



# Allendale Little League

P.O. Box 295  
Allendale, MI 49401



## A.L.L. Co-ed TBall Rules Ages 4 to 6

1. Home team will occupy the 3<sup>rd</sup> base side dugout.
2. Home team will provide a parent umpire and supply them with these rules. Game ball will come from equipment bags.
3. Use the provided instruction manuals and make sure everyone knows the basics.
4. Co-ed T-ball will bat two complete innings.
5. Bat the roster and rotate the players through different defensive positions each game.
6. Players must wear team shirts on the outside of any layers.
7. Boys must wear a designated hat as part of their uniform. Boys may not wear visors. Girls may wear hats or visors, if desired.
8. All defensive players should be on the field- extras in the outfield.
9. Umpire should be positioned behind home plate. Umpire should help batter when needed and keep game moving.
10. Throwing the bat will result in a WARNING.
11. Ball must be hit past foul circle to be a fair ball. If the player strikes the tee and the ball rolls outside of the foul circle on the field, it is ruled a FAIR ball. There are unlimited foul balls. If the tee is on the home plate, and a runner comes home from third, the tee as well as the plate is considered home.
12. Place Players in all normal defensive positions, this should be a time for learning the game.
13. Infield hit= one base advancement, outfield hit= two base advancement at player's own risk.
14. Players must throw the ball instead of running with it. No base advancement on over-throws.
15. For the first 2 games players do not return to the dugout when put out. After the first 2 games, when a player is put out, they must return to the dugout. Clear the bases after every 3 outs. The last batter on the roster and runners already on bases may continue to run until they are put out. Managers are encouraged to meet at the beginning of each game to discuss sending players to the dugout when put out and may come to an agreement to keep players on base even if put out.
16. Don't keep score- No winning or losing team.
17. A manager, Coach, or Parent must be in the dugout with players at all times. The remaining coaches may be positioned in the field.
18. Have your catcher dressed and ready before inning ends.
19. Players must sit on the dugout benches provided, standing or horse play will not be allowed.
20. Helmets must be worn at all times when a player is batting or running the bases during live play.
21. No "on deck" batters or "bat boys" allowed.
22. It is the manager's responsibility to make sure that the dugouts are clean and all personal property is removed before leaving the fields.
23. Any incident requiring first aid treatment must be reported to the A.L.L board within 24 hrs with a completed accident report form.
24. If a game is called for the weather, the game will be rescheduled on the next available date (could be a Saturday). No manager or Coach may cancel or reschedule a game without approval from the A.L.L Scheduler.
25. The use of alcohol or illegal drugs prior to or during practices or games is prohibited. No smoking permitted on or around the playing fields. Chewing tobacco is not allowed.
26. Coaches can have up to, but no more than 4 "Reserved" field times for practice \* extra are optional when/where available.
27. The Board reserves the right to remove or penalize any Manager, Coach, Umpire, Player or Spectator who does not comply with the rules as written.

**SPECIAL NOTE- First 2 games- USE A TEE. Then last Games "COACH PITCH option" APPROX. 20 FEET AWAY. (Underhand toss) Max of 5 Pitches, THEN place TEE in if ball is not put into play. Coach Pitch is OPTIONAL at the discretion of the coach for each player's ability.**