

## 2026 Rookie and Tee-ball Rules

1. Boys and girls aged 4 to 8 years old as of May 1st are eligible to play. Rookies 4-6. Tee-ball 7-8.
2. The bases will be 60 feet apart. The pitcher's circle will be centered at a point 40 feet from home plate on a line from home plate to second base. The circle will have a 6-foot radius. The pitcher must have one or both feet on the rubber until the ball is hit.
3. All 10 fielders must play normal positions with no big shifts. Four outfielders stand along edge of grass. No rover.
4. A batter throwing the bat out of the circle with a 10-foot radius centered at the home plate will be warned one time per at bat. The second time he/she throws the bat out of the circle, he/she will be called out per at bat. (THE WHOLE BAT!) The play is dead if the player gets called for throwing the bat. The catcher must remain outside the circle until the batter hits the ball. During the tournament, any thrown bat will be an out with no warning.
5. No bunting is allowed. All batters shall take a full swing at the ball and the ball must travel beyond the 10-foot circle marked around home plate before it is playable.
6. Rookies will play 2 innings and Tee-ball will play 3 innings.
7. Each half inning will be completed with ten batters; THREE OUTS PER INNING DOES NOT APPLY. ALL RUNS WILL BE COUNTED FOR THE ENTIRE INNING, WITH EXCEPTION OF OUTS MADE. This also applies to the tournament.
8. Helmets must be worn by batters, baserunners, and catchers. No metal cleats allowed.
9. During the regular season and the tournament, batting order may be changed at the discretion of each coach so that all players may have equal playing time. Subs can re-enter at any position, but coaches are prohibited from manipulating the line-up to enter in a "hot" batter to capitalize on runs that inning. Please turn in the complete line-up for all innings prior to the start of the game to the opposing team/tournament book and get approval for unplanned subs during the game.
10. Runners must remain on base until the ball is hit
11. If a ball is hit to the outfield, players may run multiple bases. If a ball is hit within the infield base paths, the player may run one base only. The baserunner must stop in an attempt to throw to the pitcher when the pitcher and ball is within the vicinity of the circle and no additional bases can be taken. The pitchers must be within the infield base paths to be considered the vicinity of the circle. The ball is considered within the vicinity of the circle once it crosses the plane of the base paths.

## 2026 Rookie and Tee-ball Rules

12. One umpire is all that is required during league play. Two are required for the tournament.
13. One base on an overthrow for Rookies and Tee Ball during regular season games and the tournament. No additional bases on a second errant overthrow.
14. The inning ends on the tenth batter by: Either getting the lead runner out or by touching home plate while controlling the ball. Any run crossing home plate after home plate has been touched will not count. Coaches are reminded to announce the tenth batter. If the ball is caught in flight on the 10th batter the play will be stopped and the runners on the bases will not be able to advance. If the 10th batter throws the bat out of the circle play stops and no runs are counted.
15. At anytime during the game the pitcher and catcher are the only two defensive players that may be in the 10 foot circle. The player is safe until the circle is cleared pitcher and catcher only. Players stay on the field until the last batters clear home plate.
16. The Level I impact ball will be used (no Little League or Wood bats allowed). 24", 25", 26" in length, max. of 2- 5/8 barrel. USA Stamp.
17. Official Cal Ripken baseball rules will be utilized during games (other than what is specified in these league rules) to enforce player safety, i.e. avoiding collision with runners in baselines. No malicious contact against another player including defensive players and catchers. Cal Ripken rules can be found online.
18. To make a force out (not a tag out) on the opposing team there must be a transfer throw made from the fielder fielding the ball to the base where they are trying to make an out, unless the ball is hit to a positional fielder covering that base to include shortstop covering second. (See examples on last page of rules).

### EXAMPLES:

A ball hit to the pitcher the pitcher can tag any baserunner but cannot force an out by stepping on any base. The force must have a transfer.

Ball hit to second or shortstop with runner on first either one of those position players can touch second base for the force out without having a transfer. The shortstop cannot make a force out by touching third they must have a transfer.

A force out can be made at first or third by those two position players touching their

## **2026 Rookie and Tee-ball Rules**

respective base on a hit to them.

At no time can an outfielder make a force out or a tag out. A transfer must take place from the outfielder. It is okay if they run into the infield a little bit before throwing the ball.

The catcher is the only player that can make a force out at home. In the event of an overthrow to the catcher or a throw mishandled by the catcher, then the pitcher (and only the pitcher) can now catch the transfer from whichever player collects the overthrow.