

Tee Ball Rules – Mixed Under 7

Tee ball is the entry level game for children under the age of 7. The main consideration is allowing plenty of opportunity to be involved whilst learning the fundamental skills of fielding ground and fly balls, throwing, catching & hitting off a tee. Progression to Girls and Boys Tee ball have modifications that enable an easier transition to hitting a moving ball and finally to Little League which is the first pitch delivery batters will experience.

Tee Ball Mixed  **Tee Ball Boys or Girls**  **Little League (Div 1)**

Teams

- A team consists of six (6) registered players
- A team may borrow players from the opposition or another team to equal the playing numbers on the proviso that they are registered players

Equipment

- The 10.5" low impact tee ball
- Batting tee – adjustable in height
- Bat – appropriate length and weight for children
- Glove
- Coloured markers showing fielding positions

Game Time

- A game lasts for 60 minutes or six complete innings, whichever comes first
- Each team bats through the team batting order
- The game consists of a minimum of three innings (ie each team bats and fields at least three times)

Strategy

- Teams take it in turn to bat
- Only six players field
- Fielders rotate fielding position each inning (ie players move counter clockwise to the next position as per the diamond layout chart on the next page)
- All players should bat and field during the game

Coaching

- A fielding Coach should umpire each inning
- It is preferable that Coaches wear club uniform top or club colours
- No open faced shoes or jandals are permitted
- Coaches in the field may not interfere with the ball in play or physically assist their players in the act of fielding
- A fielding Coach also acts as the catcher and places the ball on the batting tee for each batter). No outs are made at home plate.

Batting

- All player's names appear on the team card.
- The batting tee should be placed in front of home plate (not on home plate).
- Once the ball has been hit into fair territory, the batter must run to 1st base and touch the safety base in foul territory.
- For the batter-runner to be safe they must touch first base before the ball is fielded and thrown to the first base fielder.
- The batter-runner can advance past first if they wish, on outfield or infield hits, until the ball is fielded **and thrown**.

Strikes & Fouls

- A strike occurs when the batter swings and misses the ball on the tee
- All foul balls are counted as strikes and after 3 strikes the batter retires
- A foul ball is one that lands in foul territory or that area immediately in front of home plate (refer diamond layout); the batter hits more tee than ball

Fielding

- The fielding team has four fielders in the infield and two in the outfield
- Players rotate one position anti clockwise each inning
- Play stops after the ball is fielded and thrown (the ball does not have to be caught by the base player)

Players retired (out)

- A batted ball is caught on the full
- A batted ball is fielded and thrown to 1st base before the batter arrives
- The bat is thrown
- The fielder with the ball touches the base before a forced runner
- When a tag is made with the ball in the glove on any runner on base whether the ball is held in the glove or not.

Running bases

- A base runner may only advance when a team member hits a FAIR ball.
- Base stealing is not permitted
- A base runner must advance if forced to do so by any advancing team members
- An unforced base runner may elect not to run when a team member hits a fair ball
- All base runners must keep their foot touching the base until the ball is hit off the tee. No lead offs.
- A base runner may advance when a ball is ***thrown*** towards a base
- On a fly ball (ball hit in the air) base runners must tag up until the ball is caught, touched by a player or touches the ground before advancing to the next base. They may advance at their own risk.

Scoring & Competition

- Each team keeps score of the runs that cross home plate during the game
- The win/loss will NOT be recorded
- There will be no points tables
- Every player will get a Certificate at the end of the season

Tee Ball Skills

Glove <ul style="list-style-type: none"> • How to wear a glove • How to use a glove • Size and condition of a glove 	Throwing <ul style="list-style-type: none"> • How to hold the ball • How to throw over arm • How to look and step to the target • How to release the ball • How to follow through with throwing arm
Catching a thrown ball <ul style="list-style-type: none"> • How to catch a ball above the waist • How to catch a ball below the waist • Encouraging soft hands and moving feet to the ball 	Fielding <ul style="list-style-type: none"> • How to field a ground ball • How to field a fly ball • Watching the ball into the glove
Batting <ul style="list-style-type: none"> • Correct batting grip • Correct batting stance • Hitting the middle of the ball 	Base running <ul style="list-style-type: none"> • How to run from home plate to first • How to run through first base • How to sprint around the bases • What to do if a ball is caught on the full
Game Play <ul style="list-style-type: none"> • Team work • Fielders moving to bases to receive throws 	