

TEE-BALL

PHILOSOPHY: Tee-Ball will be an instructional league for boys and girls. Emphasis is to be on participation and instruction in throwing, hitting off a tee, catching, and base running. Managers, coaches, & parents must be patient with players. Remember: you are out there for the children; they are not out there for you.

LEAGUE RULES: NO HITTING BALLS INTO FENCE

1. A team on the field consists of 10 players (seven player minimum to start and/or end the game). The 10th player is to be used as an outfielder.
2. Games will consist of four innings.
3. Games will start at the scheduled time. A 10 minute grace period will be allowed before a forfeit is called due to lack of players.
4. A continuous batting order will be used. A team's turn at bat will consist of half of the team roster (Example: Half of your team will bat one inning and then the other half will bat the next inning) If one team's roster is greater in size, both teams should play with half of the greatest number. This rule applies regardless of the number of outs.
5. After an out is made the runner returns to their bench.
6. No base stealing, lead-offs, or sliding is permitted.
7. The batter must make a full swing. Batters must hit the ball past a 25-foot radius of the Tee to become a playable ball; otherwise, it will be considered a foul ball.
8. No throwing the bat. If a batter throws the bat (more than five feet or hits the catcher), whether the ball is hit or not, he/she will be warned. During the last three games of the season, a thrown bat will result in an out.
9. The "infield fly" rule will not be imposed.
10. Each team can use free substitution. Each player must play at least two innings defensively. The catcher position may change only once per inning except for injury. A player cannot sit out two consecutive innings.
11. A player batting out of order will be replaced by the correct batter. The correct batter will assume the count of the out of order batter.
12. A player that leaves the game early is not called out when their turn at bat comes up, batting order shall continue in the same continuous order. The manager must notify the other team when the player has left.
13. Base runners may advance only one base when the ball remains in the infield (infield hit, holding ball, not picking the ball up).

14. An overthrow into the dead ball territory allows the base runners one base, which they must take (this is from when the ball was thrown, not when it entered the dead ball territory.) The dead ball territory is defined as outside the fence lines or dugouts.
15. Once the outfielder has made an attempt to throw the ball and release it, the runner may only continue to one base beyond the last one he has passed, running at his own risk. Once the player reaches said base the play is dead and time is called. Example: Runner is between first and second, the outfielder attempts to throw the ball in, the runner may advance to second base only. He may not continue to third. Once he reaches second base, play is stopped.
16. If a fielder is blocking a base or obstructing a runner from reaching base (unless making a play), the runner will be awarded the base.
17. Base coaches **may not push, shove, or use any physical form of direction.** They may only verbally coach.
18. Each player must play at least one inning in an infield position and one in an outfield position per game. A player cannot sit out two consecutive innings.
19. All outfielders must be on the outfield grass 15 feet behind the infielders and one player must be behind the pitcher's mound, with at least one foot on it, before each attempted batted ball.
20. The pitcher will be required to wear a batting helmet at all times.
21. Coach pitch will be permitted during the last three scheduled games of the season.
THERE IS NO MANDATORY PITCHING TO A PLAYER. Batter is allowed three pitches. After three pitches the ball is placed back on the tee. No strikeouts.

BAT SPECIFICATIONS:

1. All bats must be approved by Parks & Recreation baseball program staff and follow Little League standards.
2. All bats shall not be more than 33 inches in length. All barrels must be 2 1/4" or less.
3. Non-wood bats shall be labeled with a BPF (bat performance factor) of 1.15 or less.

PROCEDURES:

1. Each team is responsible for providing one volunteer umpire. When a team is up to bat, umpire will be behind the plate. Umpires will rotate each inning.
2. Coaches will be positioned as follows:

	<u>WHEN BATTING</u>	<u>WHEN FIELDING</u>
	One coach at 1 st base	Two coaches in the field
	One coach at 3 rd base	
	One coach to position the batter	
3. Managers must maintain defensive player sheets and be able to provide them upon request.
4. For safety purposes, bats need to be kept in the dugouts.

5. Additional practices can be secured by permit (pending field availability).
6. All managers or coaches will return all equipment after the last game to a department representative.

LEAGUE POLICIES:

1. Positive Cheering only. No comments are to be directed to opposing team or game officials.
2. Scores and standings are not kept.
3. Players are not to wear jewelry or wrist bracelets of any kind. No metal spikes.
4. No smoking, tobacco products, or alcohol allowed within 200 feet of any playing field.
5. Dogs are not allowed near the baseball fields at the Township Offices. However, dogs are allowed on at the park and on the asphalt path behind the Township Offices.
6. All “official” practices and games are scheduled through the Parks & Recreation Department and are held at Township facilities unless otherwise noted on the official schedules.
7. Coaches are not to encourage or condone unnecessary roughness. Any player using unnecessary roughness will be called out and warned once per game. On a second occurrence, a player will be removed from the game. A second occurrence must be reported to the Parks & Recreation Department by the next business day. Additional penalties may be assessed.
8. A coach or manager who is ejected from a game will include a minimum suspension of 2 games with further review from department staff depending on infraction.
9. Coaches must return all equipment after the last game to a departmental representative.
10. At times, there may be questions on rules that are not specifically covered in our house rules. While we are not a Little League affiliate program, we feel their guidelines are best suited to utilize as supplementary to our rules provided. If there is a rule that is a discrepancy between our house rules provided and the Official Little League Rules. The rule in question will automatically default to our house rules.

ADVANCE WEATHER CANCELLATIONS:

1. In the case of severe weather, cancellations will be posted by 4:30PM on our weather hotline at 586-949-0400, press 4, then 1. Cancellations will also be posted on our Department Facebook and Twitter pages.

ON-SITE CANCELLATIONS:

1. Cancellations after 4:30PM will be determined by a park employee or coaches on the field at practice/game time. All players and coaches should report to the practice/game site.
2. **LIGHTNING**: The following Little League guidelines are used to determine “Weather it is Safe to Play?”

The quick and easy approach to lightning is **“if you see it, flee it; if you hear it, clear it.”** Lightning can travel up to 10 miles from the storm’s edge, so if it is seen or heard, the fields should be cleared and the game paused to wait for lightning to pass. If lightning is not seen for a reasonable time (usually 30 minutes), the game can continue. (www.littleleague.org)

If a coach or park employee calls a game due to lightning, the entire park complex needs to be cleared until the threat passes or games are cancelled. The coach or park employee will notify every field of the decision to delay/cancel play.

If play resumes, the game should continue with the inning/time limit requirements set forth in the league rules. The delay of game does not count against the time limit.