

Sunnyvale Little League

Tee Ball Division Rules

Last modified 2/27/17

1. Guidelines

- 1) The purpose of Little League Baseball at the Tee ball level is to achieve the following:
 - a) Introduce players to the basics of the game, hitting from a tee, and live pitches from an adult.
 - b) Develop the concepts of team play and sportsmanship.
 - c) Develop the skills of all players to enable them to play at higher Little League levels.
 - d) Make it fun, so players will want to continue to play baseball.

- 2) To help achieve these goals Sunnyvale Little League will do the following:
 - a) Strive to provide experienced, enthusiastic managers and coaches who will place learning and development of players, over winning.
 - b) Measure the success of this level by the improvement of the players over the course of the season; the excitement and enthusiasm of the players and their families; and the number of players who return to play at higher levels
 - c) Will not keep standings.

- 3) The Lower Division Player Agent will manage the Tee Ball Division and:
 - a) Serves as the contact for managers to Sunnyvale Little League's board of directors.
 - b) Will address issues arising from players, managers, or parents that cannot be resolved at the manager level.
 - c) Will elevate issues to the President of Sunnyvale Little League, if cannot be resolved.

2. Team Formation

- 1) Players are assigned to teams by the Lower Division Player Agent. There are no tryouts for Tee Ball.

- 2) Players may request to be on a certain team with a certain player, manager, or coach. Reasonable accommodations will be made by the Lower Division Player Agent to honor these requests, but there is no guarantee that a request will be granted.

- 3) The player agent will make every effort to achieve the following:
 - a) Ensure that the assignment of players is as equal as possible in terms of age, grade level, and experience.
 - b) Ensure that a player is not isolated by school (i.e., only single player from a school)

- 4) Disputes concerning team assignments will be resolved by the league president and the player agent.

3. Rules of Play

- 1) The Game
 - a) No score is kept.
 - b) The game will last for 3 innings or 1 hour whichever comes first. An additional inning may be played if both managers agree and time permits. Any inning in progress at 1 hour will be played to completion, but no new inning shall be started after that time.
 - c) Players must be seated well away from the tee, with batting helmets worn, while their team is at bat.
 - d) Only the current batter is allowed to be holding a bat.
 - e) Players must not be allowed to roam freely, play catch, or visit with parents while the game is in progress.
- 2) The following rules shall be observed:
 - a) Offense
 - i) All players will bat through the order once each inning. There are no strike outs or walks.
 - ii) Mix up the lineup throughout the season.
 - iii) During the first half of the season, hitting must be off a tee during a game. No coach pitch.
 - iv) During the second half of the season, a coach from the batting team will pitch overhand from one knee at a distance between 20 and 25 feet from the back of home plate. The hitter will be given 5 pitches to put the ball in play. If the ball is not put in play after 5 pitches, the batting tee will be used.
 - v) The batter becomes a base runner regardless if the defense makes a play that would result as an out in the Pioneer division and above.
 - vi) Base runners advance 1 base per hit. Runners may not advance on an overthrow.
 - vii) Last batter is the "home run hitter". After hitting the ball, the home run hitter clears the bases and gets to run around all the bases. Defense should wait until all runners have touched home plate before leaving the field.
 - b) Defense
 - i) Every player plays defense.
 - ii) No catcher. Usually the coach for the batting team will serve as catcher.
 - iii) Player rotation on defense is mandatory each inning.
 - iv) Each player should play infield at least one inning.
 - v) Keep track of defensive positioning so that every player plays infield an equal amount of innings over the course of the season.

- vi) While there are no outs, be sure to praise kids who make a play that would be an out in the Pioneer division and above- such as catching a fly ball, or fielding a ground ball and throwing to first, beating the runner.

4. Tee Ball Training Objectives

The players should be instructed and coached in the following:

- The nine basic positions.
- Base running fundamentals.
- Catching, throwing and fielding the ball.
- Understanding of outs.
- The ability to hit a ball from a tee and a coach pitcher.
- Good sportsmanship and how to have fun playing baseball.

5. Safety

The following rules (as well as all rules documented in the official Little League rule book) will be followed in regard to players' safety.

- Proper equipment must be used at all times.
- The batter and all base runners must wear batting helmets.
- Players may only pick up a bat when it is their turn to hit and must wear a helmet whenever they hold a bat. There is no "on deck" area and no warm-up swings are allowed until it is their turn to hit and they are in the batter's box.
- When a team is at bat, all players on the batting team must remain in the dugout behind the fence, or behind the backstop when on the T-ball field.
- "Safety" balls will be used.

6. Field Rules

When playing on the T-ball field, the first home team of the day shall set up the field, place benches and take whatever steps are necessary to see that the field is ready for the day. The last home team of the day shall put away all equipment and make sure it is securely locked up in the storage locker.

If one of the larger fields are used for a game, the managers need to learn how to properly prep the field. We will send out more information if necessary.

7. Other Information

- Generally, a maximum of three team coaches may be on the field to coach their players and should be positioned behind the outfielders.
- Players are not allowed to coach bases.
- If a ball in play hits or is caught by the coach pitcher, the coach should drop the ball, move out of the way and allow play to continue.
- All players are allowed on the field each defensive inning in the following positions: 1st base, 2nd base, 3rd base, shortstop, pitcher and the rest in the outfield. There is no catcher.
- Players should be allowed to play as many different positions as possible during the season to help broaden their skills. For safety reasons, only players who have demonstrated a reasonable level of skill should be positioned at 1st base and pitcher. Managers should use their best judgment when making such determinations. The player pitcher should be positioned at a safe distance of approximately 40 feet from the back of home plate.
- Score will not be kept. Every team is considered a winner and every player should have a positive experience.

Change Log

Change Date	Section Edited	Changed by	Change