

CONROE LITTLE LEAGUE TEE BALL LOCAL LEAGUE RULES 2026

These supplemental rules are to be used in conjunction with the Little League® Rule Book and are meant to supplement and/or clarify rules for the regular season. Please refer to the Little League® Rule Book for complete rules.

Team Formation

Players who are League Aged 4 - 5 years old shall be selected to their teams by a computer draft, held within one (1) week of the final evaluations. Roster assignments shall be grouped based on sibling needs. Refer to the Little League Official regulations and rule handbook.

Equipment and Uniform

1. Players may use a USA stamped bat or tee ball, wood bat, or any 26" or shorter Stamped USA which is marked "APPROVED FOR TEE BALL USE" and meets the barrel dimensions specified by Rule 1.10
2. All players shall wear the Conroe Little League (CLL)-issued numbered jersey for the current season and assigned team along with the manager-directed color and style of baseball pants, belt, and socks. Jerseys shall remain tucked-in for entire game. Jerseys shall not be modified in any way except to accommodate sizing of the player, if necessary.
3. Catchers must wear a batting helmet.

Length of Games

Games shall last 60 minutes or not to exceed 6 innings.

Pre-Game Responsibilities

1. Home team is responsible for Official Adult Scorekeeper. All Scorekeepers must attend the Scorekeepers class.
2. Visiting team is responsible for providing an official scoreboard operator.

Post-Game Responsibilities

1. Remove all equipment and trash from field, dugouts, and stands

Managers and Coaches

1. All volunteers on the field/in the dugout must have a valid Volunteer Badge, supplied by CLL upon completion of background checks
2. One adult must remain in the dugout at all times to supervise players
3. Four (4) Defensive coaches are allowed on field during game-play. Two coaches will be positioned along the outfield arc and their role is to provide in-game coaching and feedback to their outfield defensive players. They must not interfere with game-play.

The third coach will be positioned in the infield to provide in-game coaching and feedback to their infield defensive players. The fourth coach will be in foul territory. They must not interfere with game-play.

4. One (1) Manager, Three (3) Coaches, and Two (2) team mom will be permitted in the dugout. Managers and coaches may coach the bases provided they comply with the Little League Rules. Coaches may not interfere with a play in progress.
5. Only the Team Manager may confer with the umpire
6. A Manager or Coach may physically position any player in the batter's box. Managers and Coaches may not physically assist a player in the field
7. Base coaches shall be situated in foul territory within the base coach's box when their team is on offense. Second base coach is positioned by second base. Coaches must vacate the box to provide ample room for a fielder attempting to field a batter or thrown ball.
8. When not in the coach's box, managers and coaches shall remain in the dugout.
9. Base coaches, other than the team manager, may not confer with an umpire regarding any on-field ruling.

General Rules

1. One (1) Umpire shall be provided.
2. Infield Fly Rules is not in effect.
3. No lead offs or balks.
4. No stealing. Runners may only advance on batted ball or overthrow in grass.
5. Runners shall advance one (1) base at a time on a batted ball in fair territory.
6. On a batted ball which passes into the outfield, runners may advance up to two(2) bases at their own risk.
7. No headfirst slides.
8. Protests are permitted, through the Team Manager only.
9. On deck batters are not permitted.
10. The proper place for the tee is on home plate.
11. The ball shall be declared ready to play when the pitcher is on pitchers rubber and the manager or coach places the ball on the batting tee.

12. The Pitcher shall have one foot in contact with the pitching rubber until the batter hits the ball.
13. If the ball is declared dead, then the batter and base runners may advance one base.

Lineups and Minimum Play

1. Teams shall bat a continuous batting order. A batter removed, after game time has begun from the lineup due to injury, illness, disciplinary, or any other just reason shall simply be skipped in the lineup without penalty (no out recorded).
2. Players that arrive late to the game may be added to the lineup at the end of the batting order.
3. Players present at the start of the current game and not starting on defense must start on defense the next game if present at the start of the game.
4. A player may not sit the bench for two consecutive defensive innings.

Batting Rules

1. Each batter is entitled to have (5) five swings. A batted ball not clearing the dead ball area shall be considered the same as a foul ball. A swing shall exist when the bat crosses the plate or knocks the ball off the tee.
2. The batter shall be declared out with the (5) fifth swing if he/she fails to hit the ball into fair territory. A ball resting on the line will be considered a fair ball. If a strike is attempted and the bat comes around twice, the second time will not be counted as a strike or hit.
3. Any batted ball, which is fielded prior to clearing the dead ball area, shall be declared a live or dead ball by the umpire, based on his/her judgment.

Pitcher Position – Player

1. Player pitcher is defined as the player wearing a helmet and playing the pitcher position. Pitchers' mound is defined as the entire dirt circle surrounding the pitchers' plate.
2. The pitcher shall wear a batting helmet for safety.
3. The pitcher shall have one foot in contact with the Pitching Rubber until the batter hits the baseball. **Penalty** - If, in the umpire's judgment, the pitcher leaves the

pitcher's rubber early to make a play, the batter-runner or runners shall be awarded one base without liability to be put out.

4. Player pitcher may field a batted ball and return to the mound for the purpose of calling time.
5. Player pitcher may not tag out any base runner or touch any base to make a force out.

TBall Defensive Players

1. Infield: traditional infield (six [6] infielders – P, C, 1B, 2B, 3B, SS). No defensive player may take a position closer than the pitcher to the batter. For purposes of this rule, the distance between home plate and the pitcher's plate shall be used as a radius to project an infield "arc" of 15' from the axis at home plate between the foul lines.
2. Outfield: Four (4) outfielders (LF, LC, RC, RF) must be positioned in outfield grass. Outfielders may not tag out any base runner nor touch any base to make a force out.
3. Throwing the ball: Defensive players may not "roll" or "bowl" the ball to another defensive player in an attempt to put-out a runner or batter-runner in lieu of the natural and commonly accepted over-hand throwing mechanics associated with the game of baseball.
4. The First baseman can only tag First Base, The Second baseman can only tag second base if force out, The Shortstop can tag either second base or third base if force out, and the third baseman can only tag third base on force out.
5. The pitcher must have one foot on the pitcher's rubber and the catcher must be positioned safely in foul territory near the catcher's box. Base runners must remain in contact with the base until the ball crosses the plain of the plate. When players have advanced as far as possible without being put out or having been retired, the umpire shall call "time".

Offensive Base Running

1. Runners shall advance one base at a time on a batted ball in fair territory.
2. On a batted ball which passes into the outfield, runners may advance up to two (2) bases at their own risk.
3. Stealing bases is not permitted. Runners may only advance one (1) base on an overthrown ball that goes into the grass.

Run Rules and Limits

1. Each team is permitted a maximum of five (5) runs per inning before three (3) outs are made.
2. Should it be needed, the 15 run rule after the 2 ½ innings if the home team is ahead 3 innings if the visiting team is ahead will be enforced.

Ejections

1. Any Manager, Coach, Player, or Spectator ejected from the game must leave the game site immediately this includes the parking lot, for the duration of the game. They may not sit in the stands or be recalled.
2. Any ejected manager, coach, player, or spectator may neither be present for his/her team's next physically played game, including pre- and post- game activities, nor are they allowed to be in the parking lot except for dropping off/picking up players.
3. A manager or coach ejected from the game may not be replaced by another volunteer in the same game in which the ejection occurred. **Exception** - one (1) adult must remain in the dugout at all times. If all adults have been ejected from the field of play, the game will be stopped and considered a forfeit by the team whose coaches have been ejected.
4. The team may provide other eligible volunteers to fulfill managing or coaching duties at the next scheduled game when a coach or manager is serving his/her additional game suspension, provided they have had their background checks completed by CLL, and have been issued a badge confirming this.

Activities Per Week

1. Teams may participate in a maximum of four (4) activities per week. This includes going to batting cages. No activity should exceed one (1) hour. **Penalty** - If a Manager or coach is found to be participating in more than 4 activities per week he/ she will be suspended for 1 game on the first offense.
2. A team activity is defined as three (3) or more players from the same team getting together with a coach or manager within a twenty-four (24) hour period.