HALF MOON BAY LITTLE LEAGUE BASEBALL

Tee Ball DIVISION LOCAL RULES 2024 SEASON Updated 01.29.244

This document defines the Half Moon Bay Little League (HMBLL) Local Rules for the Tee Ball Division. The Local Rules have been adopted by the HMBLL Board of Directors as additions to the rules and regulations contained within the Official Regulations and Playing Rules booklet published annually by Little League Baseball® (AKA The Green Book).

Game Duration Games will be a minimum of three inning or maximum 1 hour in length

Batting - Every player bats once during each inning.

- No throwing the bat after a hit has been made.

- No swinging bats for warm up before a player comes to bat.

- Only the player at the plate should have a bat in his/her hand.

Pitching Children will bat from the "T". Mid-season, If a child is ready and wanting to be pitched

to, coach can pitch or use a machine to prepare the child to hit a moving ball. If this is slowing

down the speed of the game, the child should go back to the "T" (no more than 4 coach

pitches).

Game Play - Every player is to have a position in the field when his or her team is playing defense.

- No base stealing

- Players may advance only 1 base only per hit

- No outs will be tracked. (If an out is made; the offensive player can stay on base.)

- Game should have a top and a bottom for every inning played

- No scoring will be made for the purpose of keeping team standings

- Last batter of inning will clear the bases (keep running all the way to home)

Field Prep The home team uses the dugout along the 3rd base line and prepares the field for play.

The away team drags the infield after the game, and puts all field equipment away after the

game.

Manager / Coaches Player agent acts as a session manager, with coaches assigned to each team.

Positive Coaching Alliance (PCA): All managers and at least two coaches must attend the PCA workshop provided

by HMBLL. Managers that fail to attend the workshop forfeit all games until PCA

certification is attained.