

# TEE BALL

## T-BALL RULES, 5 & 6 YEAR OLD DIVISION

The Thomas Jefferson Youth Tee Ball program is a child's first introduction to organized baseball. The goal of the League, Managers and Coaches will be to provide the players with an opportunity to develop baseball skills in an environment that is enjoyable and fun.

The players in the Tee Ball League should be instructed in all the basic fundamentals of the game (i.e.: batting, throwing, fielding and running). All players should be constantly encouraged by managers, coaches and parents to pay attention and to do their best. Tee Ball should be fun for all who participate.

The key to success and the concept of the program is total participation of coaches and parents. While this is a child's first introduction to organized baseball it may also be a parent's first introduction to coaching, so it is very important for parents and coaches to be closely involved and rely on each others input. Remember that this should be a fun and positive experience for all involved. Your positive influence, constructive direction and, most of all, patience will allow for a fun season this year and for years to come.

## GOALS OF THE PROGRAM

- Familiarize players with the concept of teamwork and responsibilities of a team-member, also the rules of the game
- Familiarize players with the concept of sportsmanship.
- Players will demonstrate knowledge of basic offensive and defensive strategies.
- Players will be able to identify parts of the baseball diamond.
- Players will be able to identify the positions played in the game.
- Players will be able to identify equipment used in baseball.
- Players will be able to assume a proper batting position in the batter's box.
- Players will demonstrate knowledge of the strike zone.
- Players will be able to hit a ball when at bat.
- Players will be able to run the bases and score runs.
- Players will be able to assume the baseball ready position on defense.
- Players will be able to field a ground or fly ball.
- Players will be able to make a throw to the appropriate base or cut-off player.

## TEE BALL RULES AND GUIDELINES

### - BASEBALLS

- A soft baseball (safety ball) will be used for the player's safety.

### - GAME TIME

- The game will last 3 innings or 2 hours, whichever comes first.
  - \* The game will be 6 innings or 2 hours, whichever comes first.
- Players are expected to arrive at the field at least 15 minutes before scheduled start time.

### - DEFENSIVE ALIGNMENT

- Defense will consist of all players on a team. A player should be stationed at 1st, 2nd, 3rd, pitchers mound (with chest protector and helmet with (face mask) LF, LC, CF,RC,RF  
Defense will consist of 10 players in the field. A player should be positioned at Pitcher (with chest protector and helmet with face mask), 1<sup>st</sup>, 2<sup>nd</sup>, SS, 3<sup>rd</sup>, LF, LC,CF, RC, RF.
- No player will be allowed to catch (coaches/adult volunteer's catchers only)
- Managers should rotate players between defensive position's giving each player the Opportunity to play each position.

### - HITTING

- There are no strikeouts. All players will continue to bat until they put the ball in play.  
A player will be given 6 pitches. If the batter does not hit after six pitches, a tee will be setup for one swing or until the ball enters the field of play. Halfway through the season, the tee will be eliminated. At that point, all batters will be given 7 pitches. If the batter swings at 3 pitches and misses prior to 7 pitches, the batter is out. If the batter does not swing at 3 pitches and is on his 7<sup>th</sup> pitch, the batter must swing regardless of where the pitch is located. If the batter does not swing on the 7<sup>th</sup> pitch, the batter is out. If the batter fouls off the 7<sup>th</sup> pitch, they get an 8<sup>th</sup> pitch. If the 8<sup>th</sup> pitch is foul, the batter is out. The three strike rule applies throughout the year. The tee will only be used for the batters struggling to make contact.
- There are no walks. Everyone hits.
- The infield fly rule will not be in effect.
- There is NO on deck Batter, NO exceptions.  
The team mom will be responsible for making sure the next batter up has their helmet and batting gloves on prior to their at-bat.
- No bunting allowed. Full swings must be taken.
- A protective batting helmet must be worn by all batters without exception.
- If the batter makes an out he or she does not continue to occupy the base.
- Whenever a ball is batted off the Tee, the volunteer catcher must remove the Batting Tee from home plate and place it in a position that will not interfere with play on the field.
- The ball will be hit from a Tee that is set at home plate or by the pitcher (coach). The purpose of hitting from the tee is to help the child develop proper hitting mechanics. Hitting from the Tee is an excellent tool for this learning experience.
- The coaches will pitch to the players. If a player fails to hit the ball after 7 pitches, the Tee will be used to complete the batters at-bat.  
I want to change to 6 pitches during use of tee, and then 7 pitches once tee is removed from game midway through the season

### - BATTING ORDER

- All players will be in the batting order and bat in the rotation determined by the manager.

Managers must rotate the batting order on a game-to-game basis allowing each player to be 1st and last in the batting order.

- Each team will bat all of their batting order per inning.

3 outs per inning or 5 runs max per inning, or 9 batters per inning. Whichever happens first.

#### - RETIRING THE SIDE

- The side will be retired when all of the batting order has batted.

3 outs per inning, or 5 runs max per inning, or 9 batters per inning. Whichever happens first.

#### - BASE RUNNING

- Runners must stay in contact with the bases until the ball is hit. One base is allowed on an infield hit. The runner may advance as many bases as possible on an outfield hit until the ball reaches the infield.

I'd like to paint lines 2/3 of the way between 1<sup>st</sup> and 2<sup>nd</sup>, 2<sup>nd</sup> and 3<sup>rd</sup>, and 3<sup>rd</sup> and home. If a ball is hit to the outfield, a base runner or hitter can advance as many bases as possible. Once the outfielder has released the ball toward the infield, the play is dead. If the runners are beyond that line, they get the next base and if they are behind the line, they must go back to the base they were at.

- Runners may not advance on errant throws to any base.

- When the last batter of the inning has hit the ball he or she shall touch all the bases with all runners in front crossing home plate.

Same rules apply as if we had one out. Runners cannot advance on the last batter once play is ruled dead.

#### - COACHING

- There can be up to five coaches on the field when the defensive team is on the field.

- The team batting should provide 1st and 3rd base coaches.

There should be a coach next to the batter setting the batter up to hit.

#### - BASE RUNNING

- There is no leading or stealing.

#### - END OF THE GAME

- At the end of the game, each team, including coaches, will line up at home plate and shake hands with the opposing team.

#### - GENERAL

- If a player arrives late, that player should be written in last of the batting order.

- Players or coaches are not permitted to deliberately harass or direct any discourteous remarks at the players or any member of the opposing team

- No games are to be protested.

- All Games End in a tie, NO exceptions.

I'd like each team to keep a scorebook.

- There are no play-offs or standings at this level.

We can keep records of each team as the year goes on. NO PLAYOFFS

- No smoking or alcoholic beverages are allowed on any playing field during games or practice.

- It is the coach's responsibility to teach and encourage all players.

- Show sportsmanship and fairness to all involved. The example you set as a coach will be an important one for the players to follow.

