

Tee Ball Tournament Rules

FLORIDA
DISTRICT
LITTLE LEAGUE



Approved for Play
02/12/2023

2023
Tee-Ball
Tournament Rules



Tee Ball Tournament Rules

I. Purpose

Interleague play provides teams the opportunity to play regular season games against other teams within the district. These interleague rules afford teams from different leagues to play by the same general guidelines which will apply to all fields of play. These rules differ from “ground rules”, whereas a ground rule is a specific issue associated with the local playing field. For example, at Rarick Field in Niceville, there is a tree that overhangs the center field fence. If a batted ball hits the tree, the ensuing action is dictated by the ground rules of Rarick Field. These ground rules shall be identified and discussed during the pre-game plate conference between the game UIC and Managers of both teams.

II. Age Specific Regulations for Special Games

The Tee Ball division will consist of players league age 4-5. Any player who is league age 6 shall not be allowed to participate in the Tee Ball division during special games tournament. Each team shall submit an affidavit verifying each player’s league age before being allowed to participate in the special games tournament. Any team found to have a player that is not of the correct league age will be disqualified from the tournament and the manager shall not be permitted to manage or coach in any additional tournaments to include Sanctioned International tournament games.

III. Approval

These 2023 Florida District 1 Little League supplemental regulations and playing rules were developed by league and district officials to clarify and/or expand regulations and playing rules not otherwise addressed in the 2023 Little League official regulations and playing rules. These supplemental regulations and rules are not intended to and shall not supersede official Little League regulations and playing rules. The layout and format mirror the parent document for convenient cross reference. This supplement shall not duplicate or conflict with existing regulations and playing rules and therefore is not a stand-alone document. This supplement must be used in conjunction with the 2023 Little League official regulations and playing rules and available for reference at each game. These supplemental regulations and playing rules were approved by each leagues President of the Board of Directors and signed by the District Administrator on 02/12/2023.

IV. Tee Ball Specific Rules and Regulations

1. Placement of the Player Pitcher):

- a. A 4’ radius circle will be drawn around the pitching mound. The player pitcher will stand on the pitching mound and remain in the circle until the ball is hit.

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- b. The player pitcher may choose to wear an approved NOCSAE batting helmet with an integrated full wire faceguard or an approved NOCSAE softball facemask without a helmet.

2. Rules Involving the Catcher:

- a. The catcher shall wear a NOCSAE approved batting helmet with an integrated full wire faceguard or a single piece catcher's helmet. Skull caps are not permitted.
- b. The catcher will stand either to the left or right of the batter. The catcher will be no closer than 4 feet to the batter. Refer to hitting coach placement in section 6 below for further clarification.

3. Game Time:

No new inning will begin after 1 hour or a maximum game of 4 complete innings will be played (whichever comes first).

4. Mandatory Play:

Unless injured or ill; no player shall sit out more than one defensive inning until all players on the roster have sat one inning. Every player on the team roster shall bat at least 1 time unless the game is shortened for any reason.

5. Defensive Team:

Each team will play with 10 players on the field. The defensive team will station 4 players in the outfield. All outfielders will play at outfield depth (no closer than 8-10 feet from the infield dirt on a normally skinned infield). No short fielder or extra fielder will be allowed.

NOTE: Only 2 defensive coaches are allowed on the field during play. They must stay behind the players in the outfield unless the ball is batted past the outfielders. If, in the judgement of the umpire, a defensive coach interferes with the ball in play, the coach will be removed from the field of play and the team will only be allowed one defensive coach for the remainder of the game. Any subsequent violations by a defensive coach will remove all defensive coaches from the field of play for the remainder of the game.

6. Offensive Team:

Will be retired when they have accumulated 3 outs or when all players on the roster have batted one time in the half-inning. The offensive manager will inform the umpire when the last batter comes to the plate.

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NOTE: 2 base coaches and 1 hitting coach will be allowed on the field. The hitting coach shall assume responsibility for the defensive catcher as well as the batter. It is recommended that the hitting coach position himself between the batter and the catcher in order to safeguard the catcher in the event of a thrown bat by the batter. The hitting coach shall remove the batting Tee from home plate after each hit until play is halted.

7. **The Batter**

There will be no strikeouts. All batters shall hit off a batting Tee. Foul balls do not count against the batter. A batted ball must travel a minimum of 15 feet from the point of home plate to be considered a “fair ball” (Rule 2.00 – Definition of a Foul Ball). For clarity, a 15’ arc shall be drawn from the point of home plate.

NOTE: The infield fly rule will not apply to the Tee Ball division.

8. **Base Runners**

Shall be limited to 1 extra base on an errant throw or failure to catch the ball by an infielder. Multiple errant throws, whether to a base or the pitcher, shall not allow for multiple extra bases. For example, the batter hits a ground ball to 2B who overthrows the first baseman. The batter would be allowed to attempt to advance to 2B at his own peril. Once the batter reaches 2B, any additional overthrow would not allow him/her to continue to advance.

NOTE 1: Except for the overthrow rule above; play will halt when the pitcher returns to the pitching circle while in possession of the ball. Runner(s) will be allowed to advance to the base they were heading if the runner is more than halfway to the next base when the play is halted. This will be a judgement call by the umpire and cannot be challenged.

NOTE 2: Stealing will not be allowed.

Approved By:

//Signed//

Ron W. Covey
District 1 Administrator
02/12/2023