

“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).
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).
4. **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.
5. **Don't Keep Score!** Tie games are perfectly acceptable!
6. **Length of Games:** Each game is limited to 1 hour and 30 minutes. The field must be cleared at the end of the time limit even if an inning has not concluded.
7. **Field Clean-up** – 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.

GAME RULES

1. **Pre-Game Skill Development** -- The first 15 minutes of game time will be used for warm up and skill development. The home team 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...). The visiting team will work on the sidelines on a hitting skill. (e.g., proper stance, level swing, running to first, running from first to second ...).
2. **Number of Innings** – Games will be no longer than 3 complete innings. The whole team bats each inning, Coaches should announce to the fielding team when the last batter comes up to bat. When the last batter hits the ball, all runners should advance to home including the batter.

TEE-BALL RULES

Offensive Team:

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.

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.

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.

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.

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. Also, on plays where the ball is overthrown in the infield allow the runner to advance one base only.

Defensive Team:

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.

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.

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.

No catcher – No catcher will be used.

ABOVE ALL – HAVE FUN!