

MID CITY LITTLE LEAGUE

WEE-BALL RULES

4-YEAR-OLD DIVISION

THE CURRENT OFFICIAL REGULATIONS AND PLAYING RULES OF LITTLE LEAGUE BASEBALL AND THE GROUND RULES ADOPTED BY MID-CITY LITTLE LEAGUE SHALL GOVERN ALL PLAY FOR THE TEE-BALL 4-YEAR-OLD DIVISION.

THE MAIN EMPHASIS OF THE TEE-BALL 4-YEAR-OLD DIVISION IS TO ASSURE THAT ALL PLAYERS HAVE A PLEASURABLE TIME LEARNING THE BASIC SKILLS AND PLAYING AS A TEAM. IT SHOULD BE A POSITIVE EXPERIENCE FOR PLAYERS, PARENTS, AND COACHING STAFF.

Rule 1 – OBJECTIVES OF THE GAME

1. The Team

- a. Shall consist of (6) six to (8) eight players that are League Age four (4). An age waiver will be considered by the Division Director and Chief Player Agent on a “case-by-case” basis.
- b. No more than (8) eight players shall be listed on the official team roster. Each team shall have a minimum of seven (7) players listed on the official team roster.
- c. Each team may have four (4) coaches listed on the official team roster.

2. Official Ball and Equipment

- a. An official “T-ball” baseball shall be used in ALL T-Ball games. Rubber indoor Tee Balls are not acceptable.
- b. The bat must be a baseball bat that meets Little League specifications and standards. It shall not be more than 2 5/8” inches in diameter and must bear the USA Baseball logo. The bat must also carry the mark of “Tee Ball.”
- c. All offensive players must wear an approved batting helmet during their turn at bat and while on base.
- d. The Catcher must wear an approved batting helmet with a safety face guard that is attached to the helmet.
- e. A “T” shall be used in all Tee Ball games. The tee should be placed directly on the middle of Home Plate during each at bat.

3. GAME PRELIMINARIES

a. Regulation Game

- 1) There will be a (1) one-hour time limit on games. However, the Home team will have the last bat. Inning will end after all players have had the opportunity to bat. There will be NO limit on the number of outs since all players will bat each inning. Time can be extended if manager of both teams are in agreement and provided that no other games are scheduled on the playing field.

b. Defense Alignment

- 1) Up to eight (8) players listed in the batting order will be allowed to play defense.

4. THE BATTER

a. Batting

- 1) The batting order shall consist of all players listed on the team line-up sheet for the game.
- 2) The line-up sheet shall contain the entire roster of players present and in uniform.
- 3) Every player will get to bat. If the player is put out, the player must return to the dug out.
- 4) **Players will be allowed to advance one base at a time except for the last batter in the inning.**
- 5) All base runners and batter shall run the remaining bases and home plate once the LAST batter puts the ball in play.
- 6) After the third (3rd) inning game managers can consider allowing players to advance past one base on a hit. However, the base runner will stop once the defensive player has the ball.

- 7) A hit will be considered in-play when the ball leaves the dirt area around home plate.
- 8) A play can be made to any base at any time.
- 9) A 1/2 inning will be considered complete when all batters in the line-up have batted.
- 10) On offense, one coach must be positioned at the "T" with batters. There may also be a coach placed at every base but must not physically assist the players.

5. **DEFENSE**

- a. Defensive players will be encouraged and instructed to play the field and to attempt to make the proper play. **The pitcher**, when fielding the ball, is not allowed to tag the runner. **The Pitcher** must make a throw to get the runner out. Except when making a play at home.
- b. The back catcher will wear a helmet with protective cage and will be positioned alongside the 1st or 3rd base line opposite the batter.
- c. There is no overthrow to/from any base.
- d. On defense, there can be up to (3) three coaches in the infield and (1) one coach in the outfield.
- e. Defensive players cannot move until the ball is hit.

