

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

I. LEAGUE RULES

- A. These league rules in addition to Maryville Little League rules and the "Official Regulations and Playing Rules" of Little League Baseball govern play. The Maryville Little League Rules shall be those as adopted by Maryville Little League Board of Directors for all leagues with the only exceptions as covered under these rules.
- B. League ages shall be for: Baseball Wee Ball, 4; Baseball Tee Ball, 5&6; Baseball Coach Pitch, 7&8; Softball Tee Ball 5&6; Softball Coach Pitch 7&8. The number of players per team shall be determined by the Commissioner.
- C. The league shall recognize one Manager and one Coach for protection purposes. In Tee Ball, provision shall be made to evenly distribute the players by ages. In Coach Pitch, at least one evaluation workout shall be held. All players who participate an evaluation workout(s) shall assigned to teams so that there is a balance of talent on all teams. Any players not participating in an evaluation workout shall be separated into two categories by age, "returning" players and "new" players. All players in each of these two categories by age shall then be randomly assigned to teams.
- D. Games postponed due to inclement weather shall be rescheduled at the earliest available date. These available dates include Saturdays, Wednesdays, & Sundays.
- E. Umpires will not be provided for Baseball Wee Ball.

II. GAME PRELIMINARIES

- A. Team duties at games:
 - 1. Visiting team shall put out bases, scorebook, and the scoreboard console from the proper storage places and then both teams shall prepare the field for play. **For Baseball Wee Ball, no scoreboard will be operated.**
 - 2. Home team shall occupy the first base dugout and provide scoreboard operator **except for Baseball Wee Ball where no scoreboard is operated.**
 - 3. Visiting team shall occupy the third base dugout and provide the scorekeeper.
 - 4. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities listed below at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 - 5. Both teams shall clean the dugout area after every game.
- B. In the event of inclement weather, it shall be the responsibility of the managers, coaches and parents to ready the field for play. The original starting times and ending times shall be enforced.
- C. In the event of inclement weather, the managers shall determine (no earlier than 15 minutes prior to the game) if the game is to be played. In the event that the managers cannot agree, the President, a duly delegated representative or the umpire-in-chief of the scheduled game shall make the determination. One game may be canceled and the next one may be played. Once a game is underway, the decision to postpone or cancel due to bad weather is up to the umpire-in-chief. If a member of the Safety Committee or the Board of Directors closes the park due to weather or other safety concerns, all managers, coaches and players shall stop all games in progress and clear the fields. If Field #4 is cleared because of lightening, all other fields must be immediately cleared also. Games postponed because of weather or other approved reasons shall be made up at the earliest available date as determined by the Commissioner. The earliest available date shall include Saturdays, Sundays, Wednesdays, holidays and any other day that the needed field is available with the exception of Easter & Mother's Day. However, postponed games from leagues that award champions shall take precedent over postponed Tee Ball games. Managers and Commissioners shall not make exception to this rule without the permission of the Protest Committee. If a team decides not to play during the first available date, then the postponed game shall not be made up and the decision of forfeiture will be referred to the Protest Committee.
- D. Post Game Field Duties
 - 1. After the last game of the day, both teams should repair and drag the field, i.e., rake dirt in holes at each base and batter's box, repair pitcher's mound, etc.
 - 2. Home team shall remove all bases, scorebook, scoreboard console and all field readiness equipment (rakes, shovels, mound covers, wheelbarrows, etc.) back to the proper storage facilities (listed within these rules) at the conclusion of the last game of the day. If appropriate, the home team shall also cover the mounds and batters' boxes.
 - 3. Both teams shall clean the dugout area after every game.

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

- E. The visiting team is responsible for providing the official scorekeeper. The home team is responsible for providing the scoreboard operator (who shall serve also as a spotter). Both should be adults. Note: Baseball Wee Ball: The score board will not be operated during games. However, the official scorebook should be recorded to keep up with the batter order and number of batters per inning (limited to 6 batters). No outs or runs shall be recorded. Tee Ball & Coach Pitch: The scorekeepers are to verify the ending score.
- F. ***During the game, all gates to the dugout and field must be kept closed and Managers and Coaches must remain in the dugout at all times unless retrieving a bat, assisting an injured player, coaching a base, coach pitching or (tee ball only) coaching from behind the outfield or (Baseball Wee Ball only) behind the batter.***
- G. Players' uniforms must be alike. Shirts should be tucked in, and all teams should wear only MLL issued caps or visors in a correct position.
- H. Teams may have one manager and three coaches during the game. Exception: Teams in Baseball Wee Ball may use one manager and four coaches.
- I. Each manager is responsible for the conduct of his or her players. There shall not be any foul language or inappropriate behavior. Any violation may result in removal of the offender for the remainder of the game. If a player, manager or coach or fan is removed from a game, the umpire must notify the league commissioner within 24 hours. Any ejected manager, coach, or **player** shall also serve an additional one-game suspension. He or she may not participate as a manager, coach, scorekeeper nor any other role in the next physically played game. The Commissioner of the league or the Protest Committee may impose a stricter penalty if it is deemed appropriate.
- J. No tobacco products shall be allowed on the field or in the dugout at any time. Penalty: Offender is ejected.
- K. Managers shall meet with the umpires 5 minutes before the game to turn in lineups and cover any ground rules.
- L. Teams may take 5 minutes of infield practice before the game. The warm-ups should start at least 15 minutes before game time. A team may start early but would need to share this extra time with the other team. The visiting team shall take infield first.
- M. The batting cages are to be utilized as follows: The batting cage outside of center field on Field#1 is reserved for the games on Field#1. The batting cage next to Field#4 is reserved for games on Field#4. The batting cages next to Field#5 are reserved for games on Field#3 and Field#5. The batting cage next to Field#3 is reserved for games on Field#2. Unused batting cages are used on a first come basis. For scheduled Coach Pitch, Minor League, Major League, Junior League and Senior League games, each batting cage is reserved for the home team starting at 45 minutes prior to the scheduled game.
- N. There shall be only four (4) time outs per game. Each time-out may last for a maximum of 30 seconds.
- O. Both base coaches may be adults. Base coaches must line up at least three feet off 1st or 3rd base. At no time may a base coach aid or assist a runner by touching the runner. Penalty: The runner is called out. At least one adult must remain in the dugout at all times.
- P. While a team in playing defense, all managers & coaches shall remain in the dugout. Exception: In Tee Ball, one or two coaches may "coach" from the outfield while their team is in the field. Coaches must line up behind all defensive players. In Wee Ball, as many coaches as necessary may be used during the game.
- Q. There shall be no protests.

III. GAMES.

- A. The game shall consist of: a) Coach Pitch - 6 innings or 1 hour and 15 minutes; b) Tee Ball - 6 innings or 1 hour; c) Baseball Wee Ball - 50 minutes. ***No inning shall be started after the stated game time expires.*** (An inning shall be held as starting when the final out of the preceding inning is made). An inning in progress shall be completed only if it is necessary to determine the outcome of the game (except in Wee Ball). In case of a tie game, the game is to be played out unless the time limit is called. An inning in progress shall not be completed after the time limit if there is no chance to change the outcome of the game. Regardless of the score, games shall continue until the 6 innings are reached or until time limit is called. If the home team is ahead in the 6th inning and up to bat or batting and ahead when the time limit is reached, the game in progress shall be called. Exception: If there is no immediately scheduled game on the field, then tie games may be continued, if both managers agree, (subject to curfew rules) until a winner can be determined or until the umpire-in-chief determines that continued play may encroach upon the next scheduled game starting time. ***(Any time limited game is considered a regulation game).***

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

- B. Managers and umpires must keep the game moving, and coaches shall not intentionally delay a game. If, in the umpire's judgment, a coach is intentionally delaying the game, the umpire shall warn the coach that the player must "play ball" and shall report the incident to the commissioner of the league. Failure to "play ball" could result in ejection from the game.
- C. Number Of Players Tee Ball: A game may be started or continued with any number of players. If there are fewer than 9 players present at game time, player(s) MAY be "picked-up" from the opposing team only. A team shall not "pick up" players if there are 9 regular players present. A team with fewer than 9 players shall only "pick up" until 9 players can be fielded. If a game is delayed because a team is unable to field enough players, the original ending time shall still be enforced. There shall be no postponing the game except in the case of inclement weather.
- D. Number Of Players Coach Pitch: Rules 1.01, 4.04, 4.16 & 4.17. **The local league option regarding starting or playing games with 8 players has not been adopted.** A game may be started or continued with 9 players. If there are fewer than 9 players present at game time, player(s) shall be "picked-up." Players may be "picked up" from only within the Coach Pitch League and such players shall be league age 7. A team shall not "pick up" players if there are 9 regular players present. A team with fewer than 9 players shall only "pick up" until 9 players can be fielded. ***Any player arriving late to a game, if inserted (see rule III F), shall replace any "picked up" player in the game. However, the "picked up" player must play nine consecutive outs and bat once before being replaced.*** If a game is delayed because a team is unable to field enough players, the original ending time shall still be enforced. There shall be no postponing the game except in the case of inclement weather.
1. The "picked up" player or players must be play defense starting first in right field (in normal right field position), secondly in left field and thirdly in center field. The "picked up" players must bat starting last, then second from last and then third from last in the batting order. Exception: If a game is in progress when a player is "picked up," the "picked up" player shall bat in the order for the player he or she replaces. The maximum number of "pick up" players shall be three.
 2. If a team cannot or will not "pick up" players to play at the scheduled time to play or to complete a game, the decision to forfeit or reschedule the game shall be made by the Protest Committee.
 3. The manager must notify the official scorer and the opposing Team Manager as to any "picked up" players prior to the start of the game. Penalty: The Team Manager shall be subject to possible suspension by the Protest Committee."
- E. All players attending the game must bat before returning to the first of the batting order. If a player cannot complete a game for any reason, his or her place in the batting order shall be skipped for the remainder of the game without penalty. If the player returns, he or she is merely inserted into the player's original spot in the batting order and the game continues.
- F. All players must bat in correct order from the beginning of the game until the end of the game.
- G. Players arriving late may be inserted into the lineup if the manager so chooses. If inserted they must be placed at the bottom of the batting order.
- H. Fielders In Tee Ball: The infield shall field the correct number of players (5 in Baseball Tee Ball and Baseball Wee Ball because catcher position not fielded), and the outfield shall have all other players. All players must line up in fair territory. Outfielders must line up behind the infield in the outfield grass or at least six feet behind the direct line between the bases until the ball is hit by the batter.
- I. Fielders Coach Pitch: The infield shall field the correct number of players (6 counting catcher), and the outfield shall have four players. All players (except for the catcher) must line up in fair territory. Outfielders must line up behind the infield in the outfield grass or at least six feet behind the baseline until the ball is hit by the batter. Field substitution shall be unlimited except as follows:
1. Players shall play in the field at least every other inning.
 2. The game manager for violation of this rule shall for the:
 - a. First offense - receive a warning.
 - b. Second offense - be suspended for the next scheduled game.
 - c. Third offense – be suspended for the remainder of the season.
- J. **Any half-inning ends when: Tee Ball and Coach Pitch: 1) Three outs are recorded, or 2) all players on the roster have batted once in that half-inning, or, 3) five runs have scored. Baseball Wee Ball: 6 batters have batted or half of the roster when teams have less than 12 players in the batting lineup.**

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

- K. All players and coaches must be in the dugout when their team is batting except for the base coaches or the coach pitcher. A coach may be in the on-deck batter's cage to help the next batter. No unauthorized person shall be allowed on the field.
- L. Player Pitcher - Coach Pitch: The player pitcher must stand with both feet on the four (4) foot extension of the pitcher's plate on either side of the pitcher's plate (40 ft for baseball & 35 ft for softball) **until the ball is hit**. No player shall be positioned closer than the player pitcher to the batter and the player pitcher shall be no closer than the coach pitcher. Exception: If the batter squares to bunt, infielders may charge the batter. Tee Ball & Coach Pitch Softball/Baseball: Player pitchers **MUST** wear a facemask or a helmet with a facemask.
- M. **Catchers: All Tee Ball and Baseball Wee Ball: The position of catcher will not be used. The umpire will retrieve and return the pitched ball to the coach pitcher. Another fielder should be used to attend to any play at home plate. All Coach Pitch: The catcher shall be fully outfitted and will be positioned in the catcher's box behind the plate. Male catchers must wear a protective cup.**
- N. An adult coach shall pitch 1) underhand or overhand in Baseball Tee Ball; 2) overhand only in Baseball Coach Pitch; 3) underhand only in Softball; to the batters on his or her own team from 1) any reasonable distance in Tee Ball; 2) Baseball Coach Pitch – the coach pitcher must be in contact with the 40 ft pitcher's plate 3) Softball Coach Pitch – the coach pitcher must be in contact with the 35 ft pitcher's plate.
- O. Baseball Wee Ball will not use a coach pitcher. Batters will utilize the Tee only.
- P. In accordance with Little League Baseball regulations, there shall be no bat boys/girls. This function should be performed by the next batter (after the current batter hits) or a coach.

IV. HITTING OR BATTING.

- A. Batters must stay in the batter's box while batting.
- B. Coach Pitch:
 - 1. An at bat shall consist of one of the following: A) The batter is out if the batter receives five (5) pitches before a fair ball is hit unless the fifth (or subsequent pitches are hit (not bunted) foul); B) The batter is out if the player if the player receives three swinging strikes; C) The batter hits or bunts a fair ball. **(a foul-tip is a strike not a foul ball)** There shall be no walks.
 - 2. Bunting is permitted. The batter is out when bunting foul on the third strike or fifth pitch. If a player squares to bunt, the player cannot pull the bat back and take a full swing. Penalty – The ball is dead, and the batter is out. When swinging at a pitched ball, any ball hit into fair territory by the batter is a playable ball.
- C. Tee Ball:
 - 1. Baseball Wee Ball: Batters will be given three swings from the tee. If a batter fails to hit the ball into fair territory with a legal swing after three (3) swings (legal or illegal) from the tee, the player's "at bat" will be over. There are no walks.
 - 2. Tee Ball: Batters shall first be given 3 pitched balls by their own coach. If a ball is not hit into fair territory after the three pitches, the offense may elect to have three (3) additional pitched balls or three (3) swings from the tee. If a batter fails to hit the ball into fair territory with a legal swing after three (3) swings (legal or illegal) from the tee or from the three (3) additional pitched balls, the batter is out. There are no walks.
 - 3. **When hitting from the tee, the tee must be place directly on top of home plate.**
 - 4. When hitting from the tee, an illegal swing is an umpire's judgment call. When the batter swings and only hits the tee and the ball goes into fair territory, it shall be called an illegal swing, an immediate dead ball and a foul ball strike.
 - 5. There shall be no bunts. When swinging at a pitched ball, any ball hit into fair territory by the batter is a playable ball (the ball does not have to leave a six (6) foot arc in front of the plate). When hitting from the tee, the ball must leave a six (6) foot arc in front of the plate (with a legal swing) to be in play. If a batted ball from the tee fails to leave a six (6) foot arc in front of the plate, it shall be called a foul ball.
 - 6. If the batter accidentally hits the ball with a swing resulting in the ball falling off the tee, the batter: a) shall be warned for the first offense during one at bat, b) shall have a called strike for the second offense during one at bat.
 - 7. The umpire, coach or batter may raise or lower the tee as needed.

BASEBALL WEE BALL, TEE BALL & COACH PITCH LEAGUES PLAYING RULES

- D. For the first offense of a batter slinging a bat, the batter and manager shall be warned. For a second offense by the same batter during the same game, the batter shall be immediately removed from the batting order unless the ball is hit, and the player is on base as a result of hitting the ball. If the player is on base, the player shall be removed from the batting order after the player is retired from the bases or when the half-inning is over. The batter's position is skipped with no penalty for the rest of the game. The player may continue to play the field.
- E. When the ball is hit, the coach pitcher must immediately exit the playing field at either the 1st or 3rd base foul line and shall not interfere with the fielding team making a play on the batter or runner. If any batted ball hits the coach pitcher, the ball is immediately dead and "no pitch" is declared. If the coach pitcher is hit by a thrown ball while the coach is over fair territory, the ball is immediately declared dead and offensive interference is called. Penalty: The batter is out and runners are sent back.

V. BASE RUNNING.

- A. There shall be no stealing. Runners must stay in contact with the base until the pitched ball has reached the batter or until it is hit when hitting from the tee. Penalty: Runners shall be sent back as far as possible. If fair ball is batted, then all runners must return as far as possible. Any wild toss or pitch between the catcher and coach pitcher is a dead ball. A runner is out if sliding headfirst **while advancing** to the next base but is not out if sliding headfirst while returning to a base.
- B. If a play is not being made at a base, the runners or batter may continue to advance at risk of being put out until the lead runner's advancement has stopped. When the lead runner's advancement has stopped, "time-out" shall be declared by the umpire, and the ball shall be declared dead. The "lead runner's advancement has stopped" when the umpire judges that it has. There shall be no questions as to the umpire's judgment.
- C. The "infield fly" rule shall not be enforced.
- D. Play shall stop on any inadvertent called time-out by the Umpire.
- E. Bases made when "time out" is called shall be determined by whether a runner has passed more than 1/2 the distance between bases. If the runner has not passed more than 1/2 the distance between bases, the runner shall return to the last base touched. Otherwise, the runner may continue to the next base without liability of being put out. There shall be no questions as to the umpire's judgment.
- F. Any "injured" runner who has crossed the halfway point between any two bases shall be awarded the next base unless previous put out. Any "injured" runner who cannot continue (if still on base) shall be replaced with the last retired batter (the batter who made the most previous out).