



***From the Little League Website:***

“For 75 years, Little League® has established a proud, rich history in the hearts and minds of generations of Little Leaguers. Since its founding in 1939, Little League has nurtured the human spirit, and that is why it has been universally successful in cities and towns throughout the world.”

“The outcome of a game will never outlive the pride of belonging, the experience of playing, the friends and the fun. The essence of Little League is the people, their communities, and the everlasting bond between them.”

**PHILOSOPHY**

North Arlington Little League gives the children and adults who participate in our program an opportunity to learn the game of baseball, improve their skills, become a part of a close knit community, and play a game everyone can learn to love.

Different levels competition can become intense, exact score is kept between teams, and our pledge even has a line about striving to win. However, our league knows that the focus of North Arlington Little League is to provide more to our kids than just a winning season. At all levels during regular season play, our focus should include making sure we are complying with the little league rules and safety as well as giving every child an opportunity to play the game of baseball. All players should be given more occasions in each game than the Minimum Play Requirement outlined in the rules as well as playing multiple positions so they may learn the game of baseball.

While we understand the competitive nature of the sport, our league has an instructional and developmental focus that prepares our children for the next level of competition. Please take a moment to read these important local rules along with the Little League Rule Book to make sure you are doing your part to help these children grow.



## **NORTH ARLINGTON LITTLE LEAGUE**

### **SPRING 2014 TEE BALL RULES**

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#### **THIS IS AN INSTRUCTIONAL DIVISION**

The primary goal of Tee Ball is to provide a learning experience that is also fun. It is important that each player has the opportunity to learn and improve his or her skills in all the fundamentals of baseball (batting, throwing, fielding and base running) in each game and practice. Learning by doing is basic. Conventional baseball does not provide young people the opportunity to learn the fundamentals of baseball because the pitcher is unable to consistently get the ball in the strike zone.

In summary, the managers and coaches in this division are in charge of teaching good sportsmanship and the basic skills of baseball to the All Stars of the future. At this age, knowing baseball strategy is not as important as being able to catch, throw, hit, and run the base paths in their proper sequence. Never lose sight of our basic goal of providing a learning experience that is fun.

#### **NO STANDINGS OR SCORES ARE KEPT IN THIS DIVISION**

##### **A. UMPIRES**

- (1) Each team is responsible for providing one umpire per game (if possible).
- (2) The home team will furnish the plate umpire and the visitors will furnish the field umpire (if possible).
- (3) The plate umpire is considered the "Umpire in Chief."
- (4) It is the plate umpire's responsibility to remove the tee from home plate each time the ball is put into play.
- (5) Alternatively, if both managers agree prior to the start of the game, the batting and base manager/coaches may umpire the game. Any questionable calls shall go in favor of the offensive base runner.



## **B. SCOREKEEPERS**

- (1) The main purpose of the scorekeeper is to maintain the permanent batting order and record the number of outs and runners crossing home plate in an inning
- (2) The home team's scorekeeper is considered the official scorekeeper.
- (3) The official scorekeeper should advise the Umpire in Chief of batting order, number of runs, and number of outs when requested.

## **C. MANAGERS AND COACHES**

- (1) Managers and Coaches of the offensive team will not be permitted on the playing field except in the coaching boxes at first and third base, and a coach to assist the batter at home plate. Defensive Managers or Coaches are allowed on the playing field when their team is on defense.
- (2) The Manager or Coaches not already on the field and subject to 3(a) above must request "time" and "time" must be granted by an umpire before going onto the playing field to instruct the players in the field. "Time" will not be called while the ball is live.
- (3) The Managers or Coaches under no circumstances are allowed to touch a player when the ball is in play. If contact is made it is considered Interference, subject to umpire decision. The runner will be called out.
- (4) Managers must exchange line-ups prior to the start of the game.

## **D. REGULATION GAME**

- (1) Four (4) innings or 50 minutes is allowed to complete a game, whichever comes first. Any inning started before the time limit expires shall be completed. The only exception is if every player has not batted. In this case, the game will continue until every player has batted at least once.

A new inning may be initiated even if the time limit has expired in order to allow every player to bat at least once. Once this/these player(s) completes an at bat, the game will be complete without finishing the inning. This includes any players who may have arrived after the beginning of the game and is the only player(s) who have not batted. In this case the late arriving batter will be moved up in the batting order and be allowed to bat, and upon completion of that at bat, the game



will be completed. This movement will NOT affect the batters position in the permanent batting order.

- (2) **FIVE RUN LIMIT:** The visiting team will bat first and continues until three (3) outs are made OR until five (5) runs score, whichever comes first. Once the play which scores the 5<sup>th</sup> run in any offensive opportunity is complete, the side of the inning is completed and all players return to the dugout.

#### **E. BATTING ORDER**

- (1) A permanent batting order of all players shall be made prior to the first game.
- (2) The next game's lineup will begin after the last batter of the previous game. For example, if the last batter in the first game is #7 in the batting order, then the first batter in the next game is the player that is #8 in the permanent batting order; and so on through the final game of the season. In this way all players should have had approximately the same number of at-bats during the season.
- (3) If a player is absent, simply draw a line through his/her name for that game only, and follow the permanent batting order.
- (4) If a player shows up late, the player assumes his/hers regular position in the batting order and bats his/her next regularly scheduled turn. For example, if the late player is #7 in the batting order and #8 is at bat when #7 arrives, #9 through the top of the batting order down to #6 all bat before #7. This is subject to the special rule D(1) above.
- (5) If a player is added to the team after the first game and the permanent batting order has been established he/she will be added to the end of the batting order.

#### **F. BATTING**

- (1) For all batters, **the ball shall not be pitched, but shall be hit off the tee in Tee Ball.** Teaching proper stance and swing mechanics are to be the priority in this level of play. There are no exceptions to this rule, regardless of any potential wishes of any player or parent.
- (2) Once the defensive team is ready, a coach of the offensive team will show the ball to the defensive team and place the ball on the tee, instructing the batter to hit the ball.



- (3) The batter is allowed as many swings as is necessary to put the ball into play. There are no strikeouts in Tee Ball.
- (4) The manager/Coach may instruct the batter after each swing but may not assist the batter in swinging the bat.
- (5) No bunting allowed. The ball must travel beyond the fifteen (15) foot arc (if drawn, if not, beyond the dirt area of home plate) or it will be considered foul.
- (6) OFFENSIVE PLAYERS MUST STAY IN THE DUGOUT UNTIL THEIR TURN TO BAT. Only the batter is allowed to have a bat in his/her hands.
- (7) THROWING THE BAT is seen as a major SAFETY problem. The plate umpire will issue a warning to each individual player for this offense. On the second offense, the offending player will be returned to the dugout with no further penalty. No out will be recorded and any base runners will return to their original bases and the ball will be dead.

#### **G. BASE RUNNING**

- (1) All runners may advance one base on an infield hit. **NOTE:** An Infield Hit is defined as a fair batted ball that does not go beyond the base lines.
- (2) All runners may continue to advance on a ball hit into the outfield, until the ball has been returned to the "Infield Box". The "Infield Box" is defined as the space inside the base lines. If the runner is between bases when the ball is in a player's possession inside the "Infield Box", he/she may advance no further than the base to which they are heading, at their own risk.
- (3) The umpire will call time when the ball has been returned to the infield box and all runners have reached their base.
- (4) NO STEALING or LEAD-OFFS is allowed. The runner will be returned to the original base (unless forced to advance by the batter reaching base safely), if he/she leaves the base prior to the ball being hit.
- (5) Runners must slide or attempt to get around a defensive player in possession of the ball. If a runner fails to do this, he/she will be called out for interference and the ball will be dead. All other runners will return to the last base legally occupied prior to the interference.



- (6) NO HEADFIRST SLIDES. Runners will be called OUT, no warnings.
- (7) Runners may not advance past the base they are headed, once a force out is made by the defense.
- (8) If a defensive player attempts a play and overthrows a base, base runners should advance no further than to the base that they are attempting to reach at the time the ball goes past the receiving defensive player (one extra base)

#### H. DEFENSIVE PLAYERS

- (1) Players will be stationed at the regular baseball positions with all remaining players in the outfield.
- (2) Infielders must start each play no closer to home plate than ten (10) feet from the base line at their respective position.
- (3) Infielders should not be positioned in the base line to “Obstruct” the runner.
- (4) Outfielders must start each play no closer than ten (10) feet from the base lines. If there is a dirt base path and a grass outfield, both feet will be on the grass.
- (5) The player in the pitcher position must stay in contact with the rubber until the ball is hit.
- (6) Umpires may instruct a coach to move a player if he/she is starting out of position.
- (7) **The pitcher and outfielders may not make a force out unless the ball is thrown to him/her.** A force play is in effect anytime a runner is forced to leave his/her base because a batter becomes a runner. It does not matter how the runner is put out, a tag, an appeal or stepping on the base. In all three cases the out is a force play. **Specifically, a pitcher may not field a ball in play and run to make an unassisted out.**
- (8) Other defensive players should be encouraged to throw the ball, but it is NOT mandatory to complete an out. Remember our goal is to teach the proper fundamentals.



**I. PARTICIPATION AND ROTATION RULES**

- (1) All players present will bat and play a defensive position during the game.
- (2) All players must be rotated to a new defensive position each inning. No player may play the same position for more than one inning per game. Players may NOT play outfield in consecutive innings unless there are more than twelve (12) players present. Under no circumstances may a player play the outfield for more than 2 consecutive innings.

**J. MISCELLANEOUS**

- (1) The “Infield Fly Rule” does NOT apply to Tee Ball.
- (2) CLEAN UP: After the game, both teams are responsible for picking up trash in the dugouts, on the field and in the spectator area. We want the fields clean for the next teams.
- (3) Games may be played with less than nine players.
- (4) Only players, one (1) manager and (3 max) coaches are allowed in the dugout.

There MUST be at least one adult in the dugout at all times.

**NO BATBOYS/GIRLS, LITTLE BROTHERS/SISTERS. NO EXCEPTIONS!**

- (5) The home team will provide a RIF 5 or MacGregor Safesoft 5 baseball for use in the game.

**THE MANAGER OF THE TEAM IS RESPONSIBLE FOR THE  
CONDUCT OF THEIR PLAYERS, COACHES, AND PARENTS.**

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