

Tee Ball Division Playing Rules

The Tee Ball level of Little League baseball is set up to develop players ranging in ages from four to six – four-year olds are typically only permitted to play in the Tee Ball Division with one year of Little League Learn to Play experience. It is intended to help the players gain early experience with the game of baseball. The games are not intended to be competitive, but it is the first experience with outs and runs, and helps prepare them for the A Division. The development of the children is directly dependent on how the coaches and parents participate with their involvement in practices and games. Encouragement and good sportsmanship from all is expected. The following are rules to abide by in games played at the Tee Ball Division in Coon Rapids Cardinal Little League in coordination with the Little League Rulebook, Minors Division rules:

Pre-game set-up and general information:

- **Umpires:** the batting team provides a coach to act as the home plate umpire, and the fielding team provides a coach, or coaches, to act as base umpire(s). This allows the base umpires to help guide their defensive players while making the call for any outs that may be recorded, and the home plate umpire to help the batters in getting set up properly.
- Games will be no more than 4 innings or a maximum of 75 min. The game will always end with the bottom of an inning, regardless of the score. If an inning prior to the 4th inning should be the last inning due to time limit, it should be declared before the inning starts, as a mutual decision between the managers of the two teams. The coaches will always have the discretion to end a game earlier by mutual decision based upon weather conditions and player abilities.
- Batters, base runners, and catchers must **ALWAYS** wear helmets at all times when on the field of play.
- Prior to the start of the game, coaches will have a complete lineup of batting order and fielding positions for all four innings of the game for the opposing coach to be able to follow, if requested.
- An arc should be drawn between the third and first base lines, a 10' radius centered on the back point of home plate (any ball not hit outside this arc in fair play is considered a foul ball).

Gameplay: Batting / Offense

- Batters will get as many swings as they need to make contact and bat a fair ball.
- The ball must clear the 10' foul circle to be considered a fair ball. This is a judgment call for the home plate umpire and should be made immediately.
- Starting on and after June 1st of the season, if the batter throws the bat more than 10 feet from their batting position they will get one warning – if it happens a second time at any point during the game, the batter is to be called out, and the play is dead.
- Continuous batting order. The inning will end after the defense gets 3 outs, or the batting team scores 5 runs. The next batter in the order will be first to bat in the next inning. No more than 5 runs per inning, regardless of the inning of play.
- Runners may only advance 1 base on infield hits, batted ball touched by an infield position player, or hits that stay in front of the outfielder.
- There will be no extra bases on over throws.
- Players may advance 1 extra base if the ball is hit past the outfielders.
- If a ball is hit to the outfield, once the ball is thrown in and crosses from the outfield grass to the infield dirt, time will be called. If the runner is not over halfway to the next base, they will return to the previous base with no penalty.
- If a runner is thrown out attempting to advance beyond what is allowed per these rules, the out will count. This rule is at the coaches discretion – player may be awarded a return to base.

Gameplay: Fielding/defense

- No player may sit out more than 1 inning per game.
- Up to 11 players can play at the same time defensively in the field (1 pitcher, 1 catcher, the rest can line up in the infield or outfield).
- Players must alternate between infield to outfield, assuming that you have enough to do so. If not, a player must play at least one inning in an outfield position by the 3rd inning.
- Catcher is considered an outfield position.
- Pitcher and 1st base are a linked position. A player may only play one of these positions once per game (if a player has played one inning at the pitcher position, he or she is ineligible to play pitcher or 1st base for the remainder of the game).
- The pitcher must have his or her foot on the pitching rubber and pretend to throw a pitch before the batter can hit. The throwing motion is more of an option during May, but by June 1st, this should happen on a consistent basis.
- Pitchers must throw the ball to get an out. They may not run to a base for a force out. If a pitcher does this, the runner will be considered safe. Normal plays on the baselines (fielding a ball and tagging the runner in the baseline) should be allowed.
- Outfielders must throw the ball to an infielder to get an out.
- Tag outs conducted by infielders near their normal playing position are allowed.
- Coaches are allowed in the outfield to help position and guide/teach the players.
- THERE SHOULD BE A VERY HEAVY EMPHASIS ON THE FIELDERS THROWING THE BALL TO FIRST BASE...EVERYTIME. Though this may not produce any outs for the first month of games, the outs will come and our players will develop.

Please remember that the #1 priority at this level is **FUN** and connecting the kids to the game. We want them to remember CRCLL and look forward to returning year after year. Please enjoy the game and cheer for everyone equally!

Play Ball!

If you have issues with anything else that you feel needs to be addressed, please feel free to contact your Division Director