Twin City Little League
Coach Pitch Tee Ball Rules (Ages 5 & 6)

Coaches will meet prior to game to discuss Ground Rules

Pregame: Home team will chalk line the field. Visiting team will put away equipment after the game. Game will be 4 innings or a “hard stop” at 60 minutes.

Batting: Teams will bat through the whole roster every inning, unless 3 outs are made in the field. There is no on deck circle. All batters must remain in the dugout until their at bat.

Each player can receive a total of 5 pitches from their coach to put the ball in play. If they foul pitch 5 they can get 1 more pitch for a max of 6 total. After max pitches or 3 swings, the player must hit using the tee.

No Stealing, no bunting, no infield fly rules, no base on balls, no intentional walks, or hit by pitch.

If a batted ball hits the coach pitcher, it is a dead ball and considered a “no pitch.” All base-runners need to stay at their base.The coach pitcher should walk outside the baselines after a ball is put in play to avoid obstruction. If any obstruction occurs the batter will be declared “Out” and all base runners must return to their occupied base prior to the obstructed play.

Coach pitcher: Coaches will pitch to their team only. You must pitch overhand for boys and underhand for girls to prepare them for baseball/softball. The pitching distance is max 25 feet. Coaches may move up closer based on skill.

Bat requirements: USA Bat standard certified Tee Ball bats 26” and shorter will have USA baseball mark and text ONLY FOR USE WITH APPROVED TEE BALLS.

Defense: Defense will field up to (9) players consisting of a pitcher, (4) four infielders, and (4) four outfielders. Only an approved adult volunteer can be a catcher. The fourth outfield position is a “rover” and can be placed anywhere in the outfield grass. A player in the “pitcher spot” has to remain behind the coach pitching the ball.

Base runners: Each player may take one base on each ball put in play. If a batted ball reaches the outfield, the batter and runner(s) may take one additional base unless a player has already retrieved the ball. No extra bases will be taken on overthrows.

Outs: Outs will be recorded. If a force out occurs, or a runner is tagged with the ball, they are considered out and should return to the dugout. After three outs, teams will switch between offense/defense.

No “Outs” will be recorded by a player running the ball to the base unless it is a legitimate baseball play. Players must throw the ball when required. Coaches do your best to judge this play.

Post game:

- Players will line up and shake hands.
- Please throw away any trash left in dugouts. Bring lost equipment to the concession stand.
- Visiting team should put away baseballs and batting tee in the Right Storage container.