

**2010 LOCAL LEAGUE RULES**  
**Hillsboro, Whitney, Itasca, Italy, Milford, Kopperl. Covington, & Aquilla**

**NOTE: ALL RULES FOLLOW TTAB/S RULES OTHER THAN WHAT FOLLOWS**

Rules can be found on the Website: [www.texasteenage.org](http://www.texasteenage.org)

**T-Ball (Boys & Girls):**

- Bat the roster
- 5 runs max. an inning
- If a team plays three innings, everyone will have had to have played at least one complete defensive inning. If a team plays 4 innings, everyone will have had to play two complete defensive innings. Two innings is the min. requirement for each player per game.
- Any Player with a physical or mental condition has to be brought to the attention of both the umpire and opposing coach before the game. If followed, the participation rule does not apply.
- Start with 7 players, but position 8 & 9 are outs in the batting order. This will change as players arrive to but will be placed in the 8<sup>th</sup> position first, the next player to show, will be place in the 9<sup>th</sup> position and so one. If you start with 8, then the 9<sup>th</sup> batting position will be the automatic out until filled.
- Time limit: 55 minutes

**8 & Under (Boys & Girls):**

- Bat the roster
- 5 runs max. an inning
- If a team plays three innings, everyone will have had to have played at least one complete defensive inning. If a team plays 4 innings, everyone will have had to play two complete defensive innings. Two innings is the min. requirement for each player per game.
- Any Player with a physical or mental condition has to be brought to the attention of both the umpire and opposing coach before the game. If followed, the participation rule does not apply.
- Start with 7 players, but position 8 & 9 are outs in the batting order. This will change as players arrive to but will be placed in the 8<sup>th</sup> position first, the next player to show, will be place in the 9<sup>th</sup> position and so one. If you start with 8, then the 9<sup>th</sup> batting position will be the automatic out until filled.
- Time limit: 1 Hour 20 minutes
- Pitching/Machine Coach can not instruct any player on the field at all when your team is batting.
- Coaches must pitch from REGULATION DISTANCE, otherwise, NO PITCH.
- Each batter will get 5 pitches. If the batter has two (2) strikes, fouls a ball off, and still has pitches remaining; it is NOT a strike out. Fouls will carry over until all 5 pitches are used or a true strike out happens first.

- Anyone catching, coaches included, have to wear a mask
- **BOYS MACHINE PITCH ONLY:** All machine pitch games will be played with a machine being stationary on a level surface equal to the plate. Another words, no machines will placed on a mound to pitch from.

### **10 & Under (Boys & Girls):**

- Bat the roster
- 5 runs max. an inning
- If a team plays three innings, everyone will have had to have played at least one complete defensive inning. If a team plays 4 innings, everyone will have had to play two complete defensive innings. Two innings is the min. requirement for each player per game.
- Any Player with a physical or mental condition has to be brought to the attention of both the umpire and opposing coach before the game. If followed, the participation rule does not apply.
- Start with 7 players, but position 8 & 9 are outs in the batting order. This will change as players arrive to but will be placed in the 8<sup>th</sup> position first, the next player to show, will be place in the 9<sup>th</sup> position and so one. If you start with 8, then the 9<sup>th</sup> batting position will be the automatic out until filled. A catcher is required to be one of the positions filled to start a game.
- **BOYS ONLY:** All catchers are required to wear a “true” catcher’s mit.
- Time limit: 1 Hour 20 minutes
- Anyone catching, coaches included, have to wear a mask
- **BOYS ONLY:** All games must be played with a pitcher’s mound that is specified in the TTA rules.
- **GIRLS ONLY:** Kid pitches: After 4 balls are called; the coach will come in and throw a MAXIMUM of three pitches to their batter. All strikes carry over. Example: If batter carries over two strikes, they can only swing and miss one coach pitch. The batter can foul the first two coach pitches. If the batter fouls the third and final coach pitch the batter is out.
- **GIRLS ONLY:** Coaches must pitch from REGULATION DISTANCE, otherwise, NO PITCH.
- **GIRLS ONLY:** Coach. Pitcher may not instruct batters or runners while on the playing field (inside the base lines)
- **GIRLS ONLY:** Runners are NOT allowed to steal when the Coach Pitcher is on the mound. Ball must be hit to advance.
- **GIRLS ONLY:** Batters CANNOT bunt a Coach Pitched ball.

### **12 & Under (Boys & Girls)**

- Bat the roster
- 5 runs max. an inning

- If a team plays three innings, everyone will have had to have played at least one complete defensive inning. If a team plays 4 innings, everyone will have had to play two complete defensive innings. Two innings is the min. requirement for each player per game.
- Any Player with a physical or mental condition has to be brought to the attention of both the umpire and opposing coach before the game. If followed, the participation rule does not apply.
- Start with 7 players, but position 8 & 9 are outs in the batting order. This will change as players arrive to but will be placed in the 8<sup>th</sup> position first, the next player to show, will be place in the 9<sup>th</sup> position and so one. If you start with 8, then the 9<sup>th</sup> batting position will be the automatic out until filled. A catcher is required to be one of the positions filled to start a game.
- **BOYS ONLY:** All catchers are required to wear a “true” catcher’s mit.
- Time limit: 1 Hour 30 minutes
- Anyone catching, coaches included, have to wear a mask

**14/15 & Under (Boys & Girls):**

- Bat the roster
- 5 runs max. an inning
- If a team plays three innings, everyone will have had to have played at least one complete defensive inning. If a team plays 4 innings, everyone will have had to play two complete defensive innings. Two innings is the min. requirement for each player per game.
- Any Player with a physical or mental condition has to be brought to the attention of both the umpire and opposing coach before the game. If followed, the participation rule does not apply.
- Start with 7 players, but position 8 & 9 are outs in the batting order. This will change as players arrive to but will be placed in the 8<sup>th</sup> position first, the next player to show, will be place in the 9<sup>th</sup> position and so one. If you start with 8, then the 9<sup>th</sup> batting position will be the automatic out until filled. A catcher is required to be one of the positions filled to start a game.
- **BOYS ONLY:** All catchers are required to wear a “true” catcher’s mit.
- Time limit: 1 Hour 45 minutes
- Anyone catching, coaches included, have to wear a mask

FOR ALL DIVISIONS:

All rules for the end-of-season tournaments will follow 100% TTA rules. Local League rules will not be followed at all in the end-of-season tournament.

An end-of-season tournament will take place in all divisions and within your own division only. The tournaments will be approved on by the town reps on where the tournaments will be played but will be divided among all towns. Divisional season games will be used as a seeding for the end-of-season tournament. The first place team in all divisions will automatically qualify for District playoff's given they participate in all of their end-of-season tournament games. If the first place team in each division wins the end-of-season tournament, they will be the first place team representing their division going to the District Tournament and the Runner up in the tournament will be the second place team. Given that the first place team does not win the tournament, but does participate in all their end of season tournament games, they will automatically be awarded the second place position for the division in the District Playoffs. The winner of the tournament outside the first seeded team will be awarded as the first place team going into District Playoffs. If a first seeded team does not participate in all of their end-of-season tournament games, they will automatically be disqualified from participating as a team and their players can not be picked up by any team within their division going to the District playoffs. If this happens, the Winner and Runner-Up of the end-of-season tournament will be awarded their respected places within the District Tournament. If the end-of-season tournament can not be held due to unforeseen occurrences, then the respected 1<sup>st</sup> and 2<sup>nd</sup> place teams in each division, based on their divisional records, will be awarded their respected trips to the district playoffs.

Tie Breakers:

If there is not an end-of-season tournament, then the tie breaker for 1<sup>st</sup> and 2<sup>nd</sup> or 2<sup>nd</sup> and 3<sup>rd</sup>, based on their divisional points, will be based on head to head first, otherwise a playoff game will be scheduled to have a clear winner by placement, following District Tournament Rules (TTA).

If there is a tie going into the end-of-season tournament for seeding, based on their divisional points, the first tie breaker will be based on head to head, otherwise a coin toss amongst all the town reps, with the option of the coaches being present.

**NOTE:**           **There has to be 24 hour notice if your team will not make a game. If two games are missed by a team that no shows, it will result in your season being forfeited. Another words, please be courteous and call your town rep, so that umpires and the other team can be made aware of the situation.**

