

TEE-BALL

PHILOSOPHY: 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:

1. NO HITTING BALLS INTO FENCE
2. A team on the field can consist of as many as 10 players (seven players minimum to start and/or end the game). Four outfielders and a regular infield
2. Games will consist of four innings.
3. Games will start at the scheduled time. A 5-minute grace period will be allowed before a forfeit is called due to lack of players. Teams will share the field equally in pregame warm-up. There will be no live hitting from home plate by either team during warm-up for safety reasons.
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's team's roster has 9 they would bat 5 & 4. If the opposing team has 8, they would bat 4 & 4. This rule applies regardless of the number of outs. If a team has 7 players minimum they would bat 4 one inning and 3 the other inning. The last batter for the inning will run all the bases, and in doing so clear the bases of any additional players to signify the end of the inning. The defensive players will remain on the field until the last batter has crossed home plate. The defense will throw the ball home to the catcher. Coaches will instruct the catcher on how to tag. Reason for batting order, because there are no recorded standings or game scores for t-ball, there is a no reason to have a team that has fewer players be allowed to bat additional players. This would eliminate a team from batting their best player twice in an inning. Reason for base running, having the last batter run all the bases guaranteed every batter will run more than one base unless the batter is put out by the defense at first base. Other players on bases will run.
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 will NOT allow the base runners to advance. The dead ball is defined as outside the fence lines or dugouts. Reason for overthrow, we need to encourage players at that age to throw the ball to the base. Some coaches will tell the player to run with the ball to the base to avoid a possible overthrow giving a free base.
15. 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.
16. Base coaches **may not push, shove, or use any physical form of direction.** They may only verbally coach.
17. 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.
18. 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.
19. The pitcher will be required to wear a batting helmet at all times.
20. Coach pitch will be permitted during the last three games 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: All bats must be approved by Parks & Recreation t-ball program staff

1. All bats shall not be more than 33 inches in length. All barrels must be 2 1/4" or less.
2. 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.
4. Additional practices can be secured by permit (pending field availability).
5. A manager or coach for each team come to the barn before their first practice to sign out rental equipment for team use during the course of the season.
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. No dogs allowed at the park.
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
9. 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 page.

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.

3. Cancellations can be made on a field by field basis. If one field is unplayable, but the rest are playable, only games scheduled on the unplayable field need to be cancelled.
4. If the first game is cancelled (5:45PM), the second game does not necessarily have to be cancelled. The decision to cancel the second game will be made based on weather predictions and field readiness and could be decided and announced closer to the start time of the second game.
5. **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.