



Saginaw Little League – P.O. Box 6206, Saginaw, MI 48608

4/5 Tee-Ball Division Local Rules

Overview

The Tee-Ball division is an **instructional** division. The overall objective is to develop a player's core skills (hitting, fielding, throwing, base running and overall baseball knowledge) in a fun environment. It is important that the players enjoy themselves and develop so that they continue to play in future years.

Managers and coaches should encourage players to make throws to the appropriate base, throwing to the base instead of running, etc.

For the first 20 minutes of each game, the teams will work together to execute specified drills from the Little League Tee-Ball Guide. The remaining 40 minutes will be used to play the game with players batting in order.

I. General Rules

- a. Pursuant to the instructional nature of the division, score is not kept during the game, and wins/losses are not tracked.
- b. All players play defense each inning.
 1. There are **six (6)** infield positions, the remaining players shall play outfield.
 - i. Pitcher, First Base, Middle Infield (between first and second), Second Base, Shortstop and Third base.
 - ii. No catcher shall be used.
 2. Players in outfield positions shall be positioned at the edge of the outfield grass.
 3. All players must play at least one inning in the infield.
 4. Coaches shall rotate positions each inning to develop skills at each position.
- c. The manager and up to **three (3)** coaches may be in the dugout for games. Coaches must be approved by the Board of Directors following the Manager/Coach selection policy.
- d. Base coaches must be adults.
- e. Coaches shall exchange batting lineups with names and numbers before each game.
- f. Manager and coaches for the defensive team shall be in the field to help direct play on the field.

1. Umpires shall not be provided. The defensive manager and coaches shall make judgement calls (e.g. safe or out) each half inning. Judgement calls are final.
2. **Players declared out must be removed from the bases.**
- g. A complete game will consist of 3 innings or a one-hour time limit, whichever comes first. No new innings may be started after the time limit.
 1. Since score is not kept, the home team shall bat in the bottom half of the last inning.
- h. The home team playing the last game of the evening is responsible for putting away the bases and tee.
- i. The visiting team playing the last game of the evening is responsible for sweeping out the dugouts and clearing trash immediately around the field.
- j. Managers, coaches and spectators may not use artificial noisemakers, including but not limited to: air horns, bells, thunder sticks, vuvuzelas, etc.
 1. Umpires shall issue one (1) warning to the manager(s) regarding noise makers. Subsequent notices shall result in the removal of the manager from the dugout.

II. Offensive Rules

- a. Each batter may bat until hitting the ball in fair territory, past the arc in front of home plate.
- b. Each player shall bat in order throughout the game.
- c. No leading off or stealing. Base coaches shall correct the runners.
- d. No head first slides, base runners shall slide into a base, feet first, when there is a play at the base.
- e. Runners may not advance on overthrown balls.
- f. Once the ball is being returned from the outfield, runners in between bases may advance, at their own risk, to the next base.
- g. The half inning shall end after batting through the lineup.

III. Defensive Rules

- a. All players shall play defense each inning.
 1. There shall be **six (6)** players on the infield: pitcher, first, second, third base, shortstop, and middle infield (between first and second base).
 2. No catcher shall be used.
 3. The remaining players shall play outfield, positioned at the edge of the outfield grass.
- b. For safety, the pitcher must have **one (1)** foot on the pitcher's plate/rubber until the ball is put into play.

IV. Instructional Drills

14 games are scheduled, with 12 games guaranteed. Below is the sequence we are asking coaches to follow.

Because of the cancellations, the coaches need to match the week/sequence against their individual games (e.g. Team 1 is on game 8 and Team 2 is on game 7 because of a previous cancellation – the teams should use the “Game 8” training plan).

- a. Game 1: Week 1, Sequences 3, 4 and 5
- b. Game 2: Week 2 Sequences 4 and 5
- c. Game 3: Week 3, Sequence 5, 6 and 7
- d. Game 4: Week 4, sequences 3 and 4
- e. Game 5: Week 5, sequence 3 and 4
- f. Game 6: Week 6 sequence 4 and 5
- g. Game 7: Week 7 sequence 2 and 3
- h. Game 8: Week 1, Sequences 3, 4 and 5
- i. Game 9: Week 2 Sequences 4 and 5
- j. Game 10: Week 3, Sequence 5, 6 and 7
- k. Game 11: Week 4, sequences 3 and 4
- l. Game 12: Week 5, sequence 3 and 4
- m. Game 13: Week 6 sequence 4 and 5
- n. Game 14: Week 7 sequence 2 and 3