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Confidence Starts Here. Learn ★ Play ★ Build

Big Fun Starts Small, Kids Play, Giggle, and Maybe Even Hit the Ball!

Welcome to our introductory-level tee-ball league, where the goal is simple: let kids be kids while they learn to love sports. This program is designed to teach the basics of baseball in a friendly, encouraging, and non-competitive environment.

Here, we teach kiddos the fundamentals—how to swing, run, catch, and (most importantly) have fun! Whether they hit a home run or spin in circles in the outfield, every game is a win when kids are learning, laughing, and making new friends.

Our focus is on confidence, teamwork, and skill-building at each child's own pace, because at this age, effort and joy matter more than perfection.

Player Eligibility

- A child's age is determined as of January 1 of the season.
- Wittle Weague: Open to children ages 3–5 as of January 1.
- Kindergarten students who are playing for the first time will be placed in Wittle Weague to focus on learning the game and building confidence.
- Tee-Ball (1st–3rd Grade League): Open to children enrolled in 1st–3rd grade for the current school year.
- Kindergarten students who have played before and feel comfortable may participate in Tee-Ball, based on parent preference and program approval.

Team Overview

- To keep the focus on learning and individual attention, teams will have a maximum of 10 children. This may adjust based on how many coaches are available
- One head coach and multiple assistant coaches are recommended based on parent volunteers.
- Each child will receive a team jersey. The child is responsible for their bat, mitt, hat, plastic cleat shoes, and batting helmet.
- The League Commissioner will create teams, practice, and game schedules.

Players and Positions

- Every child will bat and play on the field during the game. No child will sit on the bench.
- A player will play the pitching position (standing on the pitching mound) for only one inning per game. This is a rotating position that each player will have played at least once within the season.
- A player will play first base for one inning per game. This is a rotating position that each player will have played at least once within the season.
- Six players may play in the infield. All other players must be in the outfield and stand at least ten feet behind the baselines. No player will be placed in the catcher position.
- When your team is on the field, all coaches are allowed to play on the field with the players. When your team is batting, you must have a first-base coach, a 3rd base coach, and a coach at the batting tee.

Game Duration

- All games will last one hour or three innings, whichever comes first. An inning ends when all players on both teams have batted.
- All games will start within 10 minutes of the scheduled start time. Exceptions are waiting for the earlier game to be completed or for the weather to clear.
- No scores will be kept in Wittle Weague;
- Tee-ball can keep score, based on both coaches' agreement.

Team Placement, Scheduling, and Practices

Due to the continued growth of the Friendsville Youth Program, we are no longer able to accommodate requests for friends to be placed on the same team. The only guaranteed placement request that will be honored is for siblings to be placed on the same team, provided they are registered in the same league

Practices will be held one day a week. During registration, families will be asked to provide their practice-day availability, and we will do our best to place players on teams that match those available days. However, practice day requests are not guaranteed and are dependent on team and coach availability.

It is the responsibility of the parent/guardian to provide accurate availability dates when signing up. Once teams have been selected and rosters are finalized, no player changes or team switches will be allowed for any reason.

How Teams Are Chosen

All registered players are placed into the same age category for team selection purposes. Teams will be formed based on the total number of registered players and teams available. Players will be divided as evenly as possible to ensure each team has a balanced mix and an equal distribution of ages.

Field Conditions/Rainouts

- The League Commissioner will announce rainouts.
- The Friendsville Recreation Program is responsible for field conditions. The League Commissioner should address any questions or concerns.
- The Friendsville Recreation Program will mark the baselines, batter box, and pitcher mound on the Tee-ball field.
- The League Commissioner will collaborate with any teams to reschedule canceled games due to weather conditions.

Coach, Player, and Spectator Conduct

- This league is built around positive encouragement, patience, and fun. All coaches and spectators are expected to always show good sportsmanship. The head coach is responsible for ensuring that all players and assistant coaches conduct themselves appropriately.
- Tee-ball Rules and Guidelines
- Please remember these are young kids learning the game. Mistakes will happen, kids will get distracted, and that's okay! Our goal is to help every player feel supported and excited to come back each week.
- Any issues or concerns should be brought to the League Commissioner immediately.
- Tee-ball Rules and Guidelines

Parent Participation: Parents are welcome to help at practice! However, unless you are specifically asked to assist during games, please remain on the sidelines and resist the urge to coach from the bleachers.

Let the coaches coach, and let the kids be kids, cheer loudly, encourage effort, and enjoy the smiles. The best support you can give is positive energy, patience, and celebrating progress (big or small).

Tee-Ball Playing Rules

Get ready for a season of fun, learning, and excitement! This league is all about building skills, making memories, and discovering the love of the game while continuing to grow as players and teammates.

At this level, learning and confidence matter more than perfect technique. We keep it positive, supportive, and focused on growth.

In this Tee-Ball league, we do keep score, and we do play by the rules, helping players begin to understand game structure, responsibility, and teamwork. However, our top priority is still making sure kids can have fun, try their best, learning the basics, and enjoy the experience.

We focus on teaching players how to be a good teammate by encouraging others, showing good sportsmanship, listening to coaches, and celebrating effort, because every player develops at their own pace, and every game is a chance to learn and improve.

Equipment:

- Players must wear protective headgear. (due to coach pitch)
- Players supply their gloves, helmets, and bat (no plastic)
- All batters, base runners, and players on deck MUST wear protective headgear.
- Tennis shoes or plastic-bottom cleats are allowed.
- Team shirts are provided.

Offensive Rules:

Batting:

- Players will start with coach pitch (if comfortable doing so). If the player is not comfortable, they can hit from the tee until they build up their confidence. They will get three tries. After the third try, the player will hit off a tee, with a coach setting the ball on the tee
- Each player is placed in a number sequence for the batting line-up. Every player bats each inning. The batting order continues if a player cannot bat his/her turn. Reverse the batting order in the second inning so that the same kid does not bat last.
- There are no walks or strikeouts.

Foul Ball Scenarios:

- A ball hit that remains inside the 10-foot radius circle is considered foul.
- A ball that hits outside the circle and rolls back without being touched by a defensive player is a foul.
- If the batter hits the tee with the bat, it's a foul ball.

Foul Ball and Strikes:

- In tee ball, foul balls are typically counted as strikes. The first two foul balls are counted as strikes, but a third foul ball does not result in an out.

Foul Territory:

- In tee ball, the foul lines are not as defined as in baseball, but a ball that doesn't reach the 10-foot arc is considered foul.

Base Running:

- After hitting the ball, players run the bases
- Base stealing and leading are not allowed.
- Outfielders must field the ball and make an out at the base.
- There is no catcher.
- No stealing of bases. The player stays on the base until the next player hits the ball. When the last batter of the inning hits, the batter will be allowed to hit a home run, and all players on base will run the bases until they reach home base.
- Infielders should stay back to at least the baseline.

Defense:

- Ten players will be on the field. If teams have more players, those players will rotate every fifteen minutes when the opposite team is batting to ensure all players have time in the outfield.
- Infielders should not be positioned near the plate closer than 3 feet from the base paths between 1st & 2nd and 2nd & 3rd.
- The defensive team must remain on the field until there are three outs or until the last batter has crossed home plate
- After each batter, players rotate within each zone (e.g., the shortstop moves to third base, third base moves to Left Field, and Left Field moves to shortstop). The league will provide markers for players to stand.
- All defensive players must stay clear of the base runner and cannot stand in the runner's base path.

Coach & Parent Reminder: Our goal is to help kids grow their skills and confidence while learning teamwork and sportsmanship. Please cheer loudly, encourage kindly, and remember, these are young players learning the game, and fun always comes first.

Wittle Weague Playing Rules

Step up to the plate for an exciting season of coach-assisted T-ball! Kids will build their skills, gain confidence, and learn the game in a fun, supportive, and non-competitive environment. Our program focuses on teamwork, sportsmanship, and skill development—because it's not just about winning; it's about growing, playing, and loving the game!

Batting:

- Parts of the bat and bat safety
- How to hold the bat properly
- Stance at home plate
- Swing through and run to first base.
- All of the above while hitting off the batting tee.

Running:

- Base location
- How to run after a hit
- Which base to run to and when to run
- Proper stance at the bag
- One player per base
- Listen to coaches for when to advance.

Throwing:

- Only Friendsville Recreation Program Tee-balls will be used.
- How to hold a baseball
- Look where they are throwing and visualize a target
- Wait until the player they are throwing it into is facing them and ready
- To throw overhand

Fielding:

- Where to stand in each position on the field
- Who should get the batted ball, and when
- Always pay attention.
- How to wear and hold their glove correctly.
- How to properly field a ball and throw it to first base.

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