



»»» ROCKINGHAM RAPTORS «««
TEEBALL ASSOCIATION



PEEWEE

»»» COACHING GUIDE «««

WELCOME



Welcome, and THANK YOU for taking on the role of on of our Peewees coaches!

This booklet was developed in the hopes to help even the most novice of teeball parent become a confident Pee wee level coach, and provide helpful hints to make your season a success.

Coaches and managers, please join the 2026/2027 Raptors Coaches & Team Managers Facebook page to keep up to date with all club info, and to ask any questions.

The Pee wee Coordinator is Jo Lockwood. Please reach out to Jo or any of the committee members at any time for help.

OUR FOCUS & ROLES

Our focus at this age is to have fun!

At Rockingham Raptors, our hope is to offer our youngest little athletes a fun and engaging introduction to tee ball. Children at this age still have a lot of developing to do and confidence to build, and for many of them this will be their first experience with a team sport. By the end of the season we hope, with your help, your players will grow and be on their way to developing some good skills in readiness for a life of tee ball, and other ball sports

At Rockingham Raptors we focus on the 4 Fs

- Fun
- Fair Play
- Fundamental Skill Development
- Family Involvement

COACH

- HAVE A BATTING AND FIELDING LINEUP READY FOR THE GAME DAYS, WITH EACH CHILD ROTATING THROUGH THE LINEUP AND POSITIONS.
- RUN THE WARMUPS, DRILLS
- SELECT A 'PLAYER OF THE DAY' AT THE END OF THE GAME.

ASSISTANT COACH

- HELP THE COACH RUN DRILLS AND ACT AS BASE COACHES DURING YOUR TEAM'S BATTING.

TEAM MANAGER

- ASSIST THE COACH IN MANAGING THE KIDS IN THE TEAM TENT IN READINESS FOR THEIR TURN TO BAT/FIELD ACCORDING TO THE LINEUP.

PARENTS

- PEEWEES TEEBALL REQUIRES HEAVY PARENT INVOLVEMENT. ADULTS DOING THE DRILLS WITH THEIR KIDS IS FAR BETTER FOR THEIR SKILL DEVELOPMENT THAN THROWING/CATCHING TO EACH OTHER.
- MOST PARENTS WILL BE ON THE FIELD WITH THEIR CHILD DURING FIELDING, BUT BY HALFWAY THROUGH WE HOPE THAT PLAYERS START HAVING SOME INDEPENDENCE OUT ON THE FIELD, AND FEW PARENTS ON THE DIAMOND DURING THE GAME. PARENTS ARE TO HELP WITH SET UP/ PACK UP EVERY WEEK.

UMPIRE

- A CONFIDENT, TEEBALL KNOWLEDGEABLE ADULT CAN TAKE THE ROLE OF UMPIRE EVERY WEEK IN PEEWEE GAMES.
- THEIR ROLE IS TO STAND AT CATCHER, CALL THE NEXT BATTER WHEN SAFE TO DO SO, CALL "BATTERS UP" AND "PLAY BALL".
- THEY WILL CALL "TIME" WHEN THE PLAY IS COMPLETE, AND "TIME AND GAME" WHEN THE SESSION IS OVER.

PEEWEE GAMES

INFORMATION

GAME TIMES

Pee wee games run from 9.20am to 10.20am on Saturday mornings. The first half hour of your session is to be spent doing warmups and drills to develop the skills your team will need for the game. The second half of the hour is spent playing a tee ball game.

SET UP

- Complete the fielding and batting lineups and collect your kit bag from the club rooms.
- HOME teams, set up along the 1st base line, and will be fielding first.
- AWAY teams, set up on the 3rd base line, and will be batting first.

WARMUPS

Before you get started with some drills, doing a few warmups is always a good idea.

A few activities, together as a team, will encourage the kids to listen to you as coach, work together as a team, and get ready for some tee ball drills and games. A couple of examples are:

- Run around the diamond together in a line, calling out the bases as you step on them. This helps kids learn the bases and which direction to run! It also helps them remember to touch the base!
- Run to the tree/fence/pole and back together as a team.
- Perform a few arm stretches together, in preparation for some throwing drills.





DRILLS



The first half hour of game time is spent doing some team drills that will help the kids develop skills in hand eye coordination, throwing skills, catching, running and batting.

POINT! STEP! THROW!



Set up your team in one line, each facing their adult in the other line about 2m away. Kids take turns being the thrower and the catcher. 'Thrower'-Stretch the glove arm out in front of the body and point into the direction you want the ball to go; throw with the other hand into that direction. Encourage kids to step into the throw with the opposite leg to the ball hand. 'Catcher'-Practice having their glove ready to receive a ball being thrown towards them (glove held in front of chest/chin) and ground balls rolled to them (glove held close to ground between legs, pointed downwards). Catch/pick it up, and then throw it back to the adult.

BALL RELAY



Split the kids into 2 teams, each in a long line, spaced about 1.5m behind each other. Start with one ball for each team, at top of the line. The kids take turns throwing the ball down the line to the next player. Encourage the Point! Step! Throw! each time they throw the ball. The first team to throw the ball to each player down the line and back again, and sit down as a team, is the winner.

BATTING



Set up a few tees, allowing a few players to bat at the same time, and have more batting practice. Make sure each batter has a helmet, and all players not batting to be away from the batter at all times. Practice batting language like "batter up" and "play ball" as they get used to the cues to listen for in the games from the umpire.

GAME TIME

When both teams have finished their warmups and drills, and the umpire is ready, it's time to play teeball!

BATTING

You and your team manager organize your players in the batting order on the bench, ready with helmets on. When it is their turn, the player will choose a bat and enter the batting box when called by the umpire

When your team is batting, your role as coach is to help your player in the batter's box. This includes, teaching and adjusting their feet, hands on the bat, "batters up" position.

Once the ball is hit off the tee, encourage the player to PLACE their bat on the ground (do not throw it) and then run to 1st base and wait for the next play.

During your batting, it is important to have a base coach stand near 1st and 3rd base, to call, stop and help guide your runners from base to base as they run around the diamond.

Every player gets a chance to bat in Peewees. Whether you have 8 players or 14 on the day, your batting lineup includes all players in each innings.

In Peewees, players only advance by one base at a time each time someone bats. This is until the last batter when all runners run the rest of the bases to home.

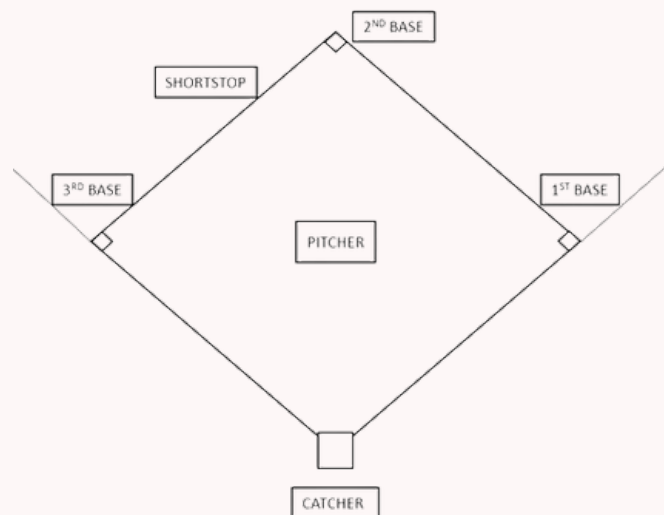


GAME TIME

FIELDING

You and your team manager organize your players into fielding positions according to your lineup.

Fielding positions for Peewees are 1st base, 2nd base, 3rd base, short stop (between 2nd and 3rd base), pitcher (on pitchers' plate) and catcher (behind the batters' box, opposite side to the batter).



Only 6 players will field at a time - the rest of your team sits on the bench with the team manager.

When your team is fielding, your role is to be on the field (usually with pitcher) to help the team recognize where the ball is going to go and who to throw it to once picked up.

Get your fielders used to picking up the ball, throw to the closest base, baseman throw to 1st, and then throw to home.

Encouraging your basemen to touch their base when they have the ball before they throw the ball on, to simulate an out, slowly sets them up with skills for when they advance to juniors.



There are no 'outs'. If 1 fielder gets the ball to the base before the runner, the runner is not out. Congratulate the fielder on a great play, and continue the innings.

At this level, during each innings, be sure to rotate your fielding players with your benched players about halfway through the innings so all players get a chance to field every innings. This means when the opposing team reaches their middle batter, call a pause in play and rotate your team.

TIME AND GAME

Once the game is complete and the umpire calls 'time and game', both teams line up on opposite bases and run in to hi-five the other team, and finish in front of the umpire at Home.

Each coach can do 3 cheers for the other team, thank the umpires etc, then return to your team tent for 'Player of the Day' presentation (making sure each player gets a turn during the season) and diamond pack up.

PACKING AWAY

Peewee games are the last game on the diamond on Saturdays, and as such, the entire diamond will need to be packed away by your team.

This includes the game trolley, gazebos, and benches, as well as your kit bag to the club rooms.

Encourage your families that the packing away is a shared responsibility for ALL adults in the team, and to help every week.

Many hands make light work!