

Victor Little League
Developmental Baseball 2025 – Tee Ball
Coach's Guide



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Rules/Guidelines – Quick Reference

- All sessions will begin with 30 minutes of fundamentals, followed by a game.
- Games will be 3 innings, or until end of the scheduled time, whichever comes first.
- Each half-inning will be one complete turn through the batting order (everyone hits).
- Score will not be kept.
- The league starts with batting off the tee. Batters can individually progress to coach-pitch.
- Base running will follow a station-to-station approach on hits. The primary goal is for players to understand that after hitting the ball, they should run to first base. They should also learn when to advance to the next base when a teammate gets a hit.
- No base stealing.
- On defense, all kids play in the field – no one is on the bench.
- A coach will play catcher.
- Coaches are allowed on the field during games.
- Throwing equipment is not allowed. Teams should designate a parent to help keep the dugout safe.
- Players should wear VLL-issued team jersey and caps. Baseball pants are also strongly encouraged. Caps must be worn forward, and shirts must be tucked in during games. Molded rubber cleats, sneakers, or all-purpose shoes are required.
- Please contact Developmental League President Andrew Saskowski for any additional questions regarding rules and guidelines.
- In the case of any disagreement, the league will follow the official Little League Tee Ball standards to ensure fairness and consistency.

Victor Community Baseball Skills Chart – Developmental Baseball 2025

To provide a consistent and comprehensive approach to player development, VCBS has created a Skills Chart outlining key baseball skills and the appropriate ages for introduction. Developed with input from local coaches, this chart helps ensure players learn skills progressively while giving coaches a structured roadmap for practices.

The chart is a guide, not a restriction—coaches should focus on age-appropriate skills while reinforcing fundamentals from earlier levels. Our Spring Coaches Clinics will cover these skills in detail and provide practical drills.

Throwing: Gripping the Baseball

Hitting: Batting Grip & Proper Stance in the Batter's Box

Fielding: Glove Positions & Watching the Ball.

Base Running: Running Through 1st Base & Stopping at 2nd, 3rd, and Home

Sample Practice & Game Plan

7 minutes – Warm-Up & Stretch

Light jogging, arm circles, toe touches, jumping jacks

Emphasize fun and engagement

10 minutes – Throwing & Hitting Fundamentals

Station 1: Step & Throw – Focus on proper grip, stepping toward the target, and following through

Station 2: Level Swing Off Tee – Emphasize stance, bat grip, and making contact with the ball

Switch stations after 5 minutes

10 minutes – Fielding Fundamentals

Station 1: Ground Balls – Teach ready position, staying low, and using two hands. The "alligator hands" technique is a fun way to teach players to use both hands to field and secure the ball.

Station 2: Pop Flies – Tracking the ball, using two hands, and calling for the catch

Switch stations after 5 minutes

30 minutes – 3-Inning Game

Reinforce skills in a game setting

Encourage teamwork and sportsmanship

3 minutes – Base Race & Wrap-Up

Fun competition: Players race around the bases

End with positive reinforcement and a team cheer