

## Capitol City Little League National Division Rules

National Division is CCLL's [Tee Ball division](#). Children league age 4, 5, and 6 (pre-K, K, and 1st grade) are provided a positive introduction to baseball and softball basics. The experience is grounded in fun, fitness, and fundamentals.

There are no outs and no keeping score and thus no wins or losses. A more skilled player who knows the rules may get upset if he/she make a put out but the player gets to stay on base. Coaches just need to remind the kids that everyone gets on base so they can learn how to run the bases. Learning the basics of baseball—catching, throwing, hitting, and running—and having fun is the emphasis at this level.

Rules will follow official Little League Rules as modified or emphasized herein.

### Team Size and Rosters

Players are placed on a team by the National Division commissioner. When possible, players are placed with friends and classmates based on team requests.

Small team sizes at this level—set between 6 to 10 players—are vital. Operating more teams of fewer players requires more parent volunteer coaches. To accomplish this, CCLL encourages the use of the free, official [Little League® Tee Ball Curriculum](#). This 10-week curriculum has been shown to improve the league experience for players, parents, and coaches. Any parent, from the most eager to the most reluctant, can use these resources to lead or assist in making this introduction to Little League a great experience for all involved. Shared equipment for the curriculum's drills and games will be kept at Macomb for all teams to use.

Teams will have one practice and one game per week. Practices should be held during the week with games on Saturdays or Sundays. A weekday practice is encouraged to be able to follow the Curriculum with enough time and focus that only meeting/practicing before games does not allow. Most activities are held at the Macomb Recreation Center Field with some also held at Takoma Community Center Field 3.

### Starting and Ending the Game

- Games will last four innings or 70 minutes, whichever comes first. No new inning should start after 60 minutes.
- Coaches will make every effort to ensure that games start and finish on time.

### The Field and Equipment

- National Division will experiment setting basepaths at 50' and 60' distances this season. We have traditionally used 60' basepaths in all divisions including National Division. Little League also allows 50' bases for tee ball programs and many leagues employ this shorter distance for these youngest ages. The Commissioner will provide further guidance on base distance. The bases at

Macomb are not anchored into the field so can be placed at different distances based on instruction.

- Only official tee balls that have soft sponge rubber cores shall be used. CCLL will provide a starting amount of balls for each team.

### **On Offense**

- All players present will bat during their team's offensive half of innings.
- A different batting order should be used each half inning to give players chances to bat at different parts of the order.
- The league will provide a legal bat. That is one that is labeled for tee ball use; has the USA Baseball bat stamp; and does not have the USSSA bat stamp. Any player provided bat must also adhere to these standards.
- All batters will hit off of a batting tee. As the season progresses, a coach may deliver a limited number of pitches (~4 to 5) to advanced players that are ready to try to hit live pitches before employing the tee.
  - Note: this is a departure from the previous operation of always delivering coach pitches before switching to the tee.
  - The new policy is Tee Ball=Use the Tee!
- A professional-style tee will be provided. Unlike rubber tees with a home plate base and tube in the center, the proper placement of these tees is in front of and touching the front edge of home plate, NOT on the plate. This placement teaches better swing mechanics and contact point with the ball, and less impediment of scoring batter-runners.
- A batted ball shall be declared foul if it lands in foul territory by the rules of baseball or does not travel beyond the arc in fair territory. This is the dirt area from the home plate to the start of the infield grass, extending left and right to the foul lines.
- If the bat hits the tee, the movement of the ball will be treated as a foul ball.
- A player shall bat until they have successfully hit the ball into play (no strikeouts).

### **On Defense**

- All players present will play in the field during their team's defensive half of innings.
- There will be only one player per each position (P, 1B, 2B, 3B, SS).
- The pitcher will start the play on the pitcher's plate. There is no catcher.
- After the five infield positions are filled, remaining players will occupy outfield positions. They must be positioned on the outfield grass.
- There is no minimum number of players needed to play a game. ie., it is okay to play a game with 4 or 5 players per side.

### **Balls in Play**

- The defense should always attempt to make a baseball play (ie. throw to first base, seek a force out or tag, return the ball to the infield). Coaches should instruct their defense to attempt plays at a level appropriate to their players.

- There is no tagging of the batter-runner running to first base. The 1B fielding the ball should attempt a force out at the base. The pitcher or other infielders should attempt to throw the ball to 1B or gain an out at another base.
- Runners will remain on base even if they are put out. They will proceed until they are driven home and score.
- On a batted ball that stays in the infield, players advance only one base at a time. There is no advancing on an overthrow. The defense is encouraged to attempt a play regardless of the position of the runners.
- On a batted ball to the outfield grass, runners may advance until the ball is returned to the infield dirt.
- On the final at bat of each half inning, the runners and batter runner shall cycle all remaining bases to score.

### **Coaching**

- Coaches from both teams are responsible for working together to maintain the flow and goodwill spirit of the game following the rules and ethics governing tee-ball. There are no umpires.
- An offensive coach should place the ball on the tee, and assist the batter. Coaches should also coach 1st and 3rd base.
- Defensive coaches can take positions in the field to instruct players.

### **Safety:**

- Batters and runners must wear a helmet at all times.
- There is no “on deck.” Players may not swing a bat unless they are at bat. A parent coach should maintain safety in the dugout including by ensuring no bats are held or swung.
- Teams must report injuries that require medical attention or first aid to the Safety Officer. at [safety@capcityll.org](mailto:safety@capcityll.org).
- CCLL will communicate notice of field closures due to rain and wet fields.
- Play must be stopped for lightning and/or thunder.