

# Tee Ball 2

## Rules and Information

**Emphasis:** To build on the basic fundamentals learned in Tee Ball 1. Players continue to learn more about the game. Key skills such as hitting, fielding, throwing, running the bases and catching are focused on for development. We will also introduce machine pitch to prepare the player for the next level of play.

### Players Age:

- All players should be 6 years old by September 1<sup>st</sup> for the year participating in Tee Ball 2. The age rule will be reviewed on a case-by-case basis by the commissioners.

### Rules:

- Game length: up to 75 minutes. Home team's Manager is game umpire. Visitor team's Manager will keep time.
- Each half inning: 3 outs or 5 runs whichever comes first.
- Home team is assigned the first base dugout. Visitor is assigned the third base dugout. Teams are responsible for cleaning up dugouts after their game.
- Teams will line up by the home plate foul lines and recite the pledge; with adult help. While maintaining proper social distancing.
- There must be at least 5 adult coaches on the field for player supervision with current badge. But no more than 6. One each at home, One at pitching machine, first and third bases, one in the outfield and one in the dugout.
- At the conclusion of each game, teams will line up on first and third bases; then shake hands or fist bump. (Optional)

### Offense:

- Each batter will receive a maximum of 6 swings in which to hit a fair ball. A fair ball is any ball hit between the foul lines. A player will be afforded 3-4 swings with the pitching machine. If the ball is not put into play by the 4<sup>th</sup> swing, the player will hit off the tee. If after 6 total swings the batter does not put the ball into play, the batter is out. Batters advance one base at a time. No stealing. Use continuous defensive rotation/line-up card in purple folder. This will ensure every player bats. The goal is to have all players using the pitching machine exclusively by the end of the season.
- Players not batting need to be inside the dugout to avoid getting hit with the ball or flying baseball bat. There is NO on deck batter. Batters must wear the league issued helmets. This is for player safety.

### Defense:

- When on defense, player is assigned a designated fielding position. See sample defensive rotation/line-up card in purple folder. This will help the Manager keep track of who played what position. This will ensure every player plays every position throughout the season.
- When a ball is put into play, have the fielder throw to the nearest base.

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### Defense continued

- Outfielders must throw the ball to an infielder covering a base. Outfielder cannot run and tag the base runner out. Outfield coaches can use this as a teaching opportunity. Outfield coaches may not interfere with any live ball. They can instruct players on where to throw the ball.
- There is no catcher. This is for player safety. Use of pitching machine will be new to all players and we don't want anyone getting hurt.
- Pitcher must play off the pitching mound; not next to or behind the pitching machine.

### Equipment:

- All playing fields consist of a home plate mat, a pitching machine, a batting tee, tee balls and 3 bases.
- Players will need to provide their own glove.
- ASWLL furnishes the following team equipment Tee Ball bats, Tee Balls, Catcher's target, sanitizing wipes and first aid kit. If you would like to purchase your player an approved bat, make sure the USA logo is on the bat.
- Each player is provided with a batting helmet, socks, baseball cap and jersey. No names are allowed on the back of the jersey. This is for player safety.
- Pants should be gray or white. The color chosen is at the Head Coach's discretion.
- Players will need rubber baseball cleats.

### Badges:

- All volunteers must have a badge for field access. Those without an approved current badge will be escorted off the field. No exceptions. This is for player safety. Register at [www.aswll.com](http://www.aswll.com). **You must choose the Head Coach or Assistant Coach role in order to proceed to the background check process.** Little League will send you an email to process and complete the background check. The email is valid for 24 hours. All other roles do not require a background check and will not be issued a badge. You will receive an email once your background check is cleared and your badge is ready. Badges will be provided to the team manager for distribution.

### Spectator Conduct:

- Positive team support is encouraged. Offensive language or behavior will not be tolerated. Each Manager is responsible for the conduct of all persons on his/her team. Fans are encouraged to cheer and support both teams. They are expected to be courteous and set a good example for the players. After all, it is about more the just baseball!

