



Reston Herndon Little League Local Rules

2021 T-Ball DIVISION RULES & PROCEDURES

A. BATTING

A1. A batter completes his/her time at bat by hitting a fair ball. A fair ball is one that travels approximately ½ of the way to the pitcher, and one that remains inside the foul lines.

A2. There are no walks or strikes.

A3. Bunting is not allowed.

A4. If a batter throws a bat, the game must be halted and the danger of bat throwing explained to the batter immediately.

A5. All players will be moved around in the batting order (from inning to inning) so that different players are batting at the beginning and end of the order each inning.

A6. There will be no “on deck” position! The batter will not pick up his/her bat until ready to advance to the batter’s box.

A7. Under the USABat standard certified Tee Ball bats (26” and shorter) will feature the USA Baseball mark and text which reads ONLY FOR USE WITH APPROVED TEE BALLS. All TEE Ball bats must feature the USA Baseball mark and accompanying text, Tee Ball bats that were produced and/or purchased prior to implementation of the new standard can be certified using an Approved Tee Ball Stickers via USA Baseball Tee Ball Sticker Program (USABaseballShop.com)

B. PLAYING THE GAME

B1. First and foremost, Good Sportsmanship must be stressed! The primary goals of Tee Ball are to have fun, instruct the children on the fundamentals of baseball, and allow them to experience the value of teamwork.

B2. A game will last 3-4 innings. However, no new inning will start after 1 hour of play.

B3. A defensive team is comprised of six infield positions (including the catcher), with all other players in attendance playing in the outfield. Outfielders must stand on the outfield grass, not on the dirt of the infield, and must allow infielders to have the first play on any ground balls hit by the batter. Outfielders field those balls that for the most part reach the outfield grass, or can “back-up” infielders (not the pitcher) on balls and field those that get through. All defensive players must change their defensive positions at least once during each defensive half-inning.



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B4. A player is out as specified in the "Little League" rulebook. Infield fly rules will not be called. A player who is called out must leave the bases.

B5. A runner cannot steal a base or lead off the base.

B6. After a ball is hit in fair territory, play ends when the defensive team has control of the baseball anywhere in the infield (DIRT OR GRASS). If a fielder has control of the ball and tries to make a play on a runner, the runner may not advance beyond the base they were heading for.

B7. A runner cannot be tagged out for over running first base no matter which direction they turn unless they attempt to run to second base.

B8. An inning is over when a team has batted everyone in their batting order. The last batter is announced as such to the entire field, and upon hitting the ball that batter runs completely around the bases moving along all runners ahead of him/her. Defensive play for this at-bat shall proceed as follows:

- The fielding team is encouraged to initially make their best defensive play at any base, which may (or may not) be an out at home.
- If the fielding team elects, at any point, to make a defensive play at home, once the catcher has secured the ball at the plate and an ordinary runner attempting to score would be a sure out, the defensive coach will congratulate the catcher for a fine job, take the ball, and take him/her to the backstop. No further attempt will be made to get the runners out and the remaining defensive team will maintain their positions on the field.
- Once the batter has crossed home plate, the defensive team may leave the field.

B9. All players will bat in every inning. Players arriving late will be placed at the end of the order.

B10. No substitutions will be allowed in the batting order.

B11. All players must play in the field every inning and divide their field time between all positions in both the infield and outfield. This league's goal is to teach all the players the same skills and provide them a broad range of experience. No player may play the same position in the same game, and managers should keep track of who plays pitcher, catcher and first base



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from game to game and rotate these positions among all players as these three positions get the most action.

B12. Every effort should be made by the runners to avoid contact with the fielders. Intentionally running into a defensive player for any reason will result in the runner being out.

B13. Each team is encouraged to have coaches in the field to help instruct during games. Defensive coaches should be positioned near shortstop and near 2nd base, and if possible a roving coach in the outfield. Offensive coaches should be positioned at home plate to help the batters, and 1st and 3rd base to coach the base runners. A coach or parent must be present at all times in the bench area of the offensive team. This is a critical position responsible for lining up the players in the proper batting order, making sure the on-deck batter has a batting helmet on, and that players do not touch bats.

C. GROUND RULES

C1. Score is NOT kept for these games.

C2. No hard-core baseballs are to be used at any time.

C3. With the exception of the last at-bat of each half-inning, batters and runners can only advance one base at a time on balls that remain in the infield. Batters and runners may advance two bases on balls that travel into the outfield. For the vast majority of hits, all players advance one base at a time.

C4. Base runners must stay in contact with the base until the ball is hit. When players have advanced as far as possible without being put out or having been retired the umpire/head or assistant coach shall call time and place the ball on the tee.

C5. Prior to a ball being placed on the tee for the batter to hit, the coach must hold up the ball and look over the defensive infield and announce "Ready?" The coach should do his/her best to make sure the defensive players are facing the batter and are paying attention.

C6. The coach at the batting tee should allow the catcher to field all balls thrown-in. The catcher's job is to then hand or toss the ball to the coach who holds the ball awaiting the next batter. The coach should also remove the tee when there might be a play at home.

C7. Catchers must stand well back from the batting tee a few feet in front of the backstop. They should move up once the ball is put into play in the field. Catchers must wear batting helmets with cages on front.



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C8. Dead Ball Area is the area beyond any intended physical boundary, such as a fence, rope, chalk line, any stands, bleachers, dugouts, player's benches, or designated media areas, or any other boundary line as determined in the pregame conference. If a ball becomes lodged in a fence, backstop, umpire's equipment, or catcher's equipment, it is considered to be in a dead ball area.