

**COLONIE LITTLE LEAGUE  
TEE BALL DIVISION - 2009 PLAYING RULES**

**GENERAL:**

The Little League Tee Ball program is a training process by which boys & girls can learn, develop, and practice fundamental baseball skills at a very early age and receive maximum enjoyment from the experience. Conventional baseball and softball requires that a pitcher throw accurately across home plate within each batter's defined strike zone. Most players age 5 have not developed skills to pitch accurately nor to hit a pitched ball. Consequently, neither the batter nor fielders are given ample opportunity to develop fundamental hitting or defensive skills outside an organized Tee Ball program. The young players benefits in several ways hitting the ball from a batting tee. Players are given the opportunity to develop hand-eye coordination and swing technique without fear of being hit by a pitched ball and the defensive team is allowed more opportunities to develop fundamental fielding skills. Players will learn to play and enjoy baseball through good instruction and participation in the Tee Ball program. Developing skills of hitting, throwing, fielding, and running is why this program is offered but above all else, the Tee Ball experience must be fun!. The basic concept of 'total team participation in a congenial environment' under the direction of concerned and competent adults is critical to the success of the program and the attainment of maximum enjoyment for the players, coaching staff, and parents. The value of Tee Ball is not whether the team wins or loses... but the learning experience and the atmosphere under which the games are played. For many of the boys and girls this is their first experience in organized baseball. Managers and coaches must refrain from yelling, mocking, or embarrassing the players. It is also important that you use a tone of voice which is stern but not one that is intimidating so that each player is made to realize that, for safety reasons, their attention is always on the batter and the ball.

**GAME RULES:**

1. TEACH, LEARN, AND HAVE FUN WITH THIS EXPERIENCE !!!
2. Continuous batting order.
3. Games will be four (4) innings or an optional time limit of 1½ hours.
4. Base runners can only take one base at a time. Stealing and sliding are not permitted. In order to avoid disputes interference and obstruction rules do not apply. A runner who is hit by the ball while advancing to the next base shall NOT be called out. The runner may proceed to the next base.
5. A designated baseman (1st, 2nd, SS, or 3rd) may field the ball and may tag the base for an out. All other fielders MUST throw the ball to a baseman in an attempt to put the runner out. Fielders are not permitted to chase the runner. Four (4) players are positioned along a chalk line (drawn in an arc) approximately 25ft. In front of home plate. These players are NEVER permitted to tag a runner and must always throw the ball in a defensive attempt to put a runner out.
6. An infielder can tag the runner only if the runner comes into the play; otherwise, a baseman must tag the base. Double and triple plays are legal.
7. An offensive side is retired when three outs are made, OR five runs are scored, OR when ten batters have batted; whichever occurs first.
8. When a runner advances to 3rd base, a defensive player equipped with a mask, chest protector, and catcher's mitt must be positioned behind home plate. FOR SAFETY REASONS and to avoid disputes, the catcher must be positioned in front of home plate whenever a defensive attempt is being made to put out a runner advancing from 3rd.
9. Up to four (4) coaches are allowed on the field for instruction purposes and must stand behind the players.
10. A minimum of nine defensive players must be positioned in the field. If one team is short, that team will borrow players from the opposing team. Borrowed players will field for the team that was short, but will continue to bat for their own team.
11. All players will be positioned in the field during their defensive half of the inning. It is strongly recommended that after assessing each player's ability to properly field the ball, the manager make every attempt to move the players to different defensive positions during the game; however, it is MANDATORY that no player play more than 2 innings (in the same game) at the same defensive position at 1st, 2nd, 3rd, SS, or catcher. (e.g., John plays 1st base during the first two innings. In the third inning he must be moved to another defensive field position and he may not return to play 1st base during the balance of the game.) No more than four (4) defensive players will be positioned on an arced front line approx. 20 feet from the batting tee. Four (4) players will be positioned in the infield at 1st, 2nd, SS, and 3rd. Except for the catcher, the balance of the roster will be positioned between the front line and the base path.
12. There is no limit on the number of swings a batter can take while trying to hit the ball. A batted ball must advance 10 feet beyond the batting tee in order to be fair. (Managers should draw an arced chalk line 10 ft. from the tee.)
13. Once the ball is hit, the batter must "drop" the bat and run to first base. While there is no penalty for throwing the bat, it is extremely important that players be instructed not to throw the bat once the ball is hit.
14. FOR SAFETY REASONS, PLAYERS ARE NOT PERMITTED TO WEAR SHORTS or JEWELRY DURING THE PLAYING OF GAMES! Metal or wood bats are not permitted.
15. In the event of a tie (20 to 20 games are common) the winner of the game is the team which executed the most defensive put-outs during the game. (NO extra innings during regular season)
16. The HOME team prepares and lines the field prior to each game. The VISITING team rakes the field and puts away all equipment after each game.