



WESTGATE-WESTSIDE ATHLETIC ASSOCIATION
LITTLE SLUGGER TEE-BALL DIVISION
POLICY AND RULES

Revised 2009

Philosophy

The Little Slugger Division is a non-competitive division designed to introduce our youngest players to the game of baseball/softball in a fun and supportive atmosphere.

Little Slugger Division Specific Rules

1. Scoring, Outs and Walks

- 1.1. Score will not be kept during any game.
- 1.2. There are no strike outs or walks. Every player hits.
- 1.3. No outs will be recorded. (Every player bats every inning.)

2. Batting Tee

- 2.1. Batting tees will be used exclusively for all players for the entire season. No coach pitch will be allowed.
- 2.2 To start play, the coach for the hitting team will check that the defense is ready, and then place the ball on the tee.

3. Batting

- 3.1. All players present will bat in each inning regardless of outs. The last batter of each half inning will keep running until he/she reaches home plate.
- 3.2. Batting orders should switch every inning so every player has a chance to bat in all positions in the line-up. (An easy way to do this is to have the players bat in order by jersey number and use a different number to start each inning.)
- 3.3. Batters and runners are required to wear helmets with face guards.

3.4 The batter and the on-deck batter are the only players allowed to have a bat in their hands. The on-deck batter is to warm up in the designated on-deck area.

3.5. A ball hit off a tee must travel six (6) feet to be considered in-play.

3.6 Teach batting safety. No player should pick up a bat or swing a bat until they have a helmet on and are told to do so by a coach. Players should carry bats below their waist. No throwing the bat at any time. (One suggestion for a batter that throws his or her bat -- the coach should put a hat or glove about 5 feet down the 1st base line and instruct the player to drop the bat on the glove/hat.)

3.7. At this age level, the shortest and lightest bat should be used so that the players can begin to develop the proper swing mechanics. A bat that is too heavy or long will interfere with this development.

4. Defense

4.1. All players shall be used defensively at all times.

4.2. Players should rotate positions regularly to provide as much variety as possible. This does not mean that players have to change positions during a game. All players should play all positions during the course of a season. This provides the kids with a better learning experience.

4.3. No player participation rules apply. Free substitution and player movement on defense are permitted.

4.4. Players are not permitted to pitch. The pitcher/infielder shall be located in the same general area of the diamond as the pitcher in regular baseball.

4.5. No kid catchers. A parent/coach will be behind home plate to set the ball on the tee etc.

5. Base Running

5.1. A base runner must avoid contact with any defensive player to minimize the potential for a collision. The defense player should also avoid contact.

5.2. Base runners are not permitted to lead off or steal bases and shall remain in contact with the base until the ball is hit.

5.3. All base runners shall wear a helmet with face guard.

5.4. Base runners will advance only 1 base at a time except for the last batter and runners on base at that time. The last batter and runners on base will advance until the bases are clear.

6. Other

6.1. The intent is to keep team size small (6 to 9 Players) to allow coaches the ability to spend more individual time with our youngest players. This also allows the games to move rapidly, which is critical with their limited attention spans. The quicker the game moves, the more enjoyable for all.

6.2. Coaches should be on the field assisting players from both teams.

6.3. Play should move as rapidly as possible to maximize enjoyment of the kids. In order to speed play, players should hustle on and off the field, be ready to bat, and ready to take the field. Coaches need to know where kids will play prior to the game and be able to communicate that to other coaches so that they can be quickly positioned.

6.4. No umpires

6.5. The "Home" team occupies the 3rd base dugout and is in the field first. The "Visitor" team occupies the 1st base dugout and bats first.

6.6. Players will shake hands after each game

6.7. Game time limit is 1 hour maximum. No new inning may start after 55 minutes.

6.8. Make-up games are allowed if the coaches of the respective teams can agree on a date, time, and location.

6.9. There is no post season tournament.

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Goals and Expectations

Key Instructional/Coaching Objectives:

- Have Fun!!!!
- BE PREPARED. Have a plan for every practice and game
- Provide a safe, fun and organized season
- Get adequate support from parents
- Introduce fundamental skills to include:

Throwing:

- “Power position” with hand on top of the ball (also called elephant trunk)
- Execution of basic throwing motion (e.g., “down, back, up, step and throw” cadence)

Hitting:

- Stance (check feet)
- Stride (small step)
- Pivot (back toe pivots to “squish the bug”)

Defense/Fielding:

- Introduction to “baseball ready” position (step, step baseball ready)
- Form for grounders (butt down, reach for ball, “alligator jaws” to collect the ball)
- Form for catching (always two hands)
- Have players throw to parents/coach. They will receive more instruction and repetition in this manner. They are too young to play “catch” with each other (poor accuracy and ability to catch). Use tennis balls, foam balls, and soft baseballs.
- Do not stand on the bases

Base Running:

- Safety base at 1st base to minimize collisions (one side for runner, one side for 1st baseman)
- Run through 1st base, look to coach for instruction
- Stance on the bases (one foot on – one foot towards next bag and ready to run. No standing on the bag with both feet).

Terms and Rules:

- Introduce kids to the terms and rules of baseball (e.g., dugout, grounder, fly ball)
- Player and field positions (e.g., catcher, short stop, left field)
- Base names (1st, 2nd, 3rd and home)