

DISTRICT 30 - TOURNAMENT OF CHAMPIONS TEE BALL 2025

GENERAL RULES:

- ◆ The format will be Double Elimination.
- ◆ Teams will wear regular season uniforms. However, the cap must be the same for every member of the team.
- ◆ Double headers will NOT be allowed, per Little League Headquarters.
- ◆ In the case of inclement weather the tournament may revert to a single elimination format.
- ◆ Coaches must carry a roster for their team. This must be signed and verified by the league president.
- ◆ Coaches must carry medical releases for each player. They must be available for review by the Tournament Director prior to the start of the game.
- ◆ All participants must have competed on a Little League Tee Ball team during the regular season and is league age 4, 5 or 6 (no exceptions). You cannot add anyone to your roster after the tournament has started.
- ◆ A player that plays up in another division during regular season cannot play back down for tournament of champions.
- ◆ Minimum roster - nine (9) players. Maximum roster - thirteen (13) players. If at any time during a game your roster falls below nine (9) players for any reason, i.e. injury, illness, etc., you will be forced to forfeit the game.
- ◆ A coin flip by the Tournament Director 30 minutes prior to the scheduled game time between opposing managers will be used to determine home team and visiting team. Each team must have a preliminary lineup that lists each player by first and last name, player's number, and defensive position; the manager's and coaches' names; and the names of their volunteer umpires and game officials. If a team is not represented by a manager (or a coach in the absence of the manager) or does not have a completed lineup card, or does not have all of their volunteer umpires and game officials present at the flip meeting 30 minutes prior to the game, the team that is ready wins the flip by default.
- ◆ The visiting team will take infield 15 minutes prior to game time. The home team will take infield 10 minutes prior to the game. Failure to begin infield on time will result in a shortened or loss of infield privileges. Both managers will meet with the umpires 5 minutes prior to game time.
- ◆ Entry fee for each team is one hundred (\$100) dollars. Make entry fee checks payable to Texas Little League – District 30.
- ◆ We will abide by the rules published in the Baseball rulebook, except for those items listed for this tournament.
- ◆ The District Administrator, the Tournament Director, and the Tournament Committee (i.e., the presidents of the leagues participating in this tournament) will make the final decision regarding any forfeiture

COACHES:

- ◆ Four coaches are allowed for Tee Ball.
- ◆ Three adult coaches are allowed on the field when a team is on offense [one (1) at the tee, and two (2) base coaches]. One dugout coach is required at all times.

- ◆ Two (2) defensive coaches are allowed on the field in tournament play. They must take a position in the outfield grass. One dugout coach is required at all times.
- ◆ Offensive base coaches must remain in the coaches' box while the ball is in play.
- ◆ Coaches may not touch or assist runners while the ball is in play.
- ◆ The use of any tobacco products by managers or coaches during pre-game preparation or during the game is prohibited. A violation of this rule will result in the **ejection** of the Manager or Coach from the current game.
- ◆ Coaches may **NOT** allow any one player to dominate a defensive series of outs. (i.e. One player chasing down all runners.) Once a player has made two (2) unassisted outs in the game by running to a base or running and tagging a player, that player must be moved to another defensive position in the field. (i.e. The player must throw the ball to another infielder to make the out.) This rule does not apply to a player who makes an unassisted out by tagging the runner or the base, provided he/she tags the runner or the base taking no more than three (3) steps.

UMPIRES/GAME OFFICIALS:

- ◆ The home team will supply three (3) people. One will be the official scorekeeper, one will be responsible for umpiring the plate and third base, and one will be on the team crowd control committee. Try to use the same people for your games.
- ◆ The visiting team will supply three (3) people. One will be the announcer, one will be responsible for umpiring first and second base, and one will be on the team crowd control committee. Try to use the same people for all of your games.
- ◆ The crowd control committee must be present for the entire game. In case of protest, the tournament director will decide the outcome. Protests must be decided as soon as possible and play will continue immediately.
- ◆ The umpires are in control of the game. They must clearly indicate the point at which play is to be stopped. If different decisions are made on a judgment play by the umpires, the umpires will meet to decide who was responsible for the call. The umpire responsible for the call may then confer with the other umpire and then decide what the correct ruling should be. Judgment calls cannot be protested.
- ◆ Decisions regarding ejections of coaches shall be made by the tournament director after consulting with the umpires. The tournament director shall also make the decision whether the coach will be asked to leave the premises immediately or if he/she will be allowed to remain and watch the game in the stands. If the coach is allowed to remain on the premises and becomes a disturbance, he/she will only receive one warning before being asked to leave the premises.
- ◆ Players who are ejected will be allowed to remain on the premises with their parents in the stands.

REGULATION GAME:

- ◆ A game shall consist of four (4) full innings (no time limit).
- ◆ There will be a six (6) run limit for the first three- (3) innings. There will not be a run limit in the fourth inning or beyond in case of a tie. However, the inning will be completed once a team bats through their roster or they get three (3) outs. Your next at bat will be picked up from the spot where the sides were changed.
- ◆ The ten-run rule will NOT apply.
- ◆ Tied ball games will be played until a winner is determined.

PITCHING:

- ◆ Pitching is not allowed to any batters in this tournament.
- ◆ All players will hit off the tee.
- ◆ The ball must travel at least past the 15' arc, which will be marked. A ball that isn't hit beyond the arc will be declared a "Foul Ball" even if picked up by a defensive player while in motion.

STRIKE-OUTS:

- ◆ Strikeouts are not permitted in tee ball.

BATTING ORDER:

- ◆ You will bat the roster. This means a continuous order. All players must bat. (Exception would apply for injury or illness).
- ◆ Players who arrive at a game after the game begins may be added to the end of the current lineup.
- ◆ A player may return to a game in the player's original lineup position after being skipped for injury or illness.
- ◆ Little League rule book will apply to batting out of order, which includes not batting your entire roster.

NUMBER OF PLAYERS ON DEFENSE:

- ◆ The defensive team will field **ALL** players present for the game. (Exception would apply for injury or illness).
- ◆ The extra players must play in the outfield.
- ◆ The outfielders must start in the outfield grass. Only five (5) players are allowed on the infield in addition to a catcher who must be behind the plate in foul territory in full catcher's gear.
- ◆ An outfielder cannot make an unassisted out on a ground ball.
- ◆ The pitcher must start the play with both feet on the pitching rubber which shall be 35 feet from the front of the pitching rubber to the rear point of home plate.

INFIELD FLY RULE:

The infield fly rule is not in effect for this tournament.

DEAD BALL INTERPRETATION:

- ◆ When an infielder gets possession of the ball while on the infield and not making a play the umpires will call dead ball (or time). Runners not in contact with a base will immediately advance or return to the last base touched. If they stand still or stop advancing they will be returned to the last base touched.

Passed Balls:

- ◆ Only passed ball is allowed per batted ball. Runners advance at their own risk. However, they may advance only as far as the base they were approaching plus one additional base. The umpire will have final say on this rule.
- ◆ Passed balls can only occur on a ball thrown by an infielder. Balls returned from the outfield will

NOT be considered a passed ball.

BASE RUNNING:

- ◆ No stealing is allowed.
- ◆ If a runner misses a base they will not be called out for missing the base, but after all play has ceased, the runner will be returned to the missed base. All other runners will return to the base they left unless they are forced by the runner being returned to a missed base or the batter-runner occupying first base. Note: the ball is alive and in play until the umpire determines that play has ceased and calls for time. If one or more outs are made while the ball is in play, the out(s) will stand.

EQUIPMENT:

All bats and equipment must be Little League approved as specified in the Little League Baseball rulebook. The catcher must be wearing proper chin guards, chest protector, throat guard, and helmet.

SPORTSMANSHIP:

- ◆ All coaches, players, and fans must exhibit Good Sportsmanship at all times to provide a positive experience for our young players.
- ◆ Please remind everyone that all of the people associated with this event are volunteers and they are attempting to do their best to ensure that this tournament runs smoothly.
- ◆ Anyone who continues to exhibit unsportsmanlike behavior will be asked to leave the premises.
- ◆ If a player throws the bat after hitting the ball, this is not an out. If the bat goes into the catcher or the umpire, the player will be given a warning. The second time this happens, the player will be awarded the hit, but then ejected. If a player is ejected for throwing the bat, that player will be eligible to play the following day or next game.

INTERLEAGUE REGULAR SEASON PLAY ONLY:

- ◆ TOC rules will apply in regular season with the exception of the following:
 - ◆ There will be a one-hour time limit (finish the inning)
 - ◆ Teams may play with less than nine players