

## Lincoln Glen Little League 2012 Tee-Ball Division Rules

1. **Games** – Each game will be three (3) complete innings, or one (1) hour and fifteen (15) minutes in length. It is the responsibility of the managers and coaches to keep the games moving. No runs, wins, losses, ect are kept.
2. **Batting order** – Each team will bat through their entire roster each ½ inning. It is the responsibility of the manager to ensure that (s)he rotates his/her batting order each game so that every player has a chance to bat in different parts of the lineup. **The last batter** will touch all of the bases and then the teams will switch sides, regardless of whether an out is recorded or not.
3. **Batting** – The tee must be used for the first five (5) games of the season by all teams. A player will continue to swing until they make contact and put a ball in play that goes more than 8 feet from the batters box (or it is deemed a foul ball). It is up to the offensive coach to determine if a batted ball is fair or foul. Coaches may pitch to their batters after the 5<sup>th</sup> game of the season. Each batter is allowed **a maximum of 5 pitches**, regardless of whether pitched balls are hittable or not. If after 5 pitches, the batter has not put a ball into play, then the player will be given the opportunity to complete their at bat with the use of the tee. There are no strikeouts.
4. **Base Runners:**
  - a. 1<sup>st</sup> half of the season – Base runners may only advance a base on a ball that stays in the field of play. **No** base advancement for over thrown ball outside of the playing field.
  - b. 2<sup>nd</sup> half of the season – Base runners can advance multiple bases if the ball is still in the outfield and no play on the ball has been made. Once there is an attempt by the defense to get the ball back to the infield, base runners can no longer advance. If a ball is hit in the infield and a play is made were the ball is overthrown, **no base advancement.**
  - c. Base runners may advance 2 bases on a ball that goes past the cones in the outfield.
  - d. 2<sup>nd</sup> half of season - If the defense makes a play on a base runner that is advancing to any base other than home plate, that runner may be called out and removed from the bases. All players continue hitting through the roster regardless the number of outs made.
  - e. No sliding at any time.
5. **Player Rotation** - Fielders must be rotated every inning on defense. **No player is to play the same position twice in any game. Every player must play at least one inning in the infield and one inning in the outfield.**
6. **Offense Mentoring** - Each team may have two (2) adults base coaching, one on first base and one on third. Each team must have an adult in the dugout at all times. Only adults with approved volunteer forms can be on the field at any time. No exceptions.
7. **Defensive Mentoring** - Each team may have a minimum of two (2) adults coaches on the field during play to mentor, and instruct players regarding baseball rules, strategy, skills, ect). No exceptions.
8. **Uniform** - Players can wear baseball pants during the game. Jeans, shorts or sweatpants are acceptable.
9. **Player Safety** (practice/game):
  - a. No player may have a bat in his/her hand unless batting, including before and after a game.
  - b. Any player batting or running the bases must have a batting helmet on.
10. **Field Set Up** – Home team is responsible for field set up and tear down. Set up consists of putting out the bases and the cones in the outfield. Tear down is...put everything away. There is a green locker box located behind home plate to store bases, cones, two sets of catchers gear. Important reminder. Please use base plugs after removing bases to prevent dirt entering the base sleeve. **Play Ball!**