 **West Suburban Tee Ball Division Rules** 

**Overview**

Tee Ball division is a beginner division for players Little League ages 4-6 years old. Tee Ball division is a non-competitive division with emphasis being placed upon having fun and being introduced to the game of baseball/softball. Coaching emphasis is upon player instruction and development. Teams play 3 innings or 60 minutes of a game. The rules are simplified to accommodate young beginner players.

**GENERAL RULES**

All players (girls and boys) ages 4-6 can participate.

Each team should have 8-9 players.

Each half-inning consists of all players on a team receiving the opportunity to bat and score a run.

Each game is played for three innings or a 1-hour limit, whichever comes first. Managers use their discretion.

**FIELDING RULES**

All players play in the field, if a team has 9 players present, the team can play nine in the field with multiple players playing each infield position.

 No catcher is used in the Tee Ball division.

Rotate positions each inning, allowing players to experience playing multiple positions in a game.

Players should be encouraged to get the ball to a base before the baserunner does. However, no baserunner will be called out in the Tee Ball Division.

**PITCHING AND HITTING RULES**

All players shall hit from a tee in the first inning. Coaches can introduce “coach pitching” after the first inning at their own discretion. The arc of a pitched ball should be limited to no more than the height of the child batting.

Batters will advance one base at a time.

No player will make an out.

The last batter of an inning will hit a homerun and run the bases.

There shall be no strikeouts, after a reasonable amount of attempts (6) from a tee a coach will assist a player in hitting from the tee. After a reasonable amount of attempts (6) to hit a “coach pitch” players will hit from a tee.

Use the same batting order throughout season. Uniform numbers can be used for a batting order. The player who bats last each inning will hit a homerun. Rotate the order each inning allowing a different player to hit a homerun each inning.

No bunting, leading, stealing or strikeouts.