

TEE BALL DIVISION RULES

Tee Ball Purpose

Tee Ball is an instructional program designed to provide a foundation and introduction to baseball that focuses on fundamentals and having fun. Setting the foundation at an early age allows players to develop the skills used at every level, as they progress through baseball. It is the start of the program that should flow from one season to the next, as live hitting is introduced until player pitch begins.

Tee Ball Skill Objectives

Upon completion of Tee Ball, a player should have been instructed in the following areas and had opportunities to demonstrate the ability to perform these fundamental baseball skills.

Hitting: feet and bat in position to allow bat to contact baseball

Running: know which base to run to and when to run

Throwing: arm position, step with correct foot

Fielding: feet position for fielding grounders

Tee Ball Overview

Tee Ball often consists of players with different skill levels. Some players will be fearless, while others will be more timid. The objective does not change. The skills need to be developed and the players need to begin accepting instruction and coaching.

Player Eligibility

Tee Ballers are baseball age 4 or 5, with no previous experience necessary.

Players of any other age are taken on a case by case basis and must approved by Leo-Grabill Baseball Board.

General League Rules

- 1) No scores will be kept for games—officially or unofficially.
- 2) No official standings will be recorded for any regular season games.
- 3) There will be no league tournament for Tee Ball division.
- 4) Players should expect only 1 weekly commitment. Prior to the season, the team should have one scheduled weekday evening practice. During the season, teams will have a total of 8 games—initially scheduled for Saturday mornings. Rainout games may be rescheduled for weekday nights as necessary and determined by the League. Practices may be held during the season roughly every other week at the coaches discretion.

Game Rules

- 1) Any player playing the pitcher position should wear a batting helmet.
- 2) No fielding player should stand closer to the batter than the pitcher.
- 3) 1 hour is allotted for each Tee Ball game.

Games 1 thru 6

Batting

- 1) All players hit from tee
- 2) NO Strikeouts
- 3) Entire roster bats through line-up each inning. The half inning is over after the last batter hits.
- 4) Last batter – all base runners run all the way to home, including last batter.

Base Running and Outs

- 1) Outs are called, but not counted. Players stay on base regardless of out or safe.
- 2) Players attempt to field and throw to bases for outs.
- 3) Player may advance only one base at a time.

Coaches/Parent Helpers (Recommended)

Batting

- 1) One coach to help batters
- 2) Two base coaches to help base runners
- 3) One to manage the bench/batting order.

Fielding

- 1) Helping with fielding and instruct players on where to throw the ball.
- 2) Instruct players on “ready position” and talk about where to throw the ball prior to at bats.
- 3) Rotate defensive players after a few batters. Allow all players to be in the field. No catcher is needed.

Games 7 & 8

Batting

- 1) Coach can pitch to batter. Underhand, overhand, or “soft-toss” style is at the coach’s discretion, depending on player readiness. Coaches will pitch to their team during the games.
- 2) Coach should bring 5-6 baseballs out for each batter. After balls are exhausted, one ball should be placed on tee for the batter to complete their at bat. NO strikeouts. NO walks.

Base Running and Outs

- 1) Outs will be called, but not counted.
- 2) Bat through the roster.
- 3) Base running can be up to two bases, especially for balls hit to the outfield. Encourage baserunners to watch base coaches. Only one base should be taken on an overthrow.

Coaches/Parent Helpers (Recommended)

Batting

- 1) One coach to pitch
- 2) Two base coaches to help base runners
- 3) One to manage the bench/batting order.

Fielding

- 1) Continue helping with fielding and instruct players on where to throw the ball.
- 2) Instruct players on "ready position" and where to throw the ball prior to at bats.
- 3) Rotate defensive players every inning. Allow all players to be in the field. No catcher is needed.