

# Tucson Mountain Little League

## Tee Ball Rules

The Tee-Ball division is an instructional program by which kids learn, develop and practice fundamental baseball skills at an early age. It is non-competitive and official scoring and standings are not kept.

1. **Eligibility:** Anyone having reached the age of 5 by August 1 is eligible to participate. Participation by 5 and 6 year olds must be restricted to Tee-Ball only. Seven year olds have the option of playing Tee-Ball or Mini-Minors.
2. **Team Selection:** Assignment and placement of players to teams shall be cooperative effort between Managers, Coaches and Player Agent.
3. **Bases:** Distances between bases will be 50 feet in length.
4. **Pitching:** Pitching is NOT permitted.
5. **Pitcher:** Players playing pitcher will be positioned 46 feet from home plate. Player simulates the throwing of the ball (wind-up) for real game situation.
6. **Batter:** The ball shall be on the tee and tee situated on home plate and the batter swings at the ball immediately following the simulated pitch from the pitcher. It's the responsibility of the Coach to remove the tee after the ball is hit.
7. **Umpires:** Coaches and Managers server as umpires. The batting team's coach is the home plate umpire and assists batters in proper positioning at the plate. The defensive team's coach is the base umpire and takes a position in the field to assist fielders and instructs players on proper positions. Coaches are NOT permitted to touch a ball in play.
8. **Bunting:** Bunting or half swings is NOT permitted.
9. **Foul Ball:** Identical to conventional baseball and softball with the following exceptions:
  - a. The ball is foul if it travels less than 15 feet in fair territory from home plate.
  - b. The ball is foul if the batter hits the tee with the bat causing the ball to fall from the tee.
10. **Strikeouts:** Absolutely no strikeouts in Tee-Ball.
11. **Runners:** Base runners must stay in contact with the base until the ball is hit. The runners may continue to run at their own risk and the umpires shall call the time when the pitcher receives the ball at the mound. The pitcher does not necessarily have to be on the rubber for the umpire to call time.
12. **Batting Line-Up:** All players present shall be in the batting line-up and must bat each inning. NO EXCEPTIONS. All players on the roster may be given a defensive position. Each player shall play at least 6 defensive outs.
13. **Throwing the Bat:** See Little League rule book.
14. **Starting Play:** Games must start on time. A 10 minute wait is permitted to field teams otherwise the game starts despite being short players. Coaches can borrow players from opposing teams if agreed upon. Forfeits are not permitted due to score and standings not being kept. Games shall not exceed one and one quarter (1 ¼) hours.