



## TEE BALL RALLY CAP RULES

This is an instructional division. In the Tee Ball division, the score of the games is not recorded. All games occur at Kilmer Park in the early evening or on Saturday.

### Teams

1. Each team will consist of five to eight players.

### The Game

1. In Rally Cap baseball, three teams will meet at the Park at the same time. Two teams will be playing a game while one team will be practicing in the outfield.
2. Each session will last approximately sixty minutes.
3. After each inning played, the teams will rotate.
4. At each turn batting, all players will come to bat. The half inning will end when all players from one team have completed their turn.
5. Each player will be used in the field when the other team is hitting. There will be no player behind the batter in the catcher position.
6. The only person behind the batter will be a Coach who will set the ball up on the tee and provide instruction to the batter.
7. There are no official outs in this division. Players who are out on a hit ball are permitted to continue running the bases.
8. At the end of all 3 games, a relay race will occur with each team lining up on a base and having 1 player at a time run around the bases and touching each one. When that player returns to their team's base, they can tag the next player or hand a baseball, and then that player runs. Where there is a difference in numbers, some players can run twice.

### The Practice

1. While practicing, each team will practice the FUNdamentals:
  - a. Throwing
  - b. Receiving
  - c. Hitting
  - d. Base Running
  - e. General Knowledge
2. The Coaches are encouraged to use the Getting Started Manual to help prepare practice sessions each time.

### Field Dimensions and Set Up

1. The bases are 50 feet in length.

2. Each team is responsible for providing a tee for their team.
3. The first team to arrive at the Park is responsible for obtaining the bases from the Kilmer Park concession. One of the other two teams is responsible for returning the bases to the concession or Tee Ball bin after the game is completed.

### **Equipment**

1. Each team will receive a team bag with:
  - a. One batting tee
  - b. Two bats
  - c. Softy baseballs
2. Each player must wear a protective helmet while at bat and running the bases. Players are encouraged to provide their own helmets. Caps can be worn under the helmets provided by the League. Players must provide their own glove. Athletic supporters are optional at this age but become mandatory at higher levels.

### **Coach Responsibilities**

1. Coaches are allowed on the field, and it is a good idea to station one parent at each base to show the kids where to run next.
2. Each Coach is asked to focus on the safety of the players at all times, including any practices and warm-ups. The key aspect of this level is to teach the players the basic FUNdamentals of the game of baseball.
3. Each Coach is asked to move the players to different positions so that they are not playing the same position every game.

### **Rainouts**

1. For those days when it's raining, the coaches/manager for the scheduled teams should discuss calling a rain-out at least 30 minutes before game time. If they decide to call a rain out, inform your entire team and ensure one of the coaches emails the rally cap coordinator and the concession coordinator.
2. Make-up games, by mutual consent of the coaches, may be played at a time and a field of their choice, subject to availability.

### **Batting & Baserunning**

1. When the ball is hit in the field of play, the batter runs to first base.
2. One base per hit for hits that do not go beyond the infield. Players are allowed to run more than one base on a hit that goes beyond the infield. Once the ball is returned to the infield area, the runners must stop advancing on the bases.
3. Players are not to advance on overthrows.
4. When the ball is hit, the ball must travel approximately six feet from the tee to be considered a hit (Coaches should use their discretion).
5. It is customary for the Coach of the batting team to announce to the defence when the last batter of each inning is at the plate, which allows unlimited running.
6. Only the batter is permitted to hold a bat.

### **Rally Cap Days**

There will be a Rally Cap day during the TeeBall season, occurring in mid-June. Coaches will run their players through a series of drills and evaluate each child's level of skill in the 5 areas: throwing, receiving, hitting, baserunning and general knowledge. Each child is then provided a 'Rally Cap' of a certain colour.

### **June Rule Changes** (for games in the month of June only)

For all TeeBall games in the month of June, players will attempt to hit a pitched ball.

1. Coaches pitch underhand a maximum of 3 pitches (except on 3<sup>rd</sup> strike fouls). Absolutely no players are allowed to pitch.
2. If a player gets a hit then the play proceeds as before.
3. If a player does not get a hit on a pitched ball, they then hit off a tee as before.