



Del Mar Little League TeeBall Rules of Play

TeeBall is an instructional division guided by the philosophy of creating a fun and positive baseball learning experience for both players and parents. It should be the goal of all volunteers and others who come into contact with our players, to promote an encouraging learning environment free of criticism and pressure.

The introduction of baseball fundamentals will take into account the various skill levels of all players. Teams will be restricted to no more than 10 players to provide more opportunities for each player to see action at the plate and in the field and to keep them engaged.

A practice and a short game will be combined to one weekly event on Saturdays. Both teams will share the field for practice and the game. The start of the practice will be posted on the team and league website. It is expected each team will work just with its players separately for at least 45 minutes going through basic skills and drills before the start of a game. The Games are expected to run approximately 45 minutes to an hour with the combined time for both the practice and game being no less than 90 minutes and no longer than 2 hours.

TeeBall Practice

- Practice is the time for players to have fun and learn basic baseball fundamentals. Little League National has put together a curriculum along with a set of drills that teams are encouraged to use. A copy of the program can be found on the league's website.
- The team designated as the Home Team will have the first base side of the field for its practice and the Away team will have the third side.
- Each Manager will have his own set of bases and tee to conduct drills.
- During the start of the season it is expected teams will spend closer to an hour conducting practice. Then as players develop the amount of practice time can be shorted to allow more time for its game.

TeeBall Game

- Game Length – Games will consist of at least 2 innings, and should run approximately 60-minutes. Games should start one hour from the posted time for TeeBall on the web, unless a different time was agreed on by both managers.
- Teams need to be respectful of other game times and not be on the field during the previous or next team's assigned time.
- Base Distance: 50 feet, approximately 16 paces. "Drop down" bases to be used.
- Baseballs: Only soft-core safety baseballs to be used.

Field:

- Prior to the start both Managers are responsible for "walking the field" to ensure it is free of debris and that there are no unsafe areas. Managers are also responsible for ensuring guest and family members attending the game are 15 feet or more from the baseline.



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Home Team:

- The home team is responsible for providing the tee and balls used for the game.
- The home team will occupy the first base side of the field for practice and the game.
- The home team will provide bases for the game if needed.
- The home team, if the last or only game of the day will put any league equipment that was used for games. Items could be bases, tee, and or cones

Away Team:

- The Away/Visiting team will occupy the third base side of the field for both events.

Rotation of Players:

- All players will rotate between infield and outfield each inning.
- Managers will rotate players in a manner that ensures no one repeats the same positions in a game or any infield positions in consecutive innings.
- The Division Coordinator and/or League officers will address managers that do not adhere to player rotations.

Fielding:

- All players in attendance will play every defensive inning. Infield positions will consist of a pitcher, first base, second base, third base and shortstop. No, catcher. All remaining players to be evenly spaced in the outfield
- Cones may be used to delineate where outfield players are positioned. Outfielders need to be at least 15 feet back from the baselines and base paths.
- Outfielders are not to make plays in the infield for any reason other than backing up an overthrow.

Batting:

- Players are to stay behind the backstop and not hold a bat until it is their turn.
- The ball will be placed on the tee by a coach or manager of the hitting tee. Once the ball is play the volunteer will move the bat, along with moving the tee if there is the chance of a player reaching home.
- Each team will bat the entire lineup each inning and it will be rotated after every inning and every game. The first batter in the first inning will go to the back of the order the next inning with all the remaining batters moving up one spot. At the next game, the rotation will continue with each player moving up one spot until all players have the same number of chances to be the lead-off batter and the last batter.
- A batted ball will be considered in play if it stays between first and third base lines AND travels at least 15 feet. A Player's Manager can call his player out if has 5 missed swings.
- Bat throwing will not be tolerated. Players that cannot properly drop their bat after hitting, creates a significant safety hazard. Players will need to demonstrate the ability to safely drop the bat before being allowed to bat again. Managers have the discretion of taking a player out of the order, if they repeat the problem.



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Base Running:

- Base runners must be in contact with the base when the ball is hit. There are no lead offs or base stealing.
- ANY attempt by an outfielder to throw the ball into the infield will freeze the runner. If a runner is halfway to the next base, they will be allowed to advance
- Runners will only be allowed to advance one base on balls hit to the infield.
- Runners will only be allowed to advance only one base on overthrows, ANYWHERE on the field regardless of whether the ball is in play or not.
- Head first sliding is not allowed.
- The final batter, runner in an inning is not allowed to run around the bases for a "home run" unless the ball is legitimately hit beyond all outfielders and the runner makes it around the bases before any attempt by an outfielder is made to throw the ball into the infield.

Scoring:

Scorebooks are not to be maintained and league standings are not to be kept. Informal scores are not encouraged. There are no playoffs or "league championships."

Umpires:

Umpires are not used. Rulings on the field are made by the managers/coaches. Managers should discuss any discrepancies between innings, not during the course of an active inning.

GENERAL and ADMINISTRATIVE RULES

Equipment:

- The league will provide bats, a tee and balls, and a first aid kit to each Manager. Damaged or missing equipment needs to be reported to the league.
- Each player should be in team jersey, cap (provided by league) and long pants (no shorts) for games. Cleats are recommended, no metal cleats are allowed. Jerseys must be tucked in and caps are required in the field. League will provided a limited number of helmets.

Safety:

- Prior to start of a game, Manager must confirm they have access to one of the league's first aid kits, store in an equipment box or at the snack bar.
- Each manager will be supplied with a first aid kit and ice packs. There should be extra items available on site at each field location. These items must be with the team at every practice and game. If additional kits or ice packs are needed, contact the Safety Coordinator/Equipment Manager.
- Only LL approved bats are allowed. Big Barrel Bats are NOT allowed.
- No player is allowed to pick up a bat without wearing a helmet.
- There is no "on-deck batter" position. After the last play has stopped, player can



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be handed a bat by a volunteer before walking up to the Tee.

- All equipment (bats, helmets, bags, etc.) must be outside the playing area. All bats are to be kept behind the fence.
- Players must be taught to throw to another player only if that player is paying attention and looking for the throw.
- Managers are required to maintain a current Medical Release form for all players. These forms need to be in the possession of the Manager/Coach at all times during league activities. Managers should review each player's medical release for special conditions that may affect first aid or other injury treatment.
- Depending on the situation, An adult needs to keep the team batting in the dugout or behind the fenced in. His/her function is to keep players in batting order and maintain order, but mainly to ensure safety.
- Managers/Coaches are responsible for understanding and enforcing both LL and DMLL safety protocol. A copy of the DMLL Safety Plan will be distributed to all Managers.
- Safety violations should be reported to the Division Coordinator and/or the DMLL Safety Officer. That contact information will be provided in the DMLL Safety Awareness Plan.
- If any injury occurs to a player during practice or a game, a safety incident report must be filed with the DMLL Safety Officer and the Division Coordinator must be notified.
- Parents or visitors are not allowed in the dugout.

Behavior:

The league will not tolerate any unsportsmanlike behavior by managers, coaches, players, or parents. This includes hitting, grabbing, pushing, swearing or any other behavior that disrupts the games. Disciplinary actions will be taken at the discretion of the Board of Directors.

- Managers should be constantly aware of field decorum and insist that their fans demonstrate good sportsmanship at all times.
- Under no circumstances shall managers, coaches, or other adults criticize any calls made during the game, or do anything that would be considered counter to the philosophical principles and objectives of Little League.
- Adults shall act as positive role models for players.
- The Division Coordinator should be informed of any egregious behavior in relation to sportsmanship.

Volunteers:

- Any parent having regular and consistent contact with team players must submit a Little League Volunteer Application and a copy of a current Driver's License or other state issued identification for the purpose of undergoing a background check.
- No parents or other adults will be allowed to participate in field practices or games if they do not have a Volunteer Application on file.