



"TEE-BALL" DIVISION RULES

All rules according to most recent Little League Rules and Regulations.

In addition, the following "Local Rules" shall apply:

1. **Safety first** – Safety of the players, coaches and spectators is paramount. Coaches have the responsibility to stop any unsafe act immediately. Be especially vigilant for children around the batter. Use only the Soft-tee balls (no hardballs are to be used). No on deck batter warm up.
2. **Player Development** – Tee ball is about player development, *not* competition. ALWAYS be positive when making a correction or suggestion to a player. Have fun and teach the basics that will be the building blocks for future development.
3. **Sportsmanship** – Reinforce fair play and sportsmanship at all times. Do not tolerate temper tantrums, especially where a child throws balls, bats or other equipment in anger or frustration (see rule 1).
 - a. **Uniforms** – Reinforce with players the proper way to wear his/her uniform (especially caps). At more senior levels, players will be precluded from playing if they are not in proper uniform. Players may not wear jewelry, except for medical identification.
4. **Equipment:**
 - Bat- All bats must be tee-ball (< 27" in length)
 - Batting helmet- The batter and base runners must wear a protective helmet that gives protection to the top of the head, temples, ears and base of the skull. Headgear shall be NOCSAE approved.
 - Cleats- Must be rubber cleats or athletic shoes.
 - Ball- Little League Stamps soft tee-ball
5. **Participation:** All players must Bat and play defensively every inning.
6. **Don't Keep Score!** Tie games are perfectly acceptable!
7. **Length of Games:** 3 Innings or 1 hour and 30 minutes. The field must be cleared at the end of the time limit even if an inning has not concluded.
8. **Field:**
 - **Pre-Game:** Coaches must inspect field before game and clear any hazards. It is Home teams' coach responsibility to call game if field is not in safe to play. This includes weather related issue.
 - **Post-Game:** – Coaches are responsible to ensure that their side of the field and areas used by spectators are clean of trash at the end of the game. All bases to be secured in field box.
 - Field Dimensions:
 - Distance between bases: 50 feet
 - Home plate to center of second base: 70 feet, 8 ½ inches.
9. **Pre-game Coaches Meeting-** Coaches to meet before game to discuss start time and agree on any game specific details. ie. Weather issues, player issues, etc. both coaches are to agree if any game rules are to altered to meet game time conditions.

Base Running:

Leading Off	Stealing	Stealing Home	Courtesy	Sliding
No	No	No	No	No

Run Limits and Mercy Rules:

Maximum Runs Per	Mercy Rule
Everyone bats	No mercy rule

Batter:

Buntin	Infield Fly	Dropped 3 rd
No	No	No

GAME

- **Pre-Game Skill Development** -- The first 10 minutes of game time will be used for warm up and skill development. Teams will take the field and work on a fielding skill (e.g., fielding ground balls, fielding pop flies, what to do if you're an outfielder...). And on a hitting skill. (e.g., proper stance, level swing, running to first, running from first to second ...).

1. Offensive Team:

1. **At Bat** – Coaches tee up the ball; batters are allowed three attempts to hit the ball on his/her own before the coach must assist the batter. The batter and all base runners must wear helmets at all times.
2. **Batting Order** – Switch the batting order each inning so that the same child does not bat at the bottom of the order each time up.
3. **Coaches** -- Use at least two coaches while the team is at bat: one to assist the batter and one to line up the children in batting order and assist the next batter in getting ready.
4. **No on deck circle** – the only player with a bat shall be the batter. The next batter in the order should have a helmet (if available), but not a bat while waiting his/her turn.
- b. **Running the bases** –runners will remain on the base even if they are out during the play so that they can learn base running skills during game play Runners may advance more than one base on an outfield hit. To encourage the children to throw the ball to a base, runners may not advance on overthrows to a base. We should focus on teaching the children to throw the ball to a base -----let them learn that they have to field/throw and catch.

1. Defensive Team:

1. **Players on the field** -- All of the players present will play in the field. Use no more than 5 infielders plus the pitcher (all regular infield positions plus one player just behind second base). Keep the infielders back to at least the base line. After the play is over, the closest Coach to the ball should instruct the fielder to throw the ball to the pitcher who should then throw it to the Coach on the opposing team who is helping the batter. Rotate infielders and outfielders after every inning.
2. **Teach Positioning** -- Teach the players about positioning ... don't let them cross the field chasing a ball or bunch up around a base. Teach them how to back-up a play and where to go (cover a base, back up ...) when the ball is not hit to them.
3. **Coaches** – Use no more than three coaches on the field at one time, one for each side of the infield and one in the outfield. Infield coaches should stand behind the infielders and not obstruct the view of the outfielders. Allow only one over-throw before stopping the play.
4. **PLAY BALL**- When all defensive players are in the proper position, the defensive manager will indicate to the opposing coach his team is ready. The opposing coach will then place the ball on the tee and say, "Play ball."
5. **No catcher** – No catcher will be used.

As the season goes on and the players get more comfortable, it is encouraged to evolve the game. If both coaches agree: coaches can pitch to batters, runners that are out can be remove from bases (but all batters hit), etc.

ABOVE ALL – HAVE FUN