



TEE BALL DIVISION RULES

Revised February 2013

REMEMBER-THEY'RE JUST KIDS AND IT'S ONLY A GAME!

The Tee-ball Division (five year olds) is the second level for young baseball players. [Note: 4 yr olds are not allowed to play up into this division] The players will be introduced to hitting from a tee stand, the fundamentals of both the game and team sport concepts. This division is where managers/coaches should emphasize the basic concepts; explain the meaning of innings, the batting order, the defensive positions and run & stop action on the bases. Gradually, introduce them to basic skills; step and throw, catching with both hands, moving to the ball when it is hit, backing up the play, hitting with hips open and running through the base at first. Remember, their attention span and their abilities are those of a five year old. Through repetition, patience and praise, you will be a successful manager. Please follow the rules outlined herein, keeping in mind that these young players are here to learn the game and have fun. Let them know when they do a good job, constantly praising their efforts! The Board of Directors will observe as many games as possible to determine the practicality of these rules. We are counting on the managers and coaches for suggestions to improve the division. Good luck this season and have fun.

1. Managers/coaches are responsible for the safety and guidance of the players. You must be in control of the team at all times and assign assistants to police the bench area during games and practices.
2. No team may meet more than two (2) times per week; including games and practices.
3. Practices and games have a maximum time limit of sixty (60) minutes.
4. Managers/coaches should meet at home plate before the start of the game and discuss the rules and have a clear understanding of the way the game will be run.
5. Absolutely no scorebooks or won/loss records will be kept and standings will not be maintained. All games end in a tie with the traditional handshake at home plate to end the game.
6. Managers/coaches are responsible for cleaning up their respective benches at the conclusion of the game.
7. Managers should leave the field in ready for use condition for the next tea/game and all rakes and field equipment should be safely locked away upon conclusion of the game or practice
8. Managers/coaches are responsible for their equipment bags. Insure you pack your gear before leaving the dugout.
9. Never leave a player unattended after completion of the game or practice. If the parents leave and have not returned by games end, if they cannot be reached via phone, wait fifteen (15) minutes then *you and your coach* bring the child to the Norton Police Station.



GAME RULES

1. Games will consist of an even number of innings within a sixty (60) minute time limit. Time starts with your schedule time, not when the game begins.
2. An inning consists of bringing fifty (50) percent of the roster to the plate.
3. A Continuous batting order will be established before the start of each game containing the names of all the players present. Players arriving late will be added to the end of the order. No player misses a turn at bat when not playing in the field. The order should be changed from game to game to allow each player to bat at the beginning of the order.
4. There are nine (9) defensive players; the normal infield, one position behind the mound and four (4) outfielders. There are no catchers. No more than ten (10) players are rostered...if there is 10 players, place the 10th in the OF, at this age there is no reason to have one sit on the bench. Try to explain as they move up in divisions in future years, they will go from 5 to 4 to 3 OF's over time and that there will be catchers.
5. When the defensive team is on the field, only two (2) adults are allowed on the field, one standing with the player in the pitcher's position and one assisting in the infield.
6. Managers/coaches are encouraged to familiarize players with all positions by rotating them over the season. Keep in mind the safety of the player. For example, a first baseman must be alert and able to catch.
7. Players hit from an adjustable tee stand. The offensive manager is expected to inform the defensive manager when a strong batter is about to hit. No pitching at this level.
8. Only one bat per team is allowed in motion at any time. No on deck batter. No personal bats are allowed. Batting helmets must be worn by the offensive team when batting or running the bases.
9. There is a maximum of three (3) swings per batter. Once reached, the manager should assist the batter to make contact with the ball. Balls and strikes are not called, and there are no walks.
10. When a ball is hit, players should take one based only.
11. There is no leading or stealing any bases. Runners may advance one base only with a hit.
12. Fielders may make put outs resulting in the runner returning to the bench. The manager/coach should explain being thrown out is part of the game and the defense needs to be rewarded when they make a good play.
13. Regardless of the defense making three outs, half of the batting order will bat as mentioned in rule #2.