

TULSA LITTLE LEAGUE BASEBALL 2017 GAME DAY LEAGUE RULES TBALL

THE LITTLE LEAGUE PLEDGE

I trust in God.

I love my country and will respect its laws.

I will play fair and strive to win.

But win or lose, I will always do my best.

THE INTENT OF LITTLE LEAGUE IS:

Teach safety

Show sportsmanship

Demonstrate fair play

To help build Character / Courage / Loyalty

THE MISSION OF LITTLE LEAGUE IS:

To introduce this age group to Little League Baseball activities.

To provide supervised baseball training.

To provide supervised introduction to the teamwork and sportsmanship inherent to the program.

To introduce parents and other family members to their responsibility to their teams and the inevitable effects to be experienced if the Little League concepts are followed.

Tulsa Little League Baseball – Core Values

There are many reasons we believe Tulsa Little League Baseball is THE place for kids to play spring and summer baseball in the Tulsa area. We believe these core values set us apart from the other leagues in the Tulsa area.

- 1. Everyone is to HAVE FUN!**
- 2. Have a shot at the big time - Little League World Series**
- 3. Teach Fundamentals of Baseball (and LIFE)!**
- 4. Safety is a Priority**
- 5. Sportsmanship for Players, Fans and Coaches**
- 6. Cost Effective**
- 7. The More Players the Better**

See our website at www.tulsalittleleague.org for an expanded version of our Core Values.

TEE BALL DIVISION

1. Players must wear unaltered league approved uniforms.
2. Catcher will wear a fielding glove or catcher's mitt and Catchers Helmet or Batting Helmet.
3. A batting order including every player on the official team roster who is present will be made before the game and used throughout the game, unless illness or injury incapacitates a player. Players arriving after a game begins will be added at the end of the batting order.
4. Each team must have five (5) players to begin a game.
5. Each team may have a maximum of one (1) head coach and three (3) assistant coaches. One (1) offensive coach shall stand by home plate to act as umpire-in-chief and to remove the tee from home plate after the batter has hit the ball. This offensive coach will position himself in front of the catcher until the ball is hit to protect the catcher from a thrown bat.
6. Three (3) defensive coaches may position themselves in the outfield grass to coach the players and assure that the outfielders remain in outfield territory prior to any play. One (1) defensive coach must remain in the dugout at all times during a game.
7. A team may score a maximum of five (5) runs per inning. Runners must touch the bases they are forced to on any play in which the fifth run scores.
8. All games shall be five (5) full innings, unless shortened by the game time limit or weather conditions.
9. No score or divisional standings are kept in the Tee Ball Division. All players receive participation awards.
10. Start time will be determined by the schedule for the field where the game is to be played. All tee ball games played will have a one hour and fifteen minute time limit. Innings started before the time limit can be completed. No inning will start after time limit.
11. If a Little League TBALL Umpire is NOT provided, a coach of the offensive team will umpire his team's portion of an inning and assumes the role of Umpire-In-Chief.
12. When a member of the defensive team playing an infield position has control of the ball and, in the judgment of the Umpire-In-Chief, makes no play on a runner, then play will stop and:
 - i. The runner must return to the last base he touched if he is before the halfway mark.
 - ii. If this rule forces two runners to the same base, the lead runner has the right to the base. The following runner must return to the preceding base except if he is forced to the next base because of a batter becoming a runner.
 - iii. All halfway points shall be clearly marked with a chalk line. Intent of this rule is to prevent track meets. NOTE: This is a judgment call by the Umpire-In-Chief and may not be contested.
13. The Umpire-In-Chief shall call "TIME" when play stops.
14. The front of the pitching line will be at least 30 feet from the back of home plate and a line extending from the line to first and third base will be the safety area for the player pitcher. The player pitcher must remain behind this line until the batter swings at the ball.
15. Pitcher player may wear a batting helmet for protection while in the field.
16. A safety base will be used at first base. The fielder will use the base in fair territory (white) and the runner will use the base in foul territory (orange). Once the batter becomes a runner at first, he will use the base in fair territory (white). The purpose of the safety base is to prevent collisions at first base.
17. A ten (10) foot arc will be placed around home plate in fair territory. The area inside the chalk line will be considered foul territory. The chalk line for the arc is fair territory. A ball must be on or beyond the arc line to be in fair territory.
18. Base runners may not leave their bases until the ball is hit. Base stealing is not allowed. The penalty for stealing is the runner shall be returned to their base of origin.
19. Each batter will be allowed to swing at the Tee a maximum of five (5) times. Should the batter not hit any of the five attempts into fair territory, then the batter will be called out.
20. The home team will use their tee for the game.
21. The infield fly rule is waived for tee ball games.
22. All teams will use a standard four (4) player infield and a pitcher and catcher and the remainder of the players may take positions in outfield territory. A fifth infielder is not allowed.
23. All players in the outfield must stay behind the base path in the outfield grass. It is the defensive coaches' responsibility to assure that no outfielder is in front of this line when play begins.
24. **The infield players must play their positions no closer than the base path line and not play up.**