

## T-BALL DIVISION – LOCAL RULES

*Based upon Local Rules on file with Western Region Little League Headquarters, San Bernardino, California*



1. The following modifications of Little League Baseball Official Regulations and Playing Rules, Minor League Divisions, have been adopted as “Local Rules” for the T-Ball Division of Claremont American Little League:
2. “Pitcher” will stand on pitching mound but will not pitch live balls.
3. Teams must field a minimum of eight players at game time and no more than ten. If there aren’t enough players, try to play the game by borrowing players from the opposing team.
4. Home team provides a game ball. Score will not be kept for this noncompetitive division.
5. All players must play at least every other inning in the field. A player who has not played three innings in the field must start the next game. Players may not play more than two innings at the same position in the same game. Each player must play infield at least one inning per game. Catcher is not considered an infield position.
6. The first half of the season batters will hit from the Tee and the entire batting order will bat, regardless of outs or runs each inning. After the last batter in the order has hit, change the offense to defense. The second half of the season will be coach pitch. A maximum of 5 pitches will be thrown. If the player has not hit after five pitches, the tee will be used. The batter may take as many swings as necessary to put ball into play. The entire batting order will bat, after the last batter in the order has hit, change the offense to defense.
7. No infield fly rule shall be used in T-Ball. No score will be kept.
8. Players throwing bats while batting will be given two cautions by the coach(es). The third time a bat is thrown, the batter is removed from game.
9. No base stealing.
10. Runners cannot leave base until the ball is hit from the tee. **VIOLATION** – Runner must go back to the base and NO runner may advance (dead ball). Batter hits again.
11. Coaches cannot touch runners while they are running the bases. **VIOLATION** – Runner must return to the last base touched when violation occurs. Other runners may advance.
12. Free substitution. Everyone bats whether they played in the field or not. If a player arrives late for a game, he or she must be placed in the last position in the batting order. (This could put the late arrival up next to bat.)
13. In the first half of the season, all runners may only advance one base at a time on any hit. In the second half of the season, all runners may only advance one base at a time on any hit to the infield. In the second half of the season, if a batter hits to the outfield, then two bases can be taken at the coach’s discretion.
14. **USE OF THE TEE:** When a batter is hitting off the tee, the pitcher must stay in contact with the pitching rubber (or in the middle of the circle in the absence of a rubber) until ball is hit.
  - a. **A FOUL BALL:** Same as conventional baseball; except a ball hit from the tee that travels less than ten feet in fair territory from home plate is a foul ball.

- i. The arc ten feet from home plate shall be drawn from the first base line to the third base line. A ball landing in the arc in front of home plate is not considered in play.
  - b. **NO BATTER CAN STRIKE OUT.** Keep hitting until the ball is fair and in play.
- 15. Managers/Coaches are responsible for their own actions and behavior of the parents on the sidelines. **ANYONE** may be dismissed from the game by the volunteer umpire/coach for unsportsmanlike conduct.
- 16. Ten (10) players can be fielded on each team. Six (6) players must be in the infield territory and four (4) in the outfield. Outfielders must stand/start at least five feet from the infield base line at the time the ball is hit from the tee.
  - a. Play will not start until outfielders are in place.
  - b. Coaches are permitted in the outfield during the game to position players.
  - c. One approved Volunteer **MUST** remain in the dugout at all times when a player or players are in the dugout.
- 17. **CATCHER:** Catchers are optional. Protective headgear (catcher's helmet, chest protector and mask) shall be worn at all times when in the catcher's position. The catcher will stand facing the batter at a safe distance away before the umpire/coach allows a swing to be taken.
- 18. Protective headgear (helmets) shall be worn by all batters and base runners.
- 19. All players shall be attired in the uniform of the League, which includes long pants.

**LOCAL LEAGUE ALLOWED RULE MODIFICATIONS:**

- Reg X(c):                   Game stops at 1 hour 15 minutes (drop dead).
- Rule 4.04:                   A continuous batting order will **BE** in effect.
- Rule 4.10(e):               The 10-run rule does not apply.
- Rule 5.07:                   The last inning suspension of the 5-run rule does not apply.
- Rule 6.02(c):               The one-foot-in-batter's box rule will **NOT BE** in effect.
- Rule 6.05(b)(2):           The dropped third strike rule does not apply.
- Rule 9.01(d):               The unsportsmanlike conduct on sign stealing will **NOT BE** in effect.