**Waterford Little League**

**2015 Tee Ball Rules**

**Revised February 2015**



1. **Governing Rules**
	1. The 2015 Official Little League Rules are the governing rules for the Waterford Little League within all divisions of play. This handout will serve as supplemental information.
2. **Roster/Lineup**
	1. All players present at game-time shall be in a batting order as established by each team’s manager. Late players shall be added to the end of the established order with no penalty.
	2. The defense will field ten players.
	3. There is no minimum number of players required to start the game. Games should be played if at all possible.
	4. A lineup card may be exchanged between managers prior to the game if they wish to do so. A continuous batting order will be used. If a player is unable to bat, the reason should be brought to the attention of the umpire, as well as the opposing manager, and his or her spot will be skipped.
	5. All players must play defensively for two innings and offensively every half inning unless injured or ill.
	6. No courtesy runners may be used in tee ball. Coaches should help their catchers put on equipment between innings to keep the game moving.
3. **Equipment**
	1. Managers are responsible for ensuring compliance with all equipment rules.
	2. Bats
		1. Bats will be provided by the Waterford Little League. It is recommended players use these bats.
	3. Gloves
		1. Players must provide their own glove.
		2. Catchers may use their standard fielding glove.
	4. Catcher’s Equipment
		1. Catcher’s equipment will be made available for catchers. It is recommended that players use this gear.
	5. Other equipment
		1. All players must wear a NOCSAE approved two-flap batting helmet anytime they are outside of the dugout.
		2. All male players must wear a protective cup.
		3. All players must wear shoes. Tennis shoes are acceptable.
		4. Jewelry may not be worn by any player. Only a medical alert tag is allowed, which must be taped but may be visable.
4. **Field**
	1. Base paths will be 50-feet long.
	2. There will be a five-foot radius extending around home plate in fair territory. Should this not be marked, the umpire’s judgment will rule.
	3. The pitcher’s rubber will be 46 feet from home plate.
	4. There are no on-deck circles.
5. **Pregame**
	1. There will be a 15-minute warm up session run by managers at game-time. What occurs within this session is at the managers’ discretion.
	2. Five minutes prior to the published game-time, managers will meet with the umpire at home plate to discuss ground rules.
	3. When this meeting concludes, the teams may begin their warm up session. Fifteen minutes after the meeting ends, the home team should take the field. This is the official game-time.
6. **General Playing Rules**
	1. Each batter will come out of the dugout and walk to the plate.
	2. The coach stationed with the batter will adjust the tee to the players natural swing and then hand the batter the bat. He may take practice swings under the coach’s supervision.
	3. The coach may verbally assist him as he swings.
	4. There are no strikeouts. If the player is having difficulty, it is acceptable for the coach to guide his arms and bat to the ball.
	5. The coach assisting the batter should be well behind the batter while he swings, unless the coach is physically assisting the player.
	6. If the batter hits the tee, the ball hits the base of the tee, or the ball does not leave the five-foot radius around home plate, the ball is considered foul. The coach should assist the umpire with this call if the umpire is in the middle of the infield.
	7. The catcher must stand well behind the tee while the batter swings.
	8. Each batter will hit off the tee in each half inning, regardless of how many outs are recorded.
	9. If the ball is hit into the infield, all runners may only advance one base.
	10. If the ball is hit into the outfield, runners may continue until the ball is secured within the infield. When picked up or caught within the infield, runners must stop at the base they are currently at or headed to.
	11. If a batter or runner is put out, they must return to the bench.
	12. When the play is complete, the umpire shall call “time”, the ball should be thrown to the catcher, and the catcher will hand the ball to the coach.
	13. The last batter of each half inning, and the runners on the bases at this time may run the full diamond.
7. **Scoring**
	1. While not a priority, the scoring system is the following:
		1. Each recorded out = One point for the defense
		2. Each run scored = One point for the offense
	2. No records or standings will be kept. The scoring system is only in place to create situational thinking and make the game more fun.
8. **Length of Game**
	1. The game will last six innings or 45 minutes, whichever occurs first. The mandatory 15-minute warm up is not included within this time.
	2. If an inning begins prior to the 45-minute mark, it will be allowed to continue until the end of the inning.
9. **Coaches**
	1. Sportsmanship and instruction should be the TOP priority for all coaches.
	2. Only registered volunteers with the Waterford Little League may partake in any team activities, including practices, pregame activities, in-game activities, and post-game activities.
		1. Penalty: The unregistered parent or adult may be suspended from attending future practices and games.
	3. No protests are allowed in the Tee Ball division. Any problems should be brought to the attention of the Umpire in Chief and/or the Baseball Director following the game.
	4. One registered coach (or manager) must remain in the dugout at all times to supervise players. There are no exceptions.
10. **Umpires**
	1. One umpire will be assigned to all Tee Ball games.
	2. The umpire will have total jurisdiction over the playing field, conditions, time, and suspensions due to weather from the time he/she arrives at the game site until the game is completed.
	3. Should a dispute arise with an umpire, the manager should request time and speak with the umpire. The discussion must be sportsmanlike at all times.
	4. Problems with umpires should be brought to the attention of the Umpire in Chief following the game.
11. **Safety**
	1. Safety is a priority within Little League Baseball.
	2. No on-deck circle is allowed. Only the current batter may swing a bat.
	3. Thrown Bats
		1. The first thrown bat will result in a warning to the batter.
		2. Second and subsequent thrown bats will result in a safety ejection. The player must sit for the remainder of the game.
		3. Coaches should ensure to teach from this young age that setting the bat down is an important part of the process of the swing.
	4. Safety ejections may occur for any violation of safety rules, including swinging within the dugout, the failure to wear a helmet, etc.
	5. Team warnings may be given in lieu of player warnings at the umpire’s discretion.
12. **Sportsmanship and Ejections**
	1. Managers, coaches, players, parents, fans, and spectators are all expected to hold themselves to the highest degree of sportsmanship.
	2. Unsporting actions including but not limited to swearing, fighting, arguing, and heckling may result in the participant’s ejection.
	3. Should a PLAYER be ejected, he/she must remain on the bench for the remainder of the game, unless released to their parent or guardian. Their position in the batting order is skipped with no penalty.
	4. Should an ADULT be ejected, he/she must leave the premises before the game may resume. They may wait in the parking lot if they have a child to take home, but must be out of sight and sound of the game. Failure of the adult to leave the premises may result in the suspension and/or forfeiture of the game.
	5. A postgame handshake/high-five line is required following every game. The umpire or on-site officials may terminate or alter this if they feel it may be detrimental to the league. Ejected players may participate in the postgame handshake at the umpire’s discretion. Ejected managers and/or coaches may not.
	6. Contact between players will be adjudged by the umpire pursuant to Little League Rule 7.08(a)(3). Unsportsmanlike contact may result in ejection.
13. **Score**
	1. While points may be recorded by scorekeepers, it should not be reported to the League.
14. **Severe Weather**
	1. Any sign of lightning will result in a mandatory 30-minutes delay. This time will not be included within the time limit.
	2. Umpires may suspend a game for severe weather without lightning occurring, taking in all considerations.
		1. The length of a suspension without lightning is at the discretion of the umpire.
	3. Players should be moved to a safe, supervised area for the delay.
	4. A subsequent lightning strike will result in a restart of the 30 minutes. Any third lightning strike will suspend the game.
	5. Games not called off within an hour of game time will be either played or called off by the umpire at the field.
	6. Weather shortened games within the Tee Ball division will be considered complete games.

**Any questions regarding playing rules should be brought to Umpire in Chief Matthew Riley at** **riley.matthew95@yahoo.com**