to bat from the tee is still acceptable. Each batter will receive up to a **maximum** of 3 pitches. If by the 3rd pitch the batter has not put the ball into play; he/she will be permitted to put the ball into play from the tee
6. There are no walks or free bases for being hit by a coach's pitch.
7. Ten (10) players will be used on defense by use of a fourth outfielder.
8. Two (2) parents may help in the outfield. They are the umpires for calls at 2nd base. 1st and 3rd base coaches are the umpires for those bases. Remember **ALL** close plays are safe!
9. Free substitutions shall be allowed between innings.
10. No set infields are allowed. Player will be rotated into different position between the infield and outfield.
11. Each teams time at bat will conclude after all players have batted once. If 3 outs are made on the offensive team, all base runners will be removed from the field and the offensive team shall continue to bat to the end of the order.
12. When a ball is hit into the outfield the defense must throw the ball back into the infield to make a play on a runner.
13. **Courtesy Rule** - When the ball is thrown from the outfield, as soon as it gets to the infield stop the runners at that base. Do not advance runners on over throws to the infield.
14. We have also installed a red stop play light at the Olivera Rd. Baseball complex and on the major division scoreboard at the Galindo Mt. Diablo Baseball Complex it is visible from most fields. It is operated by an un-adjustable photocell to determine unsafe light levels.
All Play must stop when it lights. **(Please read Little League rules 4.15 (1- 6), 4.12, 5.10 (b- h), 4.11**

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Pre-Game

- 1) Home team is responsible for preparing the field. Home team always puts the bases out on the field before the game and **puts them away after the game**. **On Saturdays, first game of the day**, home team puts the bases out. **Last game of the day**, home team puts the bases away.
- 2) Home team is always 1st base dugout. This is important. We use this system in every division in the league.
- 3) Home team supplies the home plate umpire.

Batters

On Deck Batters are not permitted on the field or in the caged area next to the bullpen.

- 1) All players will bat in order.
- 2) If a batted ball hits a coach or player while on the field, the ball will remain live. **(Base runners are safe)**
- 3) The ball is foul if it travels less than 15 feet in fair territory from home plate. An arc should be chalked between the 1st and 3rd baselines at approximately 15 feet from the back tip of the plate to facilitate this call.

Runners

- 1) No stealing allowed.
- 2) Infield fly rule will not be called.
- 3) Do not advance runners on overthrows.

Pitchers

- 1) A defensive player will be stationed in the infield **ON** the pitching rubber.