

HARLEM LITTLE LEAGUE

TEE -BALL DIVISION RULES

SEASON 2007

These rules accompany and/or modify the Official Playing Rules of Little League Baseball, Inc. Minor League/Tee Ball. In cases where Harlem Little League contradicts the Official Playing Rules of Little League Baseball, Inc. The Harlem Little League Rules pre-empt the Official Rules during the Regular Session.

I. Use of Players

- A. All Players who show up on time (no later than 15 minutes after the start of the game) must play. All Players take the field on defense.
- B. Infielders should be positioned in a normal fashion, at normal depth, i.e. pitcher's position, 1st base, 2nd base and 3rd base, short stop. Other Players should be placed in the outfield. While this may not be the most effective defensive alignment, it will help Players learn normal infield versus outfield positions.

II. Batting

- A. Harlem Little League uses a full roster batting order for the Tee-Ball division, that is, all team members who arrive on time (within 15 minutes of the commencing of play) must be placed in the team batting order. Any Player who arrives late will be placed at the bottom of the batting order. A Player who arrives later than fifteen minutes after the game has begun, plays at the discretion of his Coaching staff and the opposing Manager.
- B. The batting order cannot be changed once play has begun, except to add any late arrivals. Each team will provide the opposition with a copy of its batting order, numbers and positions before the beginning of the game.
- C. The batter must enter the batter's box promptly when instructed to do so by the Manager of his team.
- D. A batter keeps swinging until the Player puts the ball into play. There are no strikes in Tee-Ball, therefore, there are no strikeouts.
- E. If a batter bats out of turn, he or she will be declared out upon appeal from the opposition. If the improper batter reaches base and the opposition appeals before the next batter swings once, the proper batter is out and any score or advance made as a result of the improper batter is nullified.

If the opposition fails to notice the improper batter and allows the next batter to bat and he/she takes one swing, then no appeal. The batting order resumes with the name of the batter following that of the now legalized improper batter.

- F. The ball is considered in play only if it is hit in fair territory and travels more than 10 feet from the Batting Tee, no matter how slowly hit. Field preparation parents should draw an arc of 10 feet from the Batting Tee from the 1st base line to the 3rd base line. This line will assist in making it clear when a ball is considered in play.
- G. Bunting is not allowed in Tee-Ball.
- H. Throwing of bats is prohibited. In the first instance of a Player throwing his bat, the ball will be called a foul ball no matter where the ball is hit. If the batter throws the bat a second time, he will be called out. This rule applies to each time at bat. We feel this is a good compromise to the rule of simply calling the batter out, especially when there is no catcher to be injured, but it is enough of a penalty to enable the Players to see some consequences of bat throwing.

III. **Pitching**

- A. A Batting Tee will be used instead of an adult pitcher.
- B. When we cease using the Tee, (time to be determined by League Officials) and the batter is pitched to, each Player will receive six swinging strikes, including foul balls. There will be no called strikes. The object is for the batter to put the ball in play and encourage the Players. When we cease using the Tee, we will also suit up a catcher.

IV **Running**

- A. No runner may go more than three feet out of the baseline or base path, except to avoid interfering with a fielder attempting to make a play on a ball.
- B. When an overthrow to first or third base ends up in foul territory, the runners are allowed only one extra base. For example, a batter who is safe at first on an overthrow can only advance to second base. A runner on first, who advances to second base on a batted ball can advance only to third base on a overthrow to first base. A runner on second base, who advances to third base on a batted ball, can take home on an overthrow. On overthrows in the field of play, the runner can advance as many bases permissible at his risk of being thrown out.

C. **Sliding**

Sliding is acceptable in Tee Ball and Rookie Divisions. What is not acceptable is head first sliding. Therefore, it is important for Managers to teach the proper sliding techniques.

D. **Stealing Bases**

1. There is no base stealing in Tee Ball.
2. A runner leaving a base early who is not forced from that base by a ball in play

must return to that base, unless he is tagged out while in the act of advancing to the next base. For example, a runner on second base who leaves early on a batted ball or an overthrow must return to second base, since he was not forced by the batter going to first. A runner on first who leaves early can remain at second base since he was forced by the batter.

V. Infield Fly

- A. The Tee-Ball Division will not use the infield fly rule.

VI. Use of Adults in the Game

- A. Each team is allowed a maximum of five adults in the dugout to assist the team during games. This number includes the Manager, Coaches, Scorekeeper and Team Parents.

A. Base Coaches

The Offensive team shall station two base Coaches in the Coaches boxes during its time at bat, one near first base and one near third base. Base Coaches can be eligible Players in the uniform of their teams with batting helmets or two (2) adults Manager or Coach. Coaches are not allowed to touch the Players while the ball is in play. Any such touching will result in that runner being declared out.

The team in the field is permitted a Defensive Fielding Coach on the field. The Defensive Fielding Coach will be positioned behind second base. This Coach is not allowed to touch the Players or the ball while the ball is in play.

VII Movement of the Game

A. Starting Games

Games are to start at their designated start time. A team unable to begin play 15 minutes after the designated start time because of:

1. Insufficient Players -will play the game. When up to bat, each missing offensive Player will count as an out. For example, Team Z starts the game with 8 Players; when up to bat, Team Z will record an out for the missing ninth batter.
2. Traditionally, the home team sits in the first base dugout and the visiting team sits in the third base dugout. However, when the weather becomes hotter, the teams that are in the dugouts not covered by shade, will be permitted to share the shadier dugouts for the purpose of offensive play only. In that instance, the Managers should ensure that at the end of the inning the teams who are not assigned to the shadier dugout will return their equipment (bats, helmets) and other items to their assigned dugout to avoid confusion.

If canopies or other protective overhead covering has been provided to any dugout, then all teams will remain in its assigned dugout.

B. Field Preparation

1. Teams unable to begin the first game of the day on time, will have their game shortened so as not to impact the overall operation of the division.
2. The home team for the first game of the day is responsible for field preparation of its field, to include, opening the gates, lining and cleaning the field of debris.
3. In case of rain before the start of the first (1st) game, then both teams are responsible for field preparation.

C. During Games

1. NINE (9) BATTER RULE:

A team's turn at bat is over after three outs or after nine batters have come up to bat, whichever one comes first. When either of these has occurred, that half-inning is over. There is no five run rule. The nine batters' rule is suspended in the last inning.

2. DEAD BALL

Play is considered dead when the defensive team throws the ball into the infield in the general vicinity of the pitcher's position or home plate. When the ball reaches this area, play will stop. If a base runner is between bases when the ball reaches this area, he will be allowed to advance to the next base only, but also at his own risk of being thrown out.

3. No arguments about the rules or a "play" should delay the game. If any disagreement arises, please refer to "Rules of Conduct", IX C.

D. Ending Game

1. No new inning can start 15 minutes before the scheduled end of the game. The bottom of the inning may start within 15 minutes of the scheduled end of a game.
2. The time frame for a Tee-Ball Division game is four (4) innings or two (2) hours, whichever comes first.
3. At the conclusion of the game, the teams should exit the dugouts promptly, ensuring that they take all their equipment with them, so that the teams involved in the next game can begin play promptly. This will ensure that teams involved in the next game will have a full opportunity to play their game in the allowed time frame. Any game critique or team meetings of the just concluded game should

be held in another location.

4. The home team for the final game of the day is responsible for locking the gates and returning all Harlem Little League equipment (bases, tees, chalk liner, brooms, etc.), to the proper storage location for their use the following week.

VIII. PRACTICES

1. Replacement of equipment is costly, therefore, if a Manager utilizes Harlem Little League's equipment for his practices he/she must ensure that the equipment is returned to the storage facility after practice.
2. Managers must also ensure that all gates securing the fields are locked after each practice to avoid vandalism.
3. Remember to safe guard your equipment at all times. There have been instances wherein Players have had their gloves stolen at practices.
4. It should go without saying that SAFETY is paramount at all times, therefore, be sure to practice it. If an injury does occur however, please ensure that Managers have ice packs and a First Aid Kit on hand. Report all injuries promptly to the Division Coordinators to ensure proper reporting.

IX. Rules of Conduct

- A. Poor conduct on the part of Players, Managers, Coaches and parents detracts from the benefits the league intends to provide. It is useless to try to instruct kids in sportsmanship and fair play if they do not have good examples of these attributes in their adult supervisors.
- B. The Managers from each team are jointly in charge of the game as Umpires. The Managers are responsible for starting the game on time, for keeping it moving and for ending it on time. We expect Managers in their dual roles as Managers/Umpires to remember that our primary goal is to instruct the Players in good sportsmanship and the game of baseball.
- C. Disputes shall be settled between the Managers, not Coaches. The two Managers should confer with each other, not with Coaches, Parents or Players. If after a brief discussion, the Managers cannot agree, they should give notice to the Division Coordinator of their disagreement, and MOVE ON. If the disagreement is a good faith dispute over whether a Player is safe or out, eliminate the play and start over. Remember, we cannot teach kids to conduct themselves as adults in conflict resolution, if we ourselves act like children. The score of the game is far less important than teaching these life lessons.
- D. If Managers, Coaches, Parents or Players feel they cannot abide by these rules, they should find another league.

E. Ejections

When a Manager, Coach, Player or Parent is ejected from a game, he/she shall leave the field immediately and take no further part in that game. He/she may not sit in the stands and may not be recalled. Any Manager, Coach, Player or Parent ejected from a game is suspended for his or her team's next game.

(Amended as of February 2006)