

TPLL Tee League Rules

2022 Season

Goal: To encourage proper baseball fundamentals, safety and enjoyment of the sport.

This is an informal, instructional program. Kids are here to develop skills, learn, and enjoy the game of baseball. **No scores or standings are kept.**

Sportsmanship: Good sportsmanship must be observed at all times. The tenets of the positive coaching alliance - five positive comments to each negative - should be observed. It is the coach's responsibility to control the team's parents.

Basics: To provide players the first opportunity to hit a pitched ball, thrown gently by coaches. Scores are not kept and the entire team bats every inning, regardless of outs made. There are no forfeits. The game can be played with any number of players. Coaches can work this out (one team "loaning" players, no right fielder etc.) before the game.

Field Play: All players will play in the field each inning. There will be outfielders, infielders. No catcher is used at this level. Based on the coach's decision players can rotate positions each inning or on a game by game basis. At a minimum each player should play at least one inning in the infield each game. The goal is that players be taught to play all positions throughout the course of the season. Placing the orange training cones at each position is an excellent way of teaching players where to position themselves on defense.

Games: Games last three innings. Each game has a one-hour time limit. Each team must have the same number of at bats. If the home team has completed their half inning within 5-10 minutes of the end time, then this may be a good time to stop. If the home team is at bat at the one-hour time limit, then it is OK for them to finish their at bat as long as there is enough time for the next teams to warm up and begin on time.

Batting: To keep the game moving each batter gets seven pitches, or three strikes, then the batting tee is brought out for a player to hit off. Please have a coach/parent standing by with the tee to keep up the pace of play. The *batting order is continuous* and includes all players who are at the game. Each team bats around each inning without regard to the number of outs. There is no equalization for teams with different numbers of players. Each player bats once per inning. Players should be rotated to different parts of the batting order in different games. There are no walks or strikeouts. The ball must travel 10 feet or it is a foul. Please inform the other coach/team if a particularly strong hitter is up.

Outs: Players are not called out even if a play is actually made to put them out. Coaches should encourage recorded outs for their own team. At this level, they do little running as it is in the game, so let them all run the bases.

Pitching—Tee: The first five games of the season the ball is hit off the tee. Starting with *game six* a coach may elect to pitch to his/her team. After 7 pitches or three strikes the tee is brought out for the

batter. The coach of the batting team pitches to his/her own team. The coach who is pitching ***is not to touch*** the batted ball. If it is touched by the coach, "***Interference***" is called and the play is repeated.

Pitching--Farm: A coach of the batting team pitches to his/her own team. After 7 pitches or three strikes the tee is brought out for the batter. The coach who is pitching ***is not to touch*** the batted ball. If it is touched by the coach, "***Interference***" is called and the play is repeated.

Base Running: On any play at a base, the runner(s) advance at their own risk, but not more than one base on an overthrow (even if the subsequent throw is also an overthrow). Play is stopped once the ball is returned to the coach who is acting as the pitcher. One base is awarded if the ball goes into a dead ball area (like a dugout). A runner cannot leave the base until the batter has hit the ball. A good rule to follow, if the runner is half way to the next base they can advance, if the ball is returned to the pitcher and the runner is less than half way they should return to the previous base.

Other: Walks, bunting, stealing, leading off the base, and the infield fly rule are not allowed.

Coaches in the Field: Two (2) defensive (fielding team) ***coaches are allowed*** on the field with their players (one typically behind 2nd Base and one in the outfield).

Stopping play: Please do not allow your players to just run around the bases with every hit or at bat. Use your own good judgment as to how far the players should run after a hit.

Safety: For the batting team, all players are required to remain on the bench except for the batters and base runners. There is no on-deck batter. All batters and runners are required to wear helmets. Super-cushioned safety baseballs are used in all practices and games, ***no hardballs***.

Umpire: There are no umpires for Tee or Farm ball. Each manager or coach is responsible for calling foul balls, outs, and pitching to their respective team.

Visiting team: Listed first on the schedule; sits on the first base side behind the set-back line placed at about five feet from the first base line.

Home team: Listed second on the schedule; sits on the third base side behind the set-back line placed about five feet from the third base line.