



All Adults Working Together for the Benefit of All the Children

Our League Goals:

- *To help players develop basic baseball and teambuilding skills in a safe, positive and fun environment.*
- *To foster equal opportunity for every player, regardless of their level of skill or experience.*
- *To strengthen community spirit through sportsmanship and providing an opportunity to create new friendships.*

“Individually we are one drop. Together, we are an ocean.”
-Ryunosuke Akutagawa

Division II: Kinder Tee Guidelines

Ages	4 - 5yrs (must be 4 by June 9)
Standard Roster Size	8-9
Play Type: Tee Ball	Everyone hits off the tee all season.
Age-Appropriate Rules	No scores kept. No outs. Everyone hits.
Age-Appropriate Equipment	Safety-soft tee balls, official tee-ball bats
Parent Provided Equipment	Glove & batting helmet
League Provided Uniform	League t-shirt and baseball hap
Practice & Play	Tue. & Thur. evenings, 5:30pm, June 9 – Aug. 6
Volunteer Coaches	Application, screening & background check required.

Division II: Kinder Tee Gameplay

Batting

- Every player bats every inning.
- Batting team coach is stationed at the plate and sets the ball on the tee for the player.
- Batting team has a parent volunteer “base coach” at 1st, 2nd, 3rd base.
- After hitting the ball, player should safely drop the bat. They advance around bases until the ball is in possession of the pitcher in the pitching circle.
- Players may not be thrown or tagged out.
- Once the ball is in possession of the pitcher (in the pitching circle), base runners stop advancing.
- Inning ends when everyone has batted once.
- Coaches may mix up the batting order each inning if they’d like.

Fielding

- All players are distributed in an arc on the infield +one player positioned as “pitcher” in the pitching circle.
- The coach is positioned in the infield to help direct the defensive players.
- No one in the outfield. No catcher.
- Defensive players should simply learn to scoop up the batted ball and throw it accurately overhand to their pitcher in the pitching circle. Players may not be thrown or tagged out.
- Parent helpers may also be on the infield but they may not touch the ball.
- Fielders/coaches may not stand in the path of the base runner.
- Fielders/parents may not stand any closer to home plate than the pitching circle.
- Inning ends when batting team has completed their line-up.

Other Gameplay Rules & Regulations

League Provided Equipment

Safety-soft tee balls, bats (3), batting-tee (1), throw-down bases

Field Dimensions

40’ base paths /10’ foul-line arc/10’ pitch circle

Game Length (Time)

45 minutes max. Do not start another half inning, even if home team didn’t get last at bats.

Home/Away, Dugouts

Home Team starts in field; Visitors start batting.

Visitors take 1st base side “dugout”; Home takes 3rd base side dugout.



Little Lacey Tee-Ball and Baseball League Safety Rules (All Divisions)



- Safety Rule #1 Player's parent or guardian must be present at all games & practices.
- Safety Rule #2 Parents and coaches must teach bat safety rules at practice.
- Safety Rule #3 Players must attend two full practices before participating in their first game.
- Safety Rule #4 No children or adults may climb fences or backstops.
- Safety Rule #5 Take shelter in your car or the nearest building if you hear thunder or see lightning. In the event a storm lasts more than 10 minutes, gameplay will be suspended for the day.

Division II: Kinder-Tee Specific Safety Rules

- Batting helmets required when hitting, base running, or on-deck. Rules applies during practices and games.
- No child catchers. Coaches only behind home plate.
- No sliding. Baserunners and fielders should be taught to avoid collisions.
- The coach positioned at home plate is responsible for moving the bat and tee out of the way before a runner crosses the plate.

Inclement Weather/Cancellation Policy

- **The league does not issue practice/game cancellations due to rain.** We encourage an alternative team building activity, such as playing at the park or tag games. However, practices/games will be cancelled in the event of thunder and/or lightning lasting more than 10 minutes. If a team chooses not to participate in an alternative team activity, a coach may elect to cancel. When canceling a practice, coaches must notify their team roster as well as the league coordinator. When cancelling a game, coaches must also notify the opposing team. A cancelled game may or may not be rescheduled. Rescheduling will be done at the discretion of the league coordinator.
- **Air Quality:** All league events will be cancelled If the Olympic Region Clear Air Agency (ORCAA) Washington Air Quality advisory is above 150 (unhealthy) due to smoke from wildfires. The league coordinator will contact all participants and coaches.
- **High Heat/Temperature:** Games will be cancelled when temperatures reach 95 degrees Fahrenheit or higher.