



Zeeland Little League Tee-Ball Softball Rules

General Rules

- A regulation game consists of four (4) innings.
 - A new inning may not start after 1 hour from the game start time.
 - A drop dead time is at 1 hour 30 minutes from the game start time.
 - There are no “extra innings” – a game may end in a tie
- There is no mercy or 10 run rule.

Hitting/Offense Rules:

- Bring a bucket full of balls to put behind the tee and out of play
- Offensive coach stays at plate to put ball on tee and give instruction
- Player is allowed unlimited swings until they put a ball in play
 - If the player hits the tee, causing the ball to go into fair play, the offensive coach should declare “foul ball” and have the hitter try again.
- Outs and safes are called by Coaches.
 - Even if a batter/runner is called “out”, they can remain on the bases to run.
- Rocket batting rule, everyone bats
- Offense team ends their 1/2 inning at bat after any of the following occur:
 - Everyone in the lineup has had a turn at bat
- No stealing any base, including home, under any circumstance.
- Players may leave their base once the ball is hit.
- Runners may only advance one base per ball put in play.
- No on deck batters are allowed.
- For games 4, 5, and 6, the coach may institute a coach pitch style to hitters as follows:
 - This is optional for each hitter, and the hitter may bypass this and only hit TEE
 - Offensive coach is pitching to their team, bring 5 balls to mound, and put an empty bucket at backstop for pick up
 - Hitter gets 5 pitches to put ball in play, then TEE is brought in until player hits ball into play.
 - No balls/strikes are called
 - No Walks or Hit By Pitch
 - Coaches may pitch from any comfortable/safe distance per child
 - Coaches cannot play the ball but may defend themselves
 - Several coaches may pitch in one game



Defense Rules

- Teams may play 10 players in the field.
 - 4 Outfielders (left field, left center, right center, right field)
 - 4 Infielders (third base, short stop, second base, first base)
 - 1 Pitcher
 - 1 Catcher
 - The catcher must be wearing a catcher's mask; the shin guards and chest protector are optional
 - The catcher will be positioned to the back side of the hitter and near the backstop per the diagram below
- Players should be rotated into different positions each inning
- A player may not sit on the bench for consecutive innings, and playing time in the field should be as equal as possible
- Free substitutions are allowed (meaning players may switch positions in the field and/or go from the bench to the field an unlimited amount of times).

Coaches on the defensive team may station themselves in the field to help position their players and actively coach during the game

