

RANCHO BERNARDO LITTLE LEAGUE BASEBALL, INC.

A (TEE BALL DIVISION)



OPERATING INSTRUCTIONS

Revised October 2025

*****This document is provided for guidance where the Little League Operating Manual and the Official Regulations and Playing Rules of Little League Baseball provide latitude to individual Leagues.*****

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The following operational guidelines (“Ops”) are intended for implementation at the A division (t-ball) level in Rancho Bernardo Little League.

The spirit of the A Division is for kids to learn baseball, sportsmanship, and qualities of working hard, having fun, and enjoying a great experience. There is no score and there are no playoffs. Tee Ball is specifically designed for players to be introduced to the concepts of teamwork, sportsmanship, and baseball fundamentals. A positive attitude between coaches, players, and parents, and between teams is expected throughout the season.

1. Tee Ball Expectations

Managers, coaches, and parents are encouraged to teach the game of baseball to each player. By the end of the season, players should be able to perform the following:

- 1.1. Hit the ball off of the batting tee.;
- 1.2. Throw the ball in a controlled manner from point A to B;
- 1.3. Understand the following:
 - 1.3.1. the concept of using the glove to catch the ball;
 - 1.3.2. where 1st, 2nd, and 3rd base, as well as home plate, are located;
 - 1.3.3. the infield, including catcher, and outfield positions on the field;
 - 1.3.4. what the baseline is;
 - 1.3.5. the difference between fair and foul balls; and
 - 1.3.6. running multiple bases.

2. Ground Rules

- 2.1. The chalked-off area behind the backstop is an extension of the dugout for coaches only. This is a dead ball area. Coaches are responsible for the actions of the players during baseball practice and/or game time and while the players are still at the field, between the fences.
- 2.2. There shall be an imaginary line from the end of the fence of the first-base and third-base lines as an indefinite extension of the existing fencing. The area outside of these lines is considered a dead ball area.
- 2.3. There shall be a chalked arc approximately 10 feet in front of home plate, in fair territory. A batted ball must be hit past the arc to be considered a fair ball.

3. Team Selection

- 3.1. The teams shall be assembled by the Division Director (or fall ball director) in coordination with the Player Agent.
- 3.2. Use blind draft IAW Little League Rulebook Plan C (Blind Draft Method) as a guide for team formation. Directions can be found in the Policies section of the Little League rule book under Local League Draft Methods. Draft is by age (all 6-year-olds are evenly allocated, followed by all 5-year-olds and then all 4-year-olds). Efforts shall be made to balance teams by age and any other known information (experience or skill) while trying to accommodate requests at this level (as long as the intent of the request isn't to build a strong team).
- 3.3. Manager's children and specific coach/parent preferences are placed first within the appropriate age group, reducing the number of blind picks for that team by the number of placements.

- 3.4. It is recommended that each T-ball team have no more than 8 players per team. Though circumstances may require for more than 8 players on a team (e.g., there are 5 managers and 41 kids), but these events should be discussed with all managers before the selection of teams.

A team shall not have more than five (5) on-field coaches during games.

4. Playing Rules

- 4.1. All players on the roster shall play the field in every inning. One (1) player shall be stationed at each infield position. Infield positions shall be: P, 1B, 2B, 3B, and SS. If a team has more than 8 players they can place a child at catcher, but this is up to the coach and not required. All non-infield players shall be positioned in the outfield. Outfields must be positioned in the grass prior to the ball being put in play (or a location where grass would exist for a correctly sized field for T-ball kids).
- 4.2. The half inning ends when every player on the offensive team bats once. The last batter in order can keep running until he reaches home or, in the second half of the season is forced or tagged out on the bases.
- 4.3. Games shall be three (3) innings in length.
- 4.4. There shall be no infield-fly rule.
- 4.5. Baserunning
- 4.5.1. Baserunners shall only advance on a fairly hit ball.
- 4.5.2. When a fair ball is hit to an infielder, the runner(s) may only advance one (1) base at a time.
Exception: see rule 4.2 regarding the final batter of each ½ inning.
- 4.5.3. When a fair ball is hit to an outfielder, the runner(s) may advance until the outfielder throws the ball toward the infield. Runner(s) may continue to the next base if not already occupied and they are already on their way to the next base.
- 4.6. Mandatory Play
- 4.6.1. Every player shall play the outfield at least (1) inning in each game.
- 4.7. Second-half Rules
- The following rules shall be applicable in the second half of the season only. The 2nd half of the season demarcation should be clearly set by the division director (or fall ball director) prior to the beginning of games in consultation with the managers.
- 4.7.1. The Manager or coach of the hitting team shall pitch to each hitter.
- 4.7.2. The Manager or coach will not pitch more than five (5) pitches to each batter. If the batter fails to bat the ball in play, the batter must then hit off of the tee.
- 4.7.3. The Manager or coach must be positioned in fair territory and beyond the 15-foot arc while pitching.
- 4.7.4. Managers and coaches shall call runners out that are put out due to a defensive play, in accordance with normal baseball rules. The division director (or fall ball director) in consultation with the T-ball

managers will decide when this rule is implemented, but it is recommended to be roughly at the halfway point of a season. Managers and/or coaches are encouraged to explain to the batter/runner(s) the reason why they were called out and direct them to return to the dugout.

- 4.7.5. The half inning is not over until all batters have had their turn at bat, regardless of the number of outs.