

TULSA LITTLE LEAGUE BASEBALL, INC. 2012 LOCAL 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

SECTION 1

1. Players must wear unaltered league provided uniforms.
2. Catcher will wear a fielding glove or catcher's mitt.
3. Players must use their own personal equipment as defined in General Rule 5.

SECTION 2

1. 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.
2. Each team must have seven (7) players to begin a game. No penalty will be assessed a team playing with only seven (7) players.

SECTION 3

1. 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.

2. 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.
3. Offensive base coaches must remain in the coaching boxes.
4. 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. If the fifth run of an inning should score on a home run hit over the outfield fence, all runs scoring on the home run shall be counted.
5. All games shall be five (5) full innings, unless shortened by curfew or weather conditions.
6. No divisional standings are kept in the Tee Ball Division.
7. 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 must be completed. No inning will start after time limit.

SECTION 4

1. 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:
 - a) The runner must return to the last base he touched if he is before the halfway mark.
 - b) 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.
 - c) 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.
2. The Umpire-In-Chief shall call "TIME" when play stops.
3. The front of the pitching line will be 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.
4. Pitcher player may wear a batting helmet for protection while in the field.
5. 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. There is no penalty if the batter runner uses the base in fair territory unless a collision occurs, the ruling would be based on either obstruction, interference or unsportsmanlike conduct.
6. A coach of the offensive team will umpire his team's portion of an inning and assumes the role of umpire-in-chief. This coach must have a working knowledge of the local tee ball rules.

SECTION 5

1. 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.
2. 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.
3. 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 (5) balls into fair territory, then he will be called out.
4. The home team will use their tee for the game.
5. The infield fly rule is waived for tee ball games.
6. All teams will use a standard four (4) player infield and a pitcher and catcher and the remainder of the rostered players may take positions in outfield territory. A fifth infielder is not allowed.
7. All players in the outfield must stay behind the 25 foot line marked in the outfield grass. It is the defensive coaches' responsibility to assure that no outfielder is in front of this line when play begins.
8. Players who play defensively in the infield one inning will play in the outfield next inning. If there are not enough players at a game to switch the outfield to infield in an inning, a player may play the infield for a second straight inning.
9. The infield players must play their positions and not play up.

GENERAL RULES

1. The Umpire-In-Chief will keep the official time for purposes of curfew (except for TBALL).
2. The league will provide enough new balls for all season games to each head coach. It is the coach's responsibility to provide one new league provided game ball to the Umpire-In-Chief prior to the start of each game. **No baseballs except those provided by the league will be accepted for play.**
3. All teams must play in full uniform as provided by the league.
4. The home team's score book is the official scorebook. The Umpire-In-Chief is to complete the Tulsa Little League Game Score Card and sign the home team's score book after the game.
5. Team uniforms cannot be altered in any way except to make uniforms fit. For example, no names on uniforms and no pins on hats are allowed.
6. Players are expected to bring and use their own batting helmets. TBALL, Coach Pitch, and BIG8 helmets must have a full face shield and chin strap with NOCSAE approved seal. BIG9 helmets must have a full face shield.
7. It is the responsibility of the player to have proper fitted catcher's equipment. All catcher's equipment must meet Little League standards. Any player behind the plate must wear:
 - a) Catcher's helmet and attached mask with dangling throat protector.
 - b) Chest protector and shin guards.
 - c) Catcher's mitt.
8. No big barrel bats are allowed. All bats must be 2 ¼ inch barrel and on the Little League approved list.
9. If, in any division, a team is unable to field the proper number of players within ten (10) minutes after the scheduled starting time, they will automatically forfeit that game.
10. A fifty dollar (\$50) fee will be collected with any protest. Protests must be made in accordance with Little League Official Regulations and Playing Rules, Section 4.19.
11. A player may be benched for disciplinary reasons by his coach. The Player Agent, opposing head coach, scorekeeper and parents of the player must be informed before the game by the player's coach.
12. Umpires are sole judges of unsportsmanlike conduct.
13. **No smoking at any Tulsa Little League Baseball game.**
14. Both teams are responsible for picking up trash in their dugout after each game. The teams must leave their dugouts immediately after their game has finished to allow teams for the next game to occupy the dugout. No refreshments will be allowed in the dugout after the games.
15. An individual may be listed as head coach on only one Tulsa Little League Baseball team.
16. All rained out games will be replayed on the date assigned by Tulsa Little League Game Scheduler. Once the game has been rescheduled, Local League General Rule # 7 shall be in effect.
17. The visiting team will occupy the dugout closest to first base and take the infield fifteen (15) minutes prior to the start of the game. The home team will occupy the dugout closest to third base and take the infield ten (10) minutes prior to the start of the game. Each team will take a maximum of five (5) minutes of infield. The home team will remain on the field following taking infield and the game will start as scheduled.
18. Every player on a team roster will participate in each game for **a minimum of six (6) defensive outs** and a continuous batting order will be used – all players will be in the batting lineup. The Tulsa Little League Baseball penalty for violation of this rule is that the player in question must start and play defensively for nine (9) consecutive outs, unless injury occurs to that player.
19. All ties in standings at season's end will be broken by:
 - a) Head to head competition; or
 - b) Total runs scored against the other; or
 - c) Coin Toss
20. All defensive substitutions and changes must be reported to the official scorekeeper at the time of the change.
21. A base runner is out if, in the judgment of the umpire, he intentionally removes his batting helmet while the ball is in play.
22. The STRIKE ZONE is that space over home plate which is between the batter's armpits and the top of the knees when the batter assumes a natural stance. NOTE: If any part of the ball passes through any part of the strike zone, it is a strike. This is considered a judgment call by the Umpire-In-Chief.
23. If a game is called, it is a regulation game:
 1. If three (3) full innings have been completed; or
 2. If the home team has scored more runs in 2 ½ innings than the visitors team has scored in three (3) full innings; or
 3. If the home team scores one or more runs in its half of the third inning to tie the score.
24. If, at the end of a regulation game, the score is tied, the game will end and the tie will stand. Each team shall receive half game credit in the league standings.
25. Every game will have a 1 hour 30 minute time limit except for TBALL which is 1 hour 15 minutes.

CONDUCT

1. All head coaches, assistant coaches and players: Take note of Little League National rules 4.06, 4.07, 9.01 (d) & 9.02 (a).
2. **No smoking will be tolerated at any Tulsa Little League game. Designated smoking areas in the parking lot are available for any parents needing to smoke.**
3. No head coach, assistant coach, player or fan will razz, abuse or embarrass players of either team, neither will they use abusive/threatening language or gestures. Coaches will not allow their players to cast slurring remarks about players on opposing teams. The practice of yelling "OUT, STRIKE, SWING", or any other phrase designed to distract opposing players is considered unsportsmanlike conduct and is strictly prohibited. The head coach is responsible for the conduct of his players, coaches and fans and must prevent them from umpire-baiting or razzing opposing players. Should fans violate this rule, the coach will be required to deal with his fans. Should they not cease the offensive conduct, the coach will be ejected. **ABSOLUTELY NO INTIMIDATION** including, but not limited to hand clapping, chanting, abusive language, threatening language or gestures, etc., by any player towards any other player will be allowed. Refusal to comply with any provisions of the aforesaid rule will constitute unsportsmanlike conduct and may result in expulsion of the offender.
4. Umpires and coaches shall NOT consume alcoholic beverages or tobacco products at the ball park and/or during games, practices or other activities in which the players are involved. This includes personal indulgences while any part of the uniform is worn in public. NO VIOLATION of this rule will be tolerated. Refusal to comply with any provisions of the aforesaid rule will constitute unsportsmanlike conduct and may result in expulsion of the offender.
5. Throwing of equipment such as helmet or bat is unacceptable and could result in IMMEDIATE EJECTION from the game. NOTE: This is considered unsportsmanlike conduct.
6. Physical contact with an umpire by a coach, player or fan will result in immediate removal from the game and premises and can result in lifetime expulsion from Tulsa Little League Baseball.
7. Coaches will not have any physical contact with players of the opposing team apart from assistance of an injured player. Any inappropriate contact with any player is grounds for immediate ejection and possible suspension for the remainder of the season.
8. Any coach or player ejected from a game is automatically suspended for the next scheduled regular season game. When a coach or player is ejected from a game, they must leave the park for the remainder of that game and may not come to the park for the next scheduled regular season game. A second offense by a coach will result in suspension for the remainder of the season. A second offense by a player will be referred to the Rules Committee for disciplinary action.
9. **Head coaches, assistant coaches or players shall not be allowed during a game to leave the playing field without umpire approval.** If a coach or player does leave the field without permission, they may not be allowed to return to the field and may be taken out of the game by the Umpire-In-Chief for infraction of this rule.
10. Players allowed to leave the field to go to the restroom MUST be accompanied by an adult.
11. No coach will be permitted to argue a judgment call by an umpire.
12. **Adults may not warm up pitchers either before or during a game or at practices. The only exception to this is if a team has 9 or fewer players at a game, an adult may warm up the pitcher while the catcher is getting their gear on.**
13. Any adult on the field or in the dugout must display the badge issued by the league that shows they have passed a background check and been approved by the Tulsa Little League President.
14. **Any player that does not seek to avoid a collision with another player may be ejected from the game.** Collisions do occur at times when the play takes both runner and fielder together. There is no penalty for these types of collisions. If the fielder is blocking the base path the runner must go around the fielder to avoid a collision. If the fielder does not have the ball then obstruction will be called on the fielder.

GROUND RULES

1. A line extending from the fence dividing the fields to the outfield fence shall mark the out-of-play area. Dugout areas are also out-of-play. No play may be made on a ball by a player standing in the out-of-play areas.
2. If interference occurs on a foul ball from another field, the umpire shall impose such action as, in the umpire's judgment, will nullify the act of such an interference.
3. Only uniformed team members are allowed on the field or in the dugout. No bat-boys or non-team members are allowed on the field or in the dugout at any time.
4. TEE BALL, COACH PITCH, BIG 8, BIG 9, and Big 11 divisions are allowed one (1) head coach and three (3) assistant coaches. MAJORS AND BIG League divisions are allowed one (1) head coach and two (2) assistant coaches.
5. NO on deck circle is allowed in Little League. All batters warming up must remain off the playing field and behind

the fence.

6. The league president shall have the power to impose additional ground rules as circumstances warrant.
7. Runners are never required to slide, but if a runner elects to slide, the slide must be legal. Jumping, hurdling, and leaping are all legal attempts to avoid a fielder as long as the fielder is lying on the ground. Also, such actions to simply avoid a fielder's glove is also a legal attempt to avoid a fielder. Diving over a fielder is illegal. **PENALTY:** The runner is out, the ball is dead immediately and interference is called. Runners shall return to the base occupied at the time of the pitch.

Tulsa Little League Baseball 2012 Rules Summary

Div	Ages	Time	Innings	Base Path	#Coaches	Pitch Dist	Steal
Tball	4,5	1'15"	5	50	4	n/a	No
Coach Pitch	6,7	1'30"	5	50	4	35	No
Big 8	7,8	1'30"	6	60	4	35	Yes
Big 9	8,9	1'30"	6	60	4	46	Yes
Big 11	9,10,11	1'30"	6	65	4	46	Yes
Big 12/13	12/13	1'30"	6	70	3	50	Yes
BIG League	13, 14, 15, 16,17	1'30"	7	90	3	60	Yes

	Leadoff	Infield	Dropped	Other
Div		Fly	3rd strike	
Tball	No	No	No	standard infield everyone else in outfield
Coach Pitch	No	No	No	no bunt, 4 player outfield
Big 8	No	No	No	35-38mph machine pitch, no bunt, no steal home
Big 9	No	No	No	
Big 11	Yes	Yes	No	Lead-off is allowed and the balk rule and infield fly rule is in effect. Dropped 3rd strike is not in effect.
Big 12/13	Yes	Yes	Yes	Big barrel bat allowed. Head-first slide allowed.
BIG League	Yes	Yes	Yes	

