

Greater Sealy Little League – Local Rules

Tee Ball (4-6) Division

1. For any matter not specifically mentioned below, the Little League Official Regulations and Playing Rules shall be used.
2. Time Limit for games shall be 60 minutes:
 - a. This means that no inning will be started after 60 minutes of play.
 - b. A regulation game consists of 4 innings, but a game called for time limits is considered complete if 2 innings have been played.
 - c. Managers are encouraged to take measures to keep the game moving quickly.
 - d. Little League curfew is still applicable (no inning shall begin after 9:00 pm).
 - e. Tee Ball teams are not allowed to play two games in one day (mandated by Little League, see Rule 4.13).
3. Teams will use continuous batting order. Each half inning, all offensive players will bat. After this has occurred, the teams will switch and the defensive team will take their time at bat. The batting order will begin with the #1 batter and end with the last batter. At the next at bat, the batting order reverses giving the last batter the first at bat in that inning.
4. In the event three (3) outs occur prior to the team getting to bat the full lineup, the same team continues to bat.
5. All players on each team should bat at least twice and possible more if time allows. The official game time is one hour. Some latitude should be allowed, if necessary, to give every player the chance to bat twice.
6. Defensively, the pitcher cannot make an unassisted putout at first base but must throw the ball to the first baseman. This pitcher can, however, make plays unassisted at second base and third base. See Rule #14 regarding home base.
7. Infielders may not play in front of an imaginary line extending from first base to third base until the ball has been put into play. The pitcher must wear a helmet with a facemask.
8. Outfielders must play at least six (6) feet behind the base lines at all times unless assisting on a play. They cannot interfere with the runners.
9. The play is considered dead or over when the lead runner has stopped at a base or when the ball is in the possession of the pitcher when inside the pitching circle. If a ball is hit into the outfield, the play will be dead once returned to a player in the infield. Runners that reached a halfway mark will be allowed to obtain the next base if that base is empty. (The first and third base coaches also are umpires.)
10. The ball will be returned to pitcher at the end of every play. The pitcher will then throw the ball to batting coach.
11. If a player is tagged out at base, then that player is considered out.
12. If a ball is hit to the outfield, then the runners can advance more than one base.
13. A runner can only advance one base if the ball is thrown over the 1st baseman's head.
14. No outs can be made at home.
15. All players on a roster are played in the field defensively. The infield will be as followed: 1st base, 2nd base, 3rd base, shortstop, and pitcher. All other players will be placed in the outfield. If a team has 12 players, the player will be placed between 1st and 2nd baseman. Players the age of 4 will not be allowed to play 1st base, pitcher or shortstop.
16. The coach or manager can position the tee and batter as long as the tee remains in contact with home plate. If a batter requires assistance to put the ball in play, the coach or manager may assist the batter after the batter has attempted several swings.