

**Tee Ball Division**  
**Spring Playing Rules 2026**  
**FINAL 4/28/2026**



Tee Ball is the introduction of the sport of baseball/softball to kids in the community. Games are not scored, outs are not recorded, runs do not count. The only thing that matters is having fun and learning some of the fundamentals of the sport. Success is defined by enjoyment and developing a love for baseball/softball.

1. **Length of “Game”.** “Games” are scheduled for exactly 1 hour. A new game may be starting right on the hour. Therefore, it is incumbent on coaches to be aware of the time and alter the game end as needed for a hardstop at exactly 60 minutes.
2. **Structure of “Game”.** The 1-hour timeslot, defined to this point as a “Game,” should actually be used as a Practice/Game combination. The 60 minutes should begin with a 5 to 35 minute practice. As the season progresses, the practice time can get shorter to allow more innings for the game time. Coaches should meet before the start time to determine when to begin the game portion of the day.
3. **Practice Portion.** Coaches are encouraged to use this time to help players learn how to run the bases, throw properly, catch properly, and hit. The field is shared by both teams during this timeslot, typically with one team utilizing the infield and the other using the outfield and then switching, or both teams utilizing the outfield. A Coaches Clinic is typically offered prior to the season to give examples of quality practice time. [The Little League Tee Ball Curriculum](#) is an additional resource provided to all the coaches for practice examples.
4. **Game Portion.** Once the game begins, the away team, as listed in GameChanger, will bat first. The home team will take the field. Players should be placed in something close to real positions aside from catcher (there should NOT be a catcher). All players may take the field even if a team has more than nine players. Offense will bat once through the order, advancing one base at a time. While the defense is encouraged to attempt to get an out, outs are not recorded (Ex: A ball is hit to the pitcher. They throw it to first and achieve a force out. This should be celebrated; however, the batter-runner is not actually put out and is allowed to continue running the bases.). The last batter of the order is allowed to run all the bases as if hitting a home run. The sides then switch and play continues.
5. **Batting Order.** No set batting order needs to be used; each player hits once per inning. If multiple innings are played, coaches are encouraged to change who hits first and who hits last (last is often the most coveted as they are the “Home Run Hitter”).
6. **Offensive Tips.** Only allow players to hold a bat when they are up to bat. Help players position their feet, e.g. draw a line in the dirt. Set the Tee up properly so that the ball is

located in line with their front foot. If a player is hitting the tee, move the tee forward (this is counter-intuitive, but it works). There is no set minimum distance; however, if a player hits it a few inches, feel free to declare it foul and try again.

7. **Defensive tips.** Typically we teach ready position, field the ball, throw to first, although coaches may teach to get the lead runner out at their discretion. Often, the ball is hit to the same player multiple times in a row. Therefore, we suggest keeping the other fielders involved by joining them on the field, bringing a ball or two with you and rolling the ball to the uninvolved fielders either during or immediately following a play. In extreme circumstances, a coach may even choose to split the defense in half and take half of them out to the outfield for additional practice time.
8. **Base Running.** The batter-runner should be encouraged to run through first base. For all batters other than the final batter of an inning, runners should advance one base, leaving the base once the ball is hit. Sliding is not required.
9. **End Game.** After each team has hit, the inning is over. If there is time for another inning, feel free to continue to play as many innings as possible, noting that the 60-minute timeframe is a hardstop. Upon the conclusion of the game, teams are expected to line up and shake hands to demonstrate good sportsmanship.
10. **Bench/Dugout.** A coach or adult must be in the dugout at all times when kids are present during the game. NO EXCEPTIONS! Coaches must remain in foul territory when their team is on defense.
11. **Zero Tolerance Policy.** Little League Baseball and Wauwatosa Little League have a zero tolerance policy. Unsportsmanlike behavior will not be tolerated. Each participant and fan should treat players on each team, coaches, umpires, and fans with respect.
12. **Equipment.** All players must be properly equipped for games in accordance with Little League rules. Helmets must stay on the player's head until the player reaches the team bench. A player throwing a helmet, bat, or equipment will receive a warning. If a second offense occurs during the game, the player will either be called out (if bat) or removed from the game (if helmet or equipment).
13. **Park Safety and Field Clean-up.** After each game, each team is responsible for cleaning up the ball field and their respective bench or dugout. All managers, coaches, players, and fans should abide by county park rules. Teach the kids to leave the park better than they found it.
14. **Enforcement of Rules.** Managers and coaches are expected to help enforce Wauwatosa Little League playing rules to ensure the safety of players, coaches, and fans. In addition, an umpire or a Wauwatosa Little League Board member has the right to ask any player, coach, or fan to leave the park. If the offending party refuses to leave the park, the umpire or Board member has the authority to suspend the game, and if necessary, call law enforcement authorities.