

# **Greater Sealy Little League**

## **Tee Ball – Local Playing Rules**

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### **Purpose**

These local playing rules are designed to promote player development, safety, positive game flow, and enjoyment while maintaining an instructional focus appropriate for the Tee Ball division.

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### **Batting Format**

#### **First Half of the Season**

- All batters will hit exclusively off a tee.

#### **Second Half of the Season**

- Batters may receive up to two (2) coach-pitched pitches if the coach determines the player is ready.
  - Coaches should have two baseballs available when front tossing.
  - If neither pitch is put into play, the ball will be placed on the tee for the third and final swing.
  - This format encourages development while keeping games moving at a steady pace.
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## **Innings & Batting Order**

- Teams will use a continuous batting order.
- Each half-inning consists of the offensive team batting through the entire lineup one (1) time.
- If three (3) outs are recorded before the lineup is complete:
  - All runners will clear the bases.
  - The offensive team will continue batting until the lineup is completed.
- Any batter or runner who is put out will retire immediately to the dugout.
- Batting order will reverse each half-inning:
  - Example: If an inning begins with Batter #1 and ends with the last batter, the next inning will begin with the last batter.
- All players should bat at least twice per game if time allows.
- Official game time is one (1) hour. Reasonable flexibility is encouraged to allow every player the opportunity to bat twice.

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## **Base Running**

- Batters may advance a maximum of two (2) bases per at-bat.
  - No runner may advance more than two (2) bases on a single play.
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## **Defensive Alignment & Play Rules**

- All players on the roster will play defensively.
- All defensive players must be assigned to a recognized fielding position.
- A maximum of five (5) infielders is permitted:
  - Pitcher, First Base, Second Base, Shortstop, Third Base.
- All remaining players must play in the outfield.
- Players should remain in the general area of their assigned position.

## **Positioning & Safety**

- Infielders may not play in front of an imaginary line extending from first base to third base until the ball is put into play.
- The pitcher must wear a helmet with a facemask.
- Players age 4 may not play pitcher, first base, or shortstop.
- If a team has 12 players, one outfielder may be positioned between first and second base.

## **Pitcher Rules**

- The pitcher may not make an unassisted putout at first base and must throw to the first baseman.
- The pitcher may make unassisted plays at second or third base.

## **Outfield Rules**

- Outfielders must remain at least six (6) feet behind the baselines unless assisting on a play.
  - Outfielders may not interfere with runners.
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## **Dead Ball & Play Completion**

- A play is considered dead when:
    - The lead runner has stopped at a base, or
    - The ball is in the possession of the pitcher inside the pitching circle.
  - If a ball is hit into the outfield, play becomes dead once the ball is returned to any infielder.
  - Runners who have passed the halfway point may advance to the next base if it is unoccupied.
  - At the conclusion of each play:
    - The ball will be returned to the pitcher.
    - The pitcher will then throw the ball to the batting coach.
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## **Tee & Batter Assistance**

- The coach or manager may position the tee and batter, provided the tee remains in contact with home plate.

- If a batter struggles to put the ball in play, the coach or manager may assist after several swing attempts.

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## **Emphasis & Sportsmanship**

- These rules are instructional in nature and emphasize participation, fundamentals, and fun.
- Coaches are expected to demonstrate good sportsmanship and sound judgment.
- Games should resemble true baseball and softball while allowing brief pauses for instruction, correction, and encouragement.
- The focus remains on development, learning, and enjoyment, not scores or outcomes.