

2015 INTER-LEAGUE RULES T-BALL

Summerlin North Little League plays by the Official Regulations and Playing Rules established by Little League Baseball. These are the same rules and regulations that every chartered Little League in the country must use as a condition of their Little League Charter. Each team will be provided a copy of these rules and regulations for their use and understanding during the season. If you would like a personal copy of the rules and regulations, you may contact Little League Baseball's Western Region Headquarters at:

Western Region Headquarters
6707 Little League Drive
San Bernardino, CA 92407
909-887-6444
909-887-6135 fax
westregion@littleleague.org

ALL MANAGERS SHOULD HAVE A BASIC UNDERSTANDING OF ALL RULES AND REGULATIONS WITH THE ORPR BOOK (GREEN BOOK)

The rules and regulations in the ORPR Book allow local Little Leagues some room for modifications. The Summerlin North Little League policy is to play by the published rules with minimal modifications. The following are clarifications and modifications that Summerlin North Little League has adopted for the T-Ball Division:

Time Limits (regular season)

The Tee-Ball Division will have a drop dead time of 1 HOUR from the official game time, or 6 completed innings, whichever comes first.

No new inning can be started after curfew. Curfew is 9:00 p.m. for Tee-Ball.

GENERAL

- The Tee-Ball Division is considered non-competitive. Scores and standings will not be kept.
- If one team does not have the required number of players to play, the game is to be played anyway, utilizing any available players from the other team.

- All Managers and Coaches must have a background check completed and approved by the SNLL Board of Directors prior to participating in practices and games with the team.
- Each team can have one (1) manager and three (3) coaches in the dugout. The home team occupies the third base dugout. No friends, siblings, or bat boy/bat girls are allowed in the dugout or on the field at any time.

Offensive coaching positions:

- One coach at home plate assisting the batter with the batting tee
- 1st base coach
- 3rd base coach
- One coach will stay in the dugout and is responsible for making sure the next batter is ready to hit and to keep control of the other players in the dugout.

Defensive coaching positions:

- One coach in the infield behind the pitcher assisting infielders
- One coach in right-center field assisting fielders
- One coach in left-center field assisting fielders
- One coach will stay in the dugout

Offensive rules:

- The batting order will consist of all of the players on the team roster regardless of whether they are currently playing in the field. Once the batting order is set it cannot be changed. Any player arriving after the start of the game must be placed at the end of the batting order regardless of the status of the game.
- The offensive side is retired when **ALL** of the players on the roster have batted one time. The offensive team's manager shall notify the opposing team **AFTER** their last batter completes his/her at bat.
- The team's at bat is over as soon as the last batter's "normal play" has stopped. **DO NOT** instruct base runners and/or batter to run all the way home.
- Normal play is defined as: Play begins with the successful hit into fair territory by the batter and ends when the runners have advanced as far as possible without being put out or having been put out, time is called and the play and inning is over.
- Base runners may advance one base on any hit ball that does not pass a base.
- All base runners must stay in contact with the base until the ball is hit.
- Stealing of bases is not allowed.
- No bases will be awarded on an overthrown ball.
- **Runners that are put out in the field of play are removed from the bases and instructed to return to their dugout.**
- Base runners are frozen by the defense getting the ball into the pitcher on the mound and the pitcher calling time by raising his/her hands while having control of the ball. The pitcher is the only player that can freeze the play on the mound. The coach/umpire should call time loudly when this occurs.

Defensive rules:

- All players play in the field. A maximum of six (5) infielders are permitted (pitcher, 1st base, 2nd base, 3rd base and shortstop). All remaining players are to be positioned in the outfield. At the beginning of each play the outfielders must start play standing in the outfield grass.
- The player/pitcher must start each play by standing with at least one foot inside the pitching mound dirt.
- There should be two (2) defensive coaches in the outfield assisting their players. However, coaches are not to physically assist them nor should they stop the baseball at any time.
- No player shall play the same position for more than two (2) innings per game. The goal is to give all players an opportunity to experience as many positions as possible. Understand that the player at first base will have balls thrown to them. It is strongly suggested that for safety reasons only players with adequate skill levels be assigned to this position.
- The catcher position will **NOT** be used in the Tee-Ball Division

Umpiring the game:

- The offensive 1st base coach will be responsible for 1st base calls
- The defensive infield coach will be responsible for 2nd base calls.
- The offensive 3rd base coach will be responsible for 3rd base calls.
- The offensive home plate coach will be responsible for home plate calls. He/she is also responsible for removing and operating the tee after each play.
- Any play at home will be made to the plate, not the tee. It is the responsibility of the home plate coach to remove the tee before any play at home.
- The infield fly rule is not in affect.
- Bunting is not allowed.
- If a batted ball does not go further than 10 feet from home plate, it is considered a foul ball.
- If the batter hits the batting tee it is considered a foul ball. The ball must be hit cleanly off the tee.