



The Tee-Ball Association of Western Australia

OFFICIAL RULES

Edition 5 (b)

*The game shall at all times be played in the spirit of
The Tee-Ball Philosophy*

The "FOUR F's"
FUN - FAIR PLAY
FUNDAMENTAL SKILLS
FAMILY INVOLVEMENT

For a detailed and comprehensive version of these rules see the
Annotated Rulebook inside the "Umpires Manual"

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Added or altered since last edition:

1.1(a) Two Umpires, 2.3(c) Batters Helmets, 7.1(k) Home Plate Arc Size, 7.7 New Equipment

General Principals

1 The Umpire

1.1 General Responsibilities

- (a) Competition games are to be administered by a minimum of two umpires.

In the interest of safety & fairness it is important that games are administered by two umpires, Tee-Ball games move fairly quickly and it is not possible for one umpire to view the entire game area. Also as the game is played by children and accidents can occasionally occur. There is a far better chance of eliminating this possibility with a Plate and Field/Base umpire.

During games they are administering, umpires **must** at all times:

- (b) Act in a responsible and safe manner.
- (c) Act in the best interest of the sport of Tee-Ball.
- (d) Comply with any relevant rules applying to the situation
- (e) Explain respectfully, clearly and concisely any request and or penalty to the person/s involved.
- (f) Use no physical force towards any person.
- (g) Refrain from any petty squabbling and solve problems in the most diplomatic way, respecting the opinion of others.
- (h) Discourage participants and/or spectators from bringing the sport into disrepute.
- (i) Ensure a safe playing environment for all players.

For the sake of definition
this rulebook interprets the words
“Bringing the sport into disrepute”
as set out below:

*Any act intended to contravene the rules.
Any act designed to exploit gaps in the rules.
Any act being of general anti-social behaviour.
Any act that may be reasonably foreseen to cause injury
Any act in contravention to the Four F's of Tee-Ball.*

PENALTY:

- (i) For a first offence, a coach, manager, spectator or player is liable at the umpires' discretion to be removed from the game and the vicinity of the playing field if felt necessary. The umpire has the discretion to give a warning but on the second occasion by the same offender, they should be ejected.
- (ii) Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine/nil in favour of the opposing team.
- (iii) On all warnings, the umpire shall instruct the scorers to enter such, on the scorecard, with the offending members name, team and type of offence.

*As the primary game administrator, umpires have the authority to warn or remove any person from a game they believe has contravened the above explanation of “Bringing the Sport into Disrepute”.
This should only be done as a last resort and when all warnings have been ignored.
It is recommended that you have a club official on hand should you have to take this extreme step.*

1.2 Making Decisions

- (a) When determining close decisions on a forced play, the rule is:
the ball must BEAT the runner to the base and the fielder must have control of the ball.

This rule makes any debate over a dead heat irrelevant. If the fielder with the ball were to arrive at the base at the same time as the runner, the runner would be SAFE, as the ball did not BEAT the runner.

- (b) Umpire's judgement decisions are final. However, an inquiry may be made on decisions based on rule interpretations but **ONLY by the team Head Coach** and directed to the **plate umpire** in a **respectful manner**. The plate umpire will then consult with the base umpire.

This is designed to create a one on one discussion where rule interpretations can be sorted out amicably. Only the head coach has the right to approach an umpire and question a rule interpretation. Coaches have the right to appeal an interpretation decision. Umpires should listen to the coach's interpretation, if they believe the coach to be wrong then explain the correct interpretation. If the umpire believes their own decision was incorrect they should then demonstrate integrity by changing that decision and accepting their mistake. Equally coaches must accept a ruling / decision if the umpire is satisfied with their original call.

DO NOT hold up the game too long whilst discussing appeals. Remember the players only have an hour game, you are wasting their time. If unconvinced with an appeal or unsure of your decision, make the choice quickly and move on with the game. Playing with an error is better than not playing at all whilst you argue a decision.

Umpires Judgement Decisions are Unquestionable

Umpires may only entertain appeals on rule interpretations and these should be presented in a respectful and friendly manner.

A coach charging on to the field ranting and raving should immediately be sent back to the bench with at least a warning. (as per rule 1.1)

- (c) When more than one umpire is in attendance, umpires may consult with, but not overrule, each other. **The initial question on a rule interpretation must be directed to the plate umpire.**

In a two umpire game the plate umpire has the final say on 3rd & home, the base umpire has the final say on 1st & 2nd. In a three umpire game the plate umpire has the final say on 3rd & home, the 1st & 2nd base umpires each have final say on their own base and so on with a four umpire system.

The only time umpires have the right to overrule one another is when an umpire makes an incorrect call on a base that is not within their jurisdiction.

Umpires should not challenge one another's decisions.

(In a two umpire system) If a rule has been interpreted incorrectly an umpire can approach their partner umpire and explain their understanding of that rule. A decision should then be made quickly with the umpire who made the call either changing or confirming the call. (In a three umpire system) A collective decision should be made.

Umpires should remember they are a team and any disagreements between them will look bad to the spectators and be confusing for the players.

Therefore, any disagreement should be handled in a very discreet manner and should be done by coming together and quietly and quickly discussing and resolving the disagreement.

- (d) Umpires must discourage exploitation of gaps in the rules.

The majority of coaches play the game in the spirit it was intended to be played. Unfortunately, a very small number only play to win for their own egos. Umpires must be on the lookout for these coaches as they are the type who can bring our sport into disrepute. Should an umpire suspect a coach or team official of this practice they should warn them or in the more severe of cases, remove them from the game. See Rule 1.1

The Game

2 Objectives

2.1 Main Objectives

The main objectives of Tee-Ball are:

- (a) To introduce children to a diamond based team sport environment where enjoyment and success can be achieved by simple participation.
- (b) To encourage and promote good health through exercise.
- (c) To promote and encourage good sportsmanship.

As umpires we can help towards achieving these objectives by making sure everyone involved in games we are administering adheres to the Four "F's" of Tee-Ball. To further achieve these goals, we must help create a Fun and Fair game where the players can enjoy and learn without undue pressure.

2.2 Parent Involvement

The game is for all to enjoy and have fun in participating. Parents should become involved by coaching, scoring, umpiring, managing or being an equipment officer for a team or club. By being involved we ensure the children play team sport in a healthy family participating environment.

As umpires we are in a prime position to entice extra parents to become involved in this sport. One easy way is as the plate umpire; make sure you never start the game without at least one base umpire. I have generally found that whilst initially some parents have to be dragged into umpiring kicking and screaming they later find their involvement to be extremely rewarding and many continue on in our sport.

2.3 Player Safety

- (a) Correct uniforms must be worn during all regulation games, including shirts tucked in and caps properly aligned.

Umpires need to pay attention to make sure all players have their shirts tucked in as soon as they enter the diamond. In the past a fielder has received a broken arm after having their arm caught in the untucked shirt of a runner. Apart from the safety aspect, shirts not tucked in, caps worn back the front and socks not pulled up, generally creates an untidy impression for our sport. We must all be weary of the image we create for our sponsors; whose support we rely so heavily on.

Umpires MUST make sure players are correctly attired before play begins.

- (b) Shoes (*enclosed type*) must be worn at all times by anyone involved in a game. Screw-in studs and metal cleats are **NOT** permitted on any Tee-Ball diamond.

Open toe shoes, sandals or thongs are NOT acceptable for players or anyone else involved on the diamond. Sturdy footwear such as joggers for nonplaying participants and baseball, soccer or football shoes are recommended for players. This is because apart from the obvious game hazards such as bats and thrown or batted balls hitting unprotected toes, ovals are sometimes littered with broken glass, sharp twigs and sticks etc. etc. Another problem can be a council's reluctance to use strong herbicides allowing Jo-jo and One-hunga to run rife.

Umpires should keep an eye out for things such as screw in studs, metal cleats or sprigs which are **not** allowed. Generally, any exposed metal on shoes is illegal.

Some baseball shoes have metal rivets on the soles provided these rivets are set below the surface of the sole they are usually considered legal. It is recommended you check with the Chief Umpire if unsure when making a shoe purchase.

Coaches, Managers, Umpires, Scorers and any parent performing a roll in the game are considered as "involved in the game".

- (c) Batters and base runners **must** wear helmets in all regulation games.
- (d) Catchers **must** wear helmets in all regulation games.
- (e) Pitchers **must** wear helmets with facemasks in all regulation games.

*This is because players' throws can be wayward and hard. Runners are usually watching where they are going and not tracking the ball that may be coming toward them. Equally important is the catcher who is in a hot spot as the last line of defence, whilst having to watch the ball and the runner coming home it only takes a momentary lapse of concentration to misjudge the trajectory of the ball. **Be vigilant, you have a duty of care in checking, make sure all those who should wear helmets are wearing them** before you call "Play Ball"*

Pitchers are the closest player in the batting line to the batter, meaning there is minimal reaction time for pitchers to move out of the way of a direct hard hit. Their helmets should be standard Tee-Ball helmets with strong wire face protection grills. Some Baseball style catchers' helmets that do not have lift over face guards are legal for pitchers. Any new form of helmet or face mask coming on the market, must be approved by TBAWA. Generally, cricket helmets are not considered legal because of their higher cut at the back of the neck.

Contact the Chief Umpire for further clarification if unsure.

- (f) **Exposed jewellery** such as wrist watches, bracelets and earrings etc. must not be worn during games. **Medical Alert bracelets or Medical Alert necklaces are not considered jewellery**, however if worn and loose or exposed, the metal type bracelets should be taped to the wrist leaving the tag free.

The danger of hooking such jewellery in the webbing of a mitt during a tag is far too likely to allow as an acceptable risk. Umpires will refuse to allow any player to participate in a game until the exposed jewellery is removed.

Tapping is not acceptable. It is acceptable for a child who has just had their ears pierced to wear a standard tee-ball helmet for the first few weeks until the earrings can be removed for a game.

- (g) If glasses, (including prescription), are worn it is **recommended** they be approved sports glasses. (ASTM F803-2003).

The main concern is with cheap sunglasses, if hit by a ball they could shatter in the face of the wearer. Whilst we accept that wearing sunglasses is desirable in the sun we believe the chances of accidents are too common. Therefore, if sunglasses are NOT prescription yet still preferred we ask parents to arrange approved sports glasses or safety sunglasses.

- (h) Chest plates are compulsory for pitchers in all regulation games (9).
Umpires shall restrict pitchers from taking the diamond until the chest plates are correctly fitted.

Pitchers are the closest player in the batting line to the batter, meaning there is minimal reaction time for pitchers to move out of the way of a direct hard hit. Chest plates are compulsory for this reason.

Umpire should encourage coaches and players to make sure chest plates are worn in all games including practice and training games.

As always SAFETY FIRST, if the chest plate is incorrectly fitted the pitcher should not take the field until they have one that is so.

The game should not be held up if the pitcher is not ready in a reasonable amount of time.

- (i) Umpires, Coaches and all game officials, have a duty of care to the safety and welfare of all players in games in which they are officiating.

In simple terms all officials means, managers, scorers, base coaches anyone who is performing a roll in the game as well as the umpires and coaches. Everyone must keep a constant vigil for the safety of all players. Should any official see something they believe could be to the detriment of a player's safety, they should call "Time Safety" and immediately bring it to the Plate umpire's attention. Eg: any player hurt in a game should not continue in the game until it has been assessed that they are safe to do so.

*Any player hit in the head with a ball or who hits their head whilst falling to the ground **must** be removed from a game and send for a professional medical assessment before resuming.*

General Procedures

3 The Tee

3.1 Tee Placement

- (a) The Tee shall be placed directly on top of Home Plate.
(b) The stem of the Tee shall be directly above the point of the Home Plate

Provided Home plate is of the correct type & size the triangle base of a standard Tee will fit neatly on top of it. If this is not the case, you may need to question the style of the Home Plate or the Tee.

Note:

- (i) *The Umpire shall be the only person to handle the tee and shall at the request of a player/coach adjust the tee height as required.*

Quite often the players will address the tee and forget to ask for it to be adjusted. Rather than the umpires moving back getting set to call "play ball" then the player remembering, ASK the player as soon as they come to the plate, "how is the tee would you like it raised or lowered"

Players are not entitled to ask or have a tee moved sideways, forward or back. The tee must remain as stated above.

3.2 Tee Removal

The Plate Umpire MUST pick up the tee after each hit, fold it and hold it until "Time" is called and all runner have ceased running.

This is an extremely important safety issue. Umpires should make it a natural action to pick up the tee every time the ball is hit. If this is done as an automatic action every time, there should be no chance of a collision with a tee accidentally left at home plate.

When picking up a tee umpires should make sure they fold the tee and grip the base and stem together, this will restrict the tee from swivelling at the base joint and hitting or causing anyone an injury. FOLD IT & HOLD IT

4 Scorers

4.1 Positioning

The scorers must sit together behind the home plate and just outside the dead ball lines.

*Communication between scorers and umpires is vital. The area between the plate umpire and the scorers must be clear. They need to be able to hear the calls and see the signals. You need to be able to communicate with them when you forget a count on a batter. The scorers are your allies! look after them. Where parent lines are placed behind the dead ball lines, as in T.B.A.W.A. State Championships, the scorers **must** be between the two lines, isolating them from other spectators.*

There is no rule in the rulebook preventing a scorer from revealing the scores to anyone, however coaches usually prefer scorers to be left alone to concentrate on their job during a game and this should be respected. Umpires have the right to restrict the number of people checking the score if they feel it is distracting the scorer from their job.

Scorers must (at any time) if asked, give the scores to a coach, their appointee or an official. Umpire should not ask or check scores during the game. Any attempt to check a score could be seen as compromising the integrity of the umpire's impartiality.

4.2 Notify the Umpire

The scorers must notify the umpire when:

- (a) A batter bats or is about to bat out of order.
- (b) The ninth batter has **completed** their turn at bat.

Good relations and communication with the scorers hopefully will allow them to inform you quickly if a batter bats out of order. The longer the delay, the worse it becomes to try to untangle. You need them to let you know the ninth batter has completed their turn at bat as soon as "Time!" is called.

5 Coaches

5.1 Positioning

- (a) When their team is batting, coaches are only allowed in the first and third base coach's boxes or in the team bench area. Coaches are permitted to assist and instruct a batter but must return to either the bench or Coach's Box before "Play Ball" is called. Coaches in first & third coaches' boxes must remain inside the marked lines of those boxes **during play**. The penalty for failure to comply could be removal from the game. Coaches must be given at least one warning.

*Some Coaches continually move outside the lines of the coaches' box. Umpires should watch for this and instruct Coaches to remain inside the box area. If pre warned and a Coach continues to step outside the box **whilst the ball is in play**, rule 1.1 **may** be invoked.*
After "Time" is called coaches are allowed to move around, however once "batter up" is called they should be back into their designated areas.

- (b) Should the coach move outside the lines of the box and interfere with play, the leading runner shall be given out. When their team is fielding, all coaches must remain within the bench area. However, for nines or lower age teams, **one** coach may take a position anywhere behind the line of the outfielders to direct play. If a live ball touches any such coach, or he/she physically assists a fielder, the batter shall be awarded a home run.

Coaches' needs to be very wary not to interfere with the players or the ball when on the diamond during play, as any live ball that touches them means the batter is awarded a home run. Such batters must run the bases touching each base in order, if they fail to do so, they may be out on appeal.
*Umpires should pay particular attention to make sure no members of the coaching staff are up the dead ball lines on the opposition team's side of the diamond trying to direct the fielders. Any parent or supporter sitting or standing on the opposition's side of the diamond may also be remove or returned to their own side **if in the umpire's opinion they may be causing any problems or directing play.***

- (c) If a coach who, whilst in the coach's box, intentionally handles a live batted/thrown ball, the umpire will call "Time, Dead Ball" and in consultation with the base umpire/s determine the outcome of that play.

This refers to a coach intentionally touching a ball, e.g.: puts a hand up to stop a ball or bends down to stop a ball inside or outside the confines of the box. A ball that is thrown hard and fast and hits the coach whilst in the box is not the coach's fault. A ball that is hit in foul territory straight into the coach's box is not intentionally handled if the coach puts up a hand to protect themselves. However, if the coach reaches outside the lines of the box in this instance and makes contact with the ball, this is considered deliberate and the rule will apply.
THIS RULE ONLY TO APPLY WHEN THE BALL IS LIVE.
Umpires may also call "time" and determine the outcome of the play if a ball is accidentally stopped and players are unsure of whether to pick it up or not. The umpires shall be the sole judge of what is or is not accidental. Upon an infraction of this type, the plate umpire shall call "Time" then call the base umpire/s in and between the two or three of them determine what they believe would have happened had the infringement not have occurred.
NO ONE OTHER THAN THE UMPIRES SHALL BE INVOLVED IN THIS DISCUSSION.

5.2 Contact by Coach

Batting coaches may not physically assist runners when in first or third coach's boxes. Should the umpire consider any touching to be of assistance the runner shall be called out. Congratulatory physical contact is permitted; however, coaches feet must remain inside the lines of the coach's box.

*Congratulatory contact refers to the hand slap a coach may give a runner when passing. Coaches should pay particular attention to their position within the boundaries of the box. A hand/arm extending out of the box is considered acceptable however the bulk of the body must remain within. Remember the main reason behind this rule is to stop any assistance. Should a coach step outside the box to give a high five, the umpire should give them a warning. Should it happen a second time, Rule 1.1 **may** be invoked.*

6 Injuries

6.1 Injury During Play

If any player is injured during a play, an umpire will **immediately call** "Time" to halt the game. After attending to the injured player, the plate umpire will then, in consultation with the field umpire, use discretion to decide the outcome of that play.

*Nothing is more important than the safety and welfare of all those involved in a game, especially the players. Sometimes when a child dives for a ball and misses the only thing hurt is their pride. They may lay on the ground for a moment, **DON'T wait to see if they are badly hurt**, call 'time' and go to them straight away.*

In this instance any umpire, plate or field/base can call "Time".

You may only move a few steps and they'll bounce up ready to go. It does not matter; your priority must be with the child's safety.

Once the player has been attended to, the plate umpire shall call the base umpire/s in and between the two or three of them determine what they believe would have happened had the umpire not have called "Time".

NO ONE OTHER THAN THE UMPIRES SHALL BE INVOLVED IN THIS DISCUSSION.

Should a player be hit in the head with a ball or hit their head on the ground whilst falling they should be removed from the game immediately and sent for observation by a qualified medical professional. The player should not re-enter the game until after being assessed as safe to do so by a qualified medical professional.

6.2 Injured Player

- (a) If an injury incapacitates a player, a coach may request the umpire's permission to remove that player from the batting line-up without penalty, except when less than 9 players remain, in which case rules 16.1(c) and/or 16.1(d) apply. Such player may not be permitted to re-enter the game.

*The coach requesting permission is simply a courtesy so the umpire knows what is happening. **Grant the permission**, remember, the wording says incapacitated, by this it is generally expected that the player is incapable of continuing on. Trust the coach's judgement they are not going to request permission to remove a player from the game if they are not genuinely hurt. There is no advantage to be gained by a coach flaunting this rule. The player's wellbeing and safety comes first.*

- (b) **An injured player not incapacitated,**

With the umpire's approval, a player MAY be removed from the batting line-up for first aid treatment, and the line-up may close up without penalty, except when less than 9 players remain, in which case rules 16.1(c) and/or 16.1(d) apply.

After treatment, with the approval of the umpire and the person administering first aid, the player may return to the game in the same position in the batting line-up.

*As per rule (a). this is a courtesy so the umpire knows what is happening. Grant permission for the child's sake. They may be injured or simply distressed and upset. Just be vigilant as a small minority of coaches may use this rule to temporarily remove a weaker batter. Check once the child has returned to the game that he/she has been passed fit to play by the coach, first aid person and parents. Ultimately the plate umpire as the chief official of the game has the power to refuse the player's re-entry into the game. **MAKE SURE YOU HAVE GOOD CAUSE.***

- (c) A player with an injury that is bleeding or open **MUST** be removed from the game and treated. All contaminated clothing and equipment must be replaced

or cleansed of blood prior to the player being allowed to resume play, the wound must be covered. If bleeding reoccurs and cannot be controlled, the player may take no further part in the game.

(No penalty shall apply, except for rule 16.1(d) the line-up closes up until the player returns to or is removed from the game)

*Once again this is a safety rule where common sense should be applied. If the blood has been washed from the uniform yet you can still see a very slight discolouration where the blood has been **do not be pedantic** and refuse the player re-entry. Remember we are here to support the children at play, but obviously not to the detriment of other players. Be cautious but not overzealous.*

6.3 Injured Batter

- (a) A **previously injured** player may have a substitute runner once they reach first base. The umpire must be informed of this request before the player bats. They can only be substituted at first base after "Time" has been called.

*This rule is to apply for any previous injury, whether from a week previous or earlier in the game. **The coach must inform the umpire that the player is to be substituted at 1st before they bat.** The player may be the team's biggest batter and can hit with such power that he/she may be able to walk to first each time. As game administrators we can only trust that everyone (coaches & parents) have put the best interests of the child first. Should the runner progress past first and end up on second or any other base they may not be replaced.*

As umpires we should trust Coaches judgements, if the player is limping and the Coach says they are fit to run to 1st we should generally accept this. Should the umpire see a distinct serious injury they believe to be totally unacceptable they have the right to send the player for first aid treatment and refuse their participation until cleared by a doctor or first aid attendant.

The substitute must be the last batter who scored or was put out.

- (b) Any runner injured when safe at base may have a substitute runner at that base.

Unlike rule (a) this rule affects a player injured at any base, e.g. a player slides into 3rd and twists their ankle, a coach will inform the umpire they will be substituting the runner from that base whilst the child is being attended to.

It is important that the umpire makes sure that the last line of this rule is followed. This is set to deter coaches from manipulating a situation so as to get a faster runner on base.

The substitute must be the last batter who scored or was put out.

Note:

- (i) *In both cases the substitute must be the last batter who scored or was put out.*

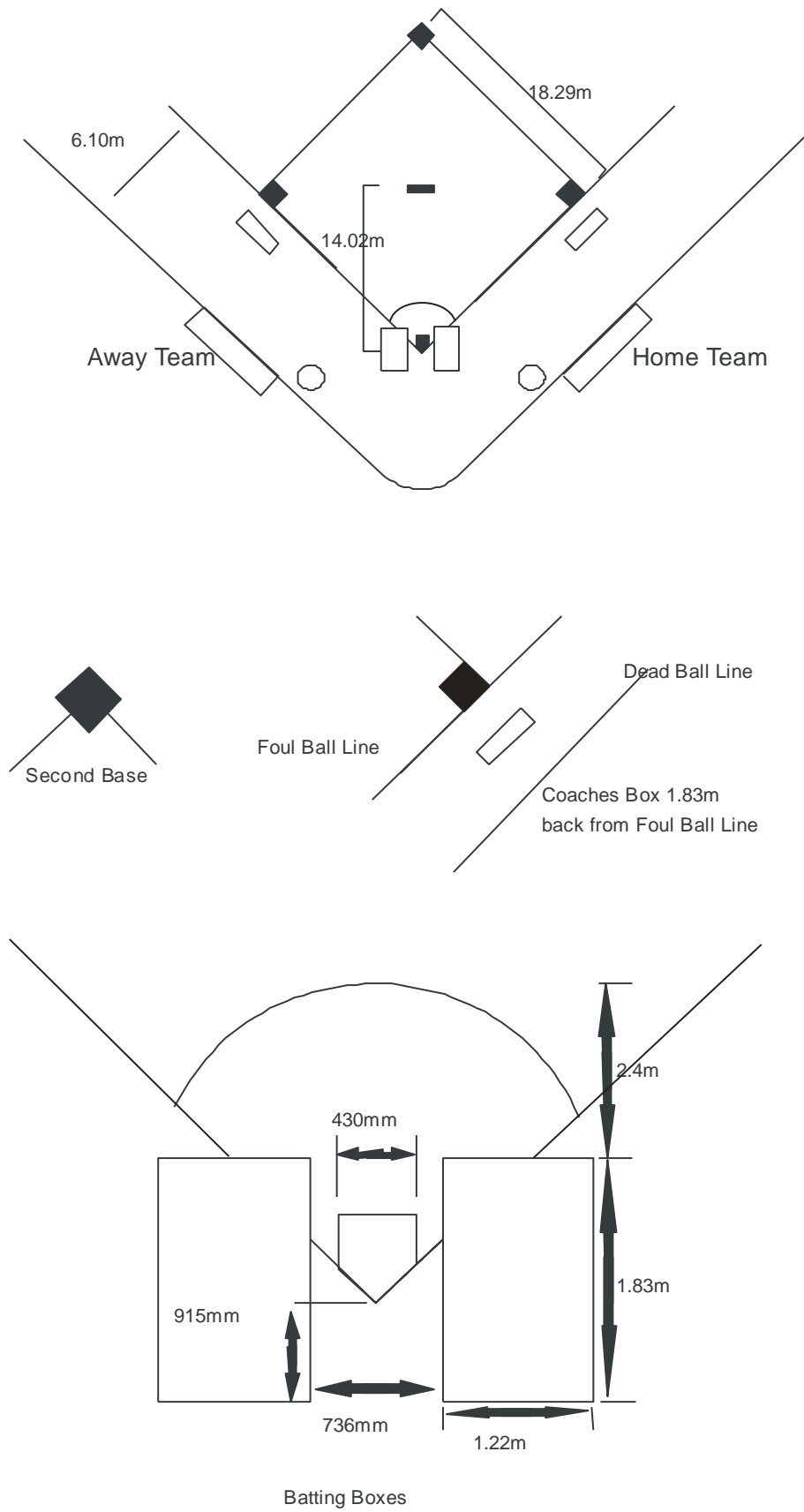
6.4 Injury Reports

- (a) Umpires will instruct scorers to record in the scorebook next to the appropriate players name any injury they feel could/may require some ongoing attention.
(b) Scorers should have the umpire fill out an incident report/s after the game.

Clubs should have available these report forms and issue them to the scorers. Filling in a report form directly after the game will be of great value in helping the umpire remember should something more come of the incident. These reports should be returned to the club secretary and kept on record.

7 Specifications

Diagram 1: Diamond measurements



Larger versions of this diagram are available from the Chief Umpire.

7.1 The Diamond

- (a) **Baselines:** 18.29m long Dead Ball Line: 6.10m from Foul Ball Lines and 6.10m radius from point of home plate
- (b) **Pitchers Plate:** 14.02m from point of home plate and centred between 1st and 3rd.
- (c) **Batting Boxes:** 1.83m x 1.22m with all lines drawn in, home plate to be 150mm out from the outside edge of the inside lines of batting boxes.
- (d) **Coaches Boxes:** 3m x .9m and 1.83m from Foul Ball Lines

Umpires should have a general knowledge of all these specifications.

- (e) **Team Bench** area to be outside the Dead Ball line and approximately half way up the First and Third base lines.

Umpires should make sure team benches are far enough back from the dead ball line so as not to allow players on the bench to hinder or interfere with a fielder fielding a ball close to the dead ball line.

- (f) **Home team** shall occupy the First base line bench and the Away team the Third base line bench
- (g) **Batters Warm Up Circles:** A warm-up circle of 1m diameter shall be drawn with the centre point located 1.25m inside the dead ball line and 1.5m forward of home plate to the left and right of the batting boxes to allow the next batter to warm-up.

Batters circles have been instigated in the interest of safety. However, it is still most important that players be supervised at all times whilst swinging a bat within these circles. An umpire witnessing unsupervised players swinging bats in the warm up circle will request the coach immediately rectify the situation. The penalty for Rule 1.1 may be applied for non-compliance.

- (h) **Bases:** 375mm square, 10-75mm thick.

FIRST, SECOND AND THIRD BASES shall be white canvas or PVC bags fill with foam or fibre. They should be attached to the ground (preferably with breakaway Velcro tab pegs). The first and third bags shall be positioned as shown in Diagram 1. 1st and 3rd bases to be entirely within the infield and the second base bag shall be centred on second base point. The diamond base lines are considered as part of fair territory and the infield, therefore 1st and 2nd bases should sit just over top of the lines without being in foul territory or in the outfield.

- (i) **Pitchers Plate:** 600mm x 150mm x 5-20mm thick.

The Pitchers Plate shall be a rectangular slab of white rubber, canvas or PVC.

- (j) **Home Plate:** 430mm x 430mm x 5-10mm thick

The Home Plate shall be pentagon shaped base of white rubber, canvas or PVC not more than 25mm thick.

- (k) **Home Plate Arc:** a curved line marked 3.3m out from the point of home plate. To extend from first base diamond line to third base diamond line (see Diagram 1)

This curved line is 2400mm at its furthest point out from the front line of the batting boxes and 3300mm out from the point of the diamond (where the Tee sits) to the peak of the arc.

7.2 The Ball

- (a) **Incrediball:** imitation baseball with vinyl cover and soft core centre for U/7's

Incrediballs are a replica baseball with a white vinyl outer cover and a soft inner rubber centre core. They are softer than a tee-ball or baseball and the same size

- (b) **Teeball:** rubber imitation baseball for: U/7's, U/9's & U/10's divisions

Teeballs, are a rubber imitation baseball with a cork or wool type fibre centre.

- (c) **Baseball:** conventional leather/synthetic type for U/11's, U/12's & U/13's divisions

Conventional baseballs, refers to the regular balls used in competition Baseball from Pee Wee Baseball through to League.

7.3 The Tee

- (a) The tee must be of a similar construction to the following:
Light weight steel or composite tubing with a base,
a telescopic centre tube for height adjustment,
a flexible top section securing a rubber or plastic ball holder
- (b) The dimensions of the tee shall be as listed:
Base no larger than 400mm across,
outer tube no thicker than 40mm,
flexible rubber/plastic top no longer than 250mm.
- (c) The tee must be capable of holding a Baseball in an upright position
- (d) Tee's must be in safe working order, have no spikes or sharp edges.
- (e) Umpires have the right to refuse the use of an unsafe tee.
- (f) All new tee designs must be approved by TBAWA Rules Committee before being used.

A standard tee is a Reliance or All-star (brand names) or replica brand, if unsure contact the TBAWA chief umpire for clarification. Only professionally made tees shall be deemed legal for use in games

7.4 The Bat

Tee-Ball, Baseball or Softball type maximum size shall be:
Length 86.4cm (34in), diameter 5.7cm (2¼ in)

This is the maximum allowable bat size and should by no means be taken as suitable for the majority of players. Parents and coaches should seek the opinion of experienced persons when choosing an appropriate sized bat for their children / players.

Bats may be fabricated from Wood, Aluminium or composite material providing they are professionally made and branded. Any new unconventional style bat must first be approved by the TBAWA.

Generally, most, Baseball and Softball (conventional and bottle style) bats are legal for Tee-Ball. If unsure check with the TBAWA Chief Umpire.

It is recommended when deciding on a bat size that you seek the services of a professional. TBAWA recommend Fielder Choice for supply and advice on all Tee-Ball equipment.

7.5 The Glove

Each fielder must wear a standard diamond sports glove not more than 32.5cm long from top to bottom and not more than 20cm wide across the palm.

This means an accepted baseball / softball fielders style mitt, appropriately sized to fit the player. Baseball or Softball catchers' mitts are not acceptable or legal for Tee-Ball use. As with bats it is important for mitts to be correctly sized to the player.

7.6 The Helmet

- (a) **Batters:** Conventional baseball or softball batters type helmet, with both ear covers.
- (b) **Pitchers:** Conventional baseball or softball type helmet with non-removable face mask.
- (c) **Catchers:** Conventional baseball or softball type batters helmet, with both ear covers.

Note:

(i) *as cricket helmets are cut higher at the back they are not considered acceptable.*

*Skull cap type batters' helmets with one or no ear covers are not legal in Tee-Ball. Pitchers must wear conventional batters style helmets with fixed face guards. It is preferred that the adjustable style Tee-Ball /Baseball helmets be used for the best possible fit, especially for pitchers. Some Baseball style catchers' helmets are acceptable for Tee-Ball pitchers. However, the mask section must not be able to be lifted over or flicked off whilst being worn. The helmet section must also cover both ears. It is legal for caps to be worn under helmets providing **they are not worn back to front.***

7.7 New Equipment

Any new design of equipment must first be approved by the TBAWA Rules Committee and TBAWA council before being used in games.

New items do come onto the market occasionally. Be cautious before purchasing any new style equipment, even if an item is used in Baseball or Softball does not necessarily make it legal for Tee-Ball. We have to be sure that any new equipment is safe for young children. This is why new equipment must first be approved before use by the TBAWA. All equipment used in our sport must be professionally made.

Conduct

8 Violations and Penalties

Players, Coaches, Managers and Spectators, shall not make disparaging or offensive or insulting remarks to or about other players, officials or spectators. Umpires will not tolerate any conduct or allow verbal interference such that in the umpire's opinion the sport is brought into disrepute.

- (a) For a first offence, a coach, manager, spectator or player is liable at the umpire's discretion to be removed from the game and the vicinity of the playing field if felt necessary. The umpire has the discretion to give a warning but on the second occasion by the same offender, they must be removed.
- (b) Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine/nil in favour of the opposing team.
- (c) On all warnings, the umpire shall instruct the scorers to enter such, on the scorecard, with the offending members name, team and type of offence.

It is important that umpires keep firm control over games. If you hear something in the background and feel it may be unacceptable, quietly call over the coach and ask them to have a chat to the person concerned. If that does not work or it is actually the coach, then you approach them yourself. This must be done in a calm and respectful manner.

Make sure you approach the person, do not call them to you. Explain what you expect of them and suggest that you are sure they would not want the game cancelled because of their actions. If they are reasonable, at this point let them know you will be happy to discuss their grievances after the game is over, as you do not wish to waste the players game time, then walk away.

You can also try sending for a ground official if you feel they could handle the situation better. Forfeiture of a game must be a last resort. Remember, for the fault of one person you are going to deprive up to 24 players of an hour's enjoyment. Always follow up such action with a written report to the committee, or whoever is appointed to handle such matters. The offender may also feel strongly enough to do so, therefore you should have your version on record.

Playing Rules

9 Regulation Games

Regulation games are those where scores are kept and are played with: Incrediballs, Teeballs or Baseballs.

9.1 Game Duration

- (a) A regulation game shall be of nine innings or one (1) hour, whichever occurs first.
- (b) No innings shall commence within five minutes of the scheduled finishing time. (An innings is defined as commencing at the completion of the previous innings.)

*As soon as you call 'Time' to finish an inning (if innings are equal) check your watch to see how much time is left in the game. If there is **more** than 5 minutes you **must** call the teams out again for another inning each if there is **5 minutes or less you must call 'time and game'**.*

- (c) Once an innings has commenced, it must be played to completion.
e.g. Both sides have an equal number of batting digs.

The obvious reason is to give both teams an equal opportunity to score runs.

- (d) Exceptions to Rule 9.1 may occur during the Lightning Carnival or club carnivals where time does not allow for full games.

*The TBAWA **Lightning Carnival** and some club carnivals are played under this rule. In this rule scores revert back to the last even innings unless the team who bats second is in front at the conclusion of the game. If the team batting second is in front but disadvantaged by percentage the scores will revert back to the last even innings.*

NOTE: The State Championships are played to 1 hour or 9 innings which ever occurs first. Rule (a) & (b)

9.2 Duration of an Innings

Each team will bat in the order listed in the batting line-up until the third out is made or the innings is declared (see 16.1(b)).

The innings is 'declared' by the Plate umpire announcing, "Nine batters - side away".

9.3 Ninth Batter Indication

- (a) At no time during a game shall anyone, that is, scorer, umpire, coach, manager, player or spectator make reference, by any verbal instruction or physical indication, to notify ninth batter is approaching.
- (b) If a member of the batting team indicates ninth batter, then the batter is out and the side is away.
- (c) If the indication is made by the fielding team, then the batter shall be credited with a home run. Such batter must still touch all bases legally.

*Umpires should make sure they do not get over zealous with this rule. A coach standing in the first or third base coaches box, scratching his head when the ninth batter approaches cannot be proved to be an indication of ninth batter. A coach displaying this behaviour each time the ninth batter comes up **could** be construed as an indication. You have to make this judgement and act accordingly. I would feel a quiet word in the ear of the coach in regards to your suspicions would be more in order. Give coaches a little credit. If they wanted to inform their players of ninth batter, they would do it in a little less obvious or more imaginative way. Ninth batter is usually clearly indicated by a team member, one of the team assistants or coach. Rules are rules and we all have a responsibility to adhere to them, including players and coaches. Therefore, if you hear the indication in this way it is your job to invoke the rule.*

Occasionally a parent unwittingly mentions this from the side lines. Use your common sense in regards to the penalty.

NOTE: *You must hear the indication yourself. You cannot act on someone coming up to you saying they heard someone indicate ninth batter.*

10 Commencement of Play

- (a) When the batter is settled in the batting box, the umpire will call "Batter Up" then "Play Ball" for each batter and after every **strike, foul, dead ball** or **when "Time" has been called**.
- (b) **The umpire shall not call "Play Ball" until all runners are in contact with their bases and all fielders are reasonably settled.**

The preferred method for calling a batter to the box is:

"Batter Please" or "Next Batter Please"

*Most players will shuffle a little when they step into the batting box. Give them a moment then call **"Batter Up"** this tells the player to settle in the box and also tells the field to settle.*

*After calling "Batter up, you pause and check the batter and the fielders are settled, if so call **"Play Ball"**. Catcher and pitcher should be stationary, infielder should be pretty settled, out-fielders can be crabbing sideways a little but not running.*

"Play Ball" is the equivalent of the pitcher releasing the ball in baseball and softball. Once the ball has left the pitcher's hand ("Play Ball"), nothing can happen until the batter takes a swing at the ball.

The use of "Batter Up" after each incident allows the player to again settle themselves in the box. Another good practice is to announce, "... out ... strikes on the batter, batter up" etc. This keeps the players informed, and helps to re-enforce the position in your mind before the batter swings. It also allows the scorers to correct your count if you slip-up. The scorers are your allies, use them and respect their role in the game.

11 Calling “Time”

When the ball is hit, play proceeds normally until the ball is held by any player in an infield position (with no play being made) and all runners are in close proximity to a base. The umpire shall then call: “**Time**”.

Note:

- (i) Generally, around three running paces is considered, “In Close Proximity”.
- (ii) Only 1 runner may occupy a base

This is possibly the most contentious rule in our game. There is very little black and white in this rule. The two elements you require before “Time” can be called are relevant to each individual game. Listed below are the guidelines to help you evaluate and best execute this rule.

Let’s break the rule up into the two relevant sections:

“Held by any player in an infield position” means securely in the possession of the player, within the area occupied by players other than the orthodox left, centre and right field. The distance out from the infield of course varies with age groups for instance an U/7’s outfield is much closer in than an U/13’s outfield, you need to keep it relevant to where the infielders are fielding.

“Approximately in contact with a base” means either at the base or a few (3) paces short of the base, or a few (3) paces past the base. Once again keep this relevant to the size of the players, for instance U/7’s have a smaller step size than U/13’s.

Run-downs and pick-offs can, and do, still occur when this rule is correctly applied because **ALL RUNNERS** must be approximately in contact with a base. Correct interpretations of the “TIME” call speeds up the game and create less confusion.

The game generally only lasts an hour. “TIME” calls at the correct moment will keep the game flowing, and make the hour more fulfilling for all, compared with the stand-offs which can sometimes result from slow calls.

The most prevalent question asked at umpire clinics when discussing this rule is, “when a runner is half way up the line and time is called where do I send them forward or back”?

The simple answer is **YOU SHOULD NOT HAVE CALLED TIME** as half way up the line can certainly not be classed as close proximity to a base.

12 Catches

It is a catch if:

- (a) A fielder takes secure possession in his/her hand or glove of a ball in flight, whilst over fair or foul territory, providing the fielder does not use any part of their uniform to deliberately take possession.
- (b) The fielder takes the catch, then drops the ball while in the act of making a second play.

DEFINITION OF A CATCH:

A catch is a legally caught ball, which occurs when the fielder catches a batted or thrown ball with their hand(s) or glove.

In establishing the validity of a catch, a fielder must hold the ball long enough to prove that they have complete control of the ball and that the release of the ball is voluntary and intentional. If a player drops the ball while in the act of throwing it, it is a valid catch. A catch is legal if the ball is finally held by any fielder, even after being juggled, or held by another fielder before it touches the ground.

IT IS NOT A CATCH IF:

The ball is merely held in the fielder's arm(s) or prevented from dropping to the ground by some part of the fielder's body, equipment, or clothing: - the catch is not completed until the ball is in the grasp of the fielder's hand(s) or glove: - if a fielder, immediately after he contacts the ball, collides with another player or falls to the ground and drops the ball as a result of the collision or falling to the ground.

13 Foul Batted Balls and Strikes

13.1 Foul Balls

A foul ball is a batted ball which:

- (a) First lands in **any** foul territory. (see Diagram 2)
- (b) First touches a fielder or umpire whilst in or over foul territory.

Note:

- (i) At all times it is the position the ball would have landed had it not been touched by a fielder or umpire.

Scenario 1: Right fielder standing between the foul ball and dead ball lines clearly in foul territory attempts a catch but the ball ricochets off the glove and lands in fair territory.

Outcome: The ball is foul as it would have dropped foul if not touched by the fielder.

Scenario 2: Fielder standing clearly in fair territory, attempts a catch and the ball ricochets off the glove and lands in foul territory.

Outcome: The ball is fair as it would have dropped in fair territory if not touched.

- (ii) For any foul batted ball, the Umpire shall call "Time, Foul Ball" and return all runners to their bases. The Plate Umpire shall then call "... strikes on the batter" and have him / her bat again or call him/her "Out" in case of a third strike.
- (iii) A batted ball cannot be declared a foul until it touches the ground.

When the ball is hit, pick up the tee as usual, even if you suspect the ball may be going foul, WAIT until it hits the ground (in case it is able to be caught) then if you judge it to be foul and it is not caught, throw both arms in the air, and call "FOUL BALL!"

Wait for the ball to be returned and reset on the tee.

Call, strike/s on the batter then "Batter-up"

Wait for the batter to become reasonably settled in the box and the fielders to take their positions then call "Play Ball"

13.2 Strikes

The batter is out after three strikes. A strike is called against the batter:

- (a) If the batter hits a foul ball.

This refers to a ball being hit into foul territory, one strike for each foul ball.

- (b) If a full swing fails to dislodge the ball.

Believe it or not, it is not as uncommon as you might think to see the ball rise off the top of the tee then fall directly back on to it. A full swing is an attempt to dislodge the ball. If it fails to do so, it is a strike.

- (c) If, in the umpire's opinion, the batter hits more tee than ball when striking at the ball. It cannot be considered more tee if a ball reaches a mid-outfield.

This is a judgement call, therefore not subject to appeal.

Umpires should think carefully about their interpretation of this rule and apply it consistently to both sides. Items to be taken into consideration include:

- (i) Was the tee knocked forward and was there a solid sound of metal or plastic being hit. The slanting of the tee alone may not be a good indicator.*
(ii) The tee catapulting forward would be more than a fair indicator.
(iii) How far did the ball go? A ball, which lands well into the outfield, is generally considered a fair ball and the interpretation as a foul ball is often the cause of an argument. (This of course should be relevant to the age group)
(iv) When you have two tee fouls on the batter, if the coach has not approached or talked to the player ask if they would like the tee adjusted again.

- (d) If, in the umpire's opinion, the batter does not take a normal full forceful swing when striking at the ball.

Once again this is an umpire's judgement decision, which means there is no appeal. This rule is to prevent 'bunting'. A normal full forceful swing is generally considered to be from the standard batting position, one continuous motion through the line of the tee, continuing past and across the front of the body with both wrists cocked, and the bat having described almost a full circle.

Umpires should be aware:

*(i) Younger players especially have had jarring encounters with the tee, and may be shy of completing their swing. There is usually a pause as the bat touches the ball. Coaches should make the umpire aware of these players. Generally, **at club games**, the first such swing would be called a 'Foul', with discretion used on subsequent hits, to make the player aware there is a penalty, especially at championship level.*

(ii) Some players are taught to attempt to thwart the rule by pausing at the point of contact to effectively 'bunt' the ball off the tee.

When the ball is hit, if in your opinion the player did not take a full and forceful swing, move forward picking up the tee, WAIT until the ball hits the ground, throw both arms in the air, and call "FOUL BALL!" Explain to the batter the reason for the call. Wait for the ball to be returned to the tee and call a strike on the batter.

You must wait until the ball hits the ground before calling "Time" in case the ball could have been caught.

Should the ball be caught the batter is out.

- (e) Back foot movement. Refer 16.4

*When hitting the ball if you judge the batter has moved their back foot to hit in an **APPRECIABLY different direction**, move up to the tee, WAIT until the ball hits the ground, (in case it is caught) then QUICKLY throw both arms in the air, and call "TIME - FOUL BALL!" before any further play can be made. This reduces the chances of an argument if an out is made. Even though the illegal movement occurred before the hit, the ball can still be caught. Wait for the ball to be returned and reset on the tee then call a strike on the batter.*

- (f) Batting out of the box. Refer 16.6

The lines form part of the batting box, so ANY PART of the foot touching a line is fair and **NOT** "out of the box".
If you judge the batter **has** put either foot COMPLETELY outside the lines of the batting box,
(a) If the ball is hit, allow time for the ball to be caught, if not throw both arms in the air and call "Time- Foul Ball!" then "strike ... on the batter".
(b) If the batter fails to contact the ball, throw both arms in the air and make the same call.

(g) If the batter steps on home plate whilst in the act of hitting the ball.

For this infringement to occur the batter must actually swing and hit the ball. Should this happen the umpire will call "time one strike on the batter for standing on home plate". If they were to swing and miss and stand on home plate it is of course a foul and therefore a strike but only because they swung and missed.

(h) If a batted ball settles within the Home Plate Arc

Any batted ball settling inside the arc shall count as a Foul therefore a Strike. Should a batted ball be fielded before leaving the arc it shall count as a Foul therefore a Strike.

14 Fair batted balls

A fair ball is a batted ball that:

(a) First lands in fair territory.

See Diagram 2 for a visual explanation of Fair and Foul Territory.

(b) First lands on any Diamond line or hits an umpire or fielder whilst on or over fair territory.

As the lines are classed as part of the field, **any part of the ball** first landing on the diamond line is fair.
Umpires should only call balls when they are FOUL as calling a ball FAIR sometimes confuses the players and they stop running.
Coaches should teach their players to always run until the umpire calls "Time or Foul Ball".

(c) Settles anywhere on the playing field having first landed fair.

In other words' a ball that first lands fair then rolls and settles in foul territory is still a fair ball. Some young players are unsure of the rules and may hesitate to run if this happens. It is the Coaches job to teach them to always run until the Umpire calls "Time or Foul Ball".
In the case of very young players in their regular club teams the umpire may give a quiet hint to run.

(d) Is caught anywhere on the playing field (in fair or foul territory).

Of course, any ball caught within the dead ball lines is a Fair Ball and play will proceed as normal.

Note:

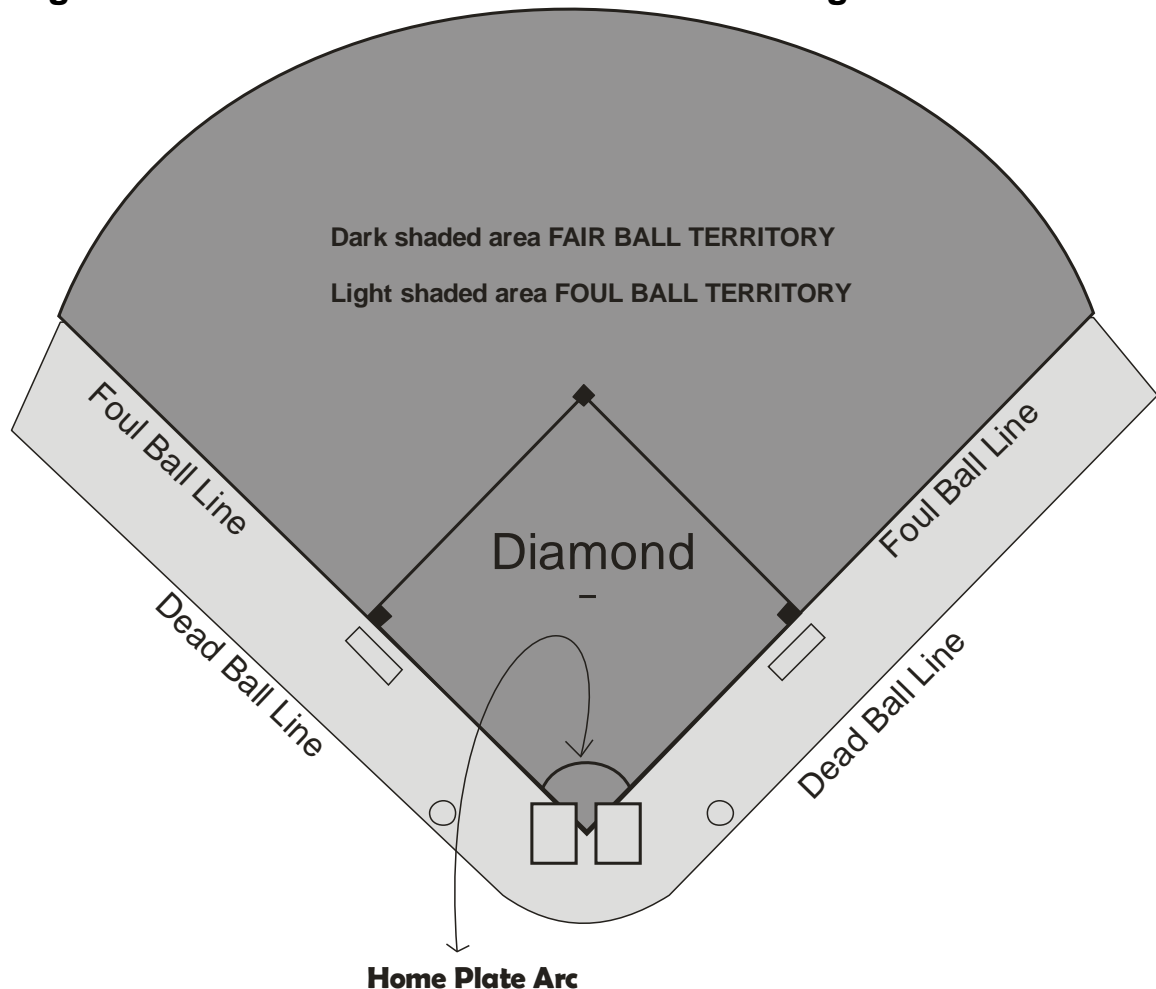
(i) At all times it is the position the ball would have landed had it not been touched by a fielder or umpire.

Scenarios: fielder standing in FAIR territory, reaches into FOUL territory to catch a ball. The ball ricochets off the glove into FAIR territory.
Outcome: ball is foul as it would have landed in FOUL territory had it not ricocheted off the fielder's mitt and vice versa.

- (ii) See diagram 2 for interpretation of the words Playing Field, Fair & Foul Batted Ball Area, Diamond line, Home Plate Arc line and Dead Ball Line.
- (iii) On a caught ball in Fair or Foul territory, the ball is live, therefore runners may advance at their own risk with the opportunity to be put out.

As stated, a catch **even if caught in Foul territory** is a fair ball.

Diagram 2: Fair & Foul Batted Ball Area showing Home Plate Arc



15 Dead Balls

Umpires must call "Time" and "Dead Ball" to stop play when:

- (a) A ball crosses the Dead Ball line (see diagram 2).

Carefully read note (i) & (ii) below and also see rule 17.3 for explanation.

- (b) A ball enters the batter warm up circle (if it is occupied).

It is extremely important time is called immediately, the last thing we need is a fielder entering or even approaching the warm up circle with the batter swinging a bat. As soon as a ball enters the warm up circle (if it is occupied) "Time" must immediately be called. If the umpire feels a player is approaching too close to the circle and may be about to place themselves in danger they may also call time even if the ball has not entered the circle.

- (c) In their opinion a player appears hurt and in need of attention.

Another rule designed around **safety**, remember the welfare of the players must be paramount. See explanation under rule 6.1.

- (d) In their opinion any person on the diamond could foresee ably be about to enter into danger.

As above in under (c) Safety and Welfare first.

Scenario: *batter hits an extra-large hit that travels towards some goal posts on the other side of the oval. The umpire senses the fielder is not watching where they are going because their eyes are on the ball.*

Outcome: *Either Umpire may call time to stop the fielder running into the posts. Umpires would then come together to determine the outcome of that play. (sounds like a home run to me).*

- (e) In their opinion any person on the diamond could foresee ably be about to cause danger.

As above with Safety and Welfare as our first priority we must do our best to identify and discourage any practice that could be considered as "about to cause danger". The scenario below should be considered as just one interpretation of this rule.

Scenario: *Runner from 2nd heading to 3rd unforced, sees the ball arrive at 3rd before they do. The runner decides to speed up and dip their shoulder in an attempt to run through the fielder at 3rd with the intention of dislodging the ball from the fielders control.*

Outcome: *The umpire will, the moment they see this, call "Time" to stop the runner from continuing any further. They will then give the runner out as the ball was clearly already at 3rd base and the runner was not going back to 2nd. Had the play been allowed to continue the fielder may well have kept control of the ball. However, there was too much of a chance that the fielder or runner could have been injured.*

Suicide running and throwing the bat in a dangerous manner *are just two instances that can be considered as putting others on the diamond into danger. In most cases where a person could be considered as putting someone into danger the offender should be given out. This is a judgement call and of course can only be assessed at the time of the incident.*

- (f) In their opinion a fielder deliberately carries, knocks or kicks a ball over the dead ball line in an effort to suppress any runners.

This is obviously bad sportsmanship and must be discouraged by the penalty as listed below. Apart from correcting the situation umpires should advise the player of the inappropriateness of their actions and warn them that they could be dealt with under Rule 1.1(h) (this rule would allow them to eject the player from the game).

Note:

- (i) *In case (a) if a batted ball ricochets off a fielder (in fair territory) and crosses the dead ball line the runners get the base they were going to when the ball crosses the line. In case (a) if a thrown ball rule 17.3 applies.*
- (ii) *In cases (b) to (f) the umpires will after calling "Time, dead ball" rectify the situation by consulting with one another to determine what the outcome of that play should have been.*

Batting and Base Running

16 Batting

16.1 Batting Line-up

- (a) Though only nine (9) players field at any one time, up to twelve (12) players may be listed in the batting line-up, with only nine (9) to bat in any one innings. The next innings starts with the next listed batter.

Starting at the top of the line-up each batter bats in turn through the game or until hurt as in rule 6.2 or substituted as in rule 21.2. All players who are to participate in the game must be included in the line-up or listed as reserves if the team has more than 12 players. There are no "fielders only" or "batters only". In Tee-Ball every player bats and every player fields. A team with less than twelve players on their line-up sheet cannot add or call a reserve into an already started game.

- (b) If less than three batters are out and nine (9) players have completed their turn at bat, the umpire shall declare "Side Away".

Always call "Time" first, e.g. "Time side away". "Time" should always be in front of any call when you want the game to stop.

- (c) A side with less than seven players shall forfeit the game 9-0. If the opposing team has more players, they may lend one or two players to the opposition and such players shall be deemed to be registered players for that team for the duration of the game.

*"May lend" does not insist on balancing the teams, however coaches and umpires should emphasise the "fair play" principle to try to coerce players to even up a **club game**. It is acceptable for the duty to be shared, it may be a different player loaned each inning.*

- (d) If only seven (7) or eight (8) players are available and no 'loan' players come forward, the game shall proceed normally except, when batters 8 and/or 9 **are due to bat**, they are "automatic outs". Scorers must notify umpire and coaches of "automatic outs".

The out occurs ONLY when that missing player would normally bat. Each innings does NOT start with one or two outs unless 8 & 9 are missing and they are first up to bat.

Scenario: First inning, 7 players in the team, one batter is already out, seven have batted, the umpire calls "Next batter please" the scorers notify the umpire that there are no more batters in the team.

Outcome: The umpire shall call two automatic outs "three down side away" as batter number 8 & 9 are not available and there is already 1 out.

16.2 Batting Order

- (a) a player's position in the batting order is fixed when they have completed their turn at bat.
- (b) Once all listed players have batted, no names can be added to the line-up, except in the case of substitution (see rule 21.2).

*Players turning up late to games can be a nightmare for coaches as they usually have their line up prepared. It is most important that games start on time as clubs generally only have ovals booked for a certain time. If a game starts late it can cause all sorts of problems for the next team up. Whilst it seems harsh that a child who arrives after the first batter has batted a second time has to miss out. perhaps by invoking this rule it will help the team by making sure players are **brought to games on time.***

*The **substitution rule** may only be used if the team has more than 12 players and the late arrival is listed as a reserve on the line-up sheet and in the scorebook.*

16.3 Batting Out of Order

- (a) When a batter is found batting out of turn, the umpire shall call time and nullify play by returning all runners to the bases where they were before the ball was hit by the improper batter. The proper batter will then take their turn at bat and any strike/s recorded on the improper batter will count for the proper batter. "Outs" will not count unless it is the third out which took place whilst the improper batter was at bat.
e.g.: a proper batter can only have two strikes carried over from the improper batter.
- (b) The rule shall apply from the call of "Play Ball" for the improper batter to bat, to the call of "Play Ball" for the next batter to bat.
- (c) The improper batter becomes a legalised batter when "Play Ball" has been called for the next batter to bat. The next batter is then the batter named after the legalised improper batter.

Rule 16.3 Scenarios & Outcomes

Scenario 1: *Wrong batter steps into the batting box, and the error is noticed.*

Outcome: *Swap the batter for the correct batter.*

Scenario 2: *Wrong batter at the plate, umpire calls "play ball" batter swings and misses (one strike) the scorers notify the umpire the wrong batter is at bat.*

Outcome: *Swap improper batter for correct batter and call one strike on proper batter (or whatever the scenario may have been perhaps two strikes)*

Whatever the infringement the improper batter has been given in the above scenarios you give to the proper batter.

Scenario 3: *Batter two comes up to bat instead of batter one, and hits a one-base hit. The scorers then notify the umpire that the wrong batter has batted.*

Outcome: *Umpire nullifies all play that happened, e.g. umpire puts every one back to where they were before that batter came to the plate, then calls the proper batter (number 1) to the plate.*

Scenario 4: *Batter four comes up to bat instead of batter two, and hits a fly ball that is caught by short stop (only the second out). The scorers then notify the umpire that the wrong batter has batted.*

Outcome: *Umpire nullifies all play that happened including the out then calls the proper batter (number two) to the plate, e.g. still only one out.*

Scenario 5: *Two batters out, batter four comes up instead of batter three he/she hits and gets caught (third out). The scorers then notify the umpire that the wrong batter has batted.*

Outcome: *Three down side away. Batter five bats first next inning. Batter three misses out on their turn unfortunately.*

Scenario 6: Batter three comes up to bat instead of batter two and hits a one-bagger, then batter four comes up and the umpire calls batter up play ball and batter four gets to first base. The scorers then notify the umpire that batter three was a wrong batter. It should have been batter two.

Outcome: Because the umpire had called play ball on the second batter both batters now become legal and the next batter to bat is number five. Unfortunately, batter number two misses out (as per rule (c)).

READ THIS NEXT ONE CAREFULLY

Scenario 7: Batter three comes up to bat instead of batter two and hits safely, batter two then comes to bat and bats safely. Then the scorers notify the umpire that the wrong batter has batted.

Outcome: Now you're probably thinking that because the second batter has had play ball called on him they are both legalised as in the scenario above. **WRONG.**

This would have been the case if batter four had come up second instead of number two but because the second batter had play ball called on him that makes the first incorrect batter (number three) is legal, so the next batter to come up should have been batter four.

An unlikely situation however as there is no penalty for batting out of order, be vigilant for the coach who attempts to flout this rule by sneaking their top batter into a better position. Should this happen you can warn the coach that if they do it again they will be removed from the game under rule 1.1(h).

16.4 Back Foot Movement

When the umpire calls: "Batter Up", the batter shall take a set stance in the batting box. From the call: "Play Ball", the batter is not permitted to reposition the back foot such that, in **the umpire's opinion**, the ball will be hit in an **appreciably different direction**. (Front foot movement is permitted.) The penalty for each back foot movement is "Foul Ball" and one strike is recorded on the batter.

Note:

(i) *Pivoting or dragging the back foot after contact is permitted.*

*This rule is designed to encourage a good batting stance. A good batting stance is with the weight on the back foot, arms up and bat over the shoulder. Once the umpire calls "Play Ball" the arms and bat come down and across the body, at the same time the **front** foot can step forward and the weight transfers to the front foot as the bat strikes the ball. The swing continues past the front of the batter and across to the other shoulder line. An impossible action if the back foot is not planted with the batter's weight resting on it to start with.*

The umpire should be quick with the "Foul" call as soon as the ball hits the ground. This will prevent any further play that may result unless it is a caught fly ball.

Back foot movement is an umpire's judgement decision, and therefore not subject to appeal.

Natural batting movement results in the pivoting and/or dragging of the back foot. This occurs after the ball is hit, and has no effect on the direction and therefore no penalty.

16.5 Hitting Ball Early

If the batter hits before "Play Ball" is called, the ball is dead and no count is recorded on the batter.

Call "Dead Ball", and return all runners to where they were before the hit took place. Generally, this only happens to a nervous or relatively new player. There is no penalty on the batter. It generally helps the batter if you remind them they should not hit till after you call "**Play Ball**" **The ball cannot be caught and there can be no OUTs.**

16.6 Batting Out of the Box

When hitting the ball, the batter shall incur a strike if, at the time of contact either foot is **completely** outside the batting box. **The ball is dead and runners may not advance.** Batting out of the box only occurs if contact is made with the ball.

*The lines form part of the batting box, therefore ANY PART of a foot touching a batting box line is can **NOT** be considered "out of the box". If you judge the batter has put either foot **COMPLETELY** outside the lines of the batting box, e.g.: not touching any batting box line, then see scenario below.*

(a) If the ball is hit, allow time for the ball to be caught, if not throw both arms in the air and call "Time Foul Ball!" then "strike ... on the batter".

(b) If the batter fails to contact the ball, throw both arms in the air and make the same call.

In scenario (b) you are calling the strike for missing the ball, not batting out of the box because contact was not made with the ball.

16.7 Second strike on Ball at Tee

A batter is out when, after hitting a ball they dispose of the bat in a way that causes it to make contact with the ball a second time in fair territory.

The rule applies to a bat that is disposed of in the direction of the ball. The intention of the rule is to discourage any attempt by the batter to knock the ball further away from a fielder. The rule applies to any ball first hit fair.

THE RULES DOES NOT APPLY TO A BALL THAT HAS ALREADY BEEN FIELDDED.

16.8 Thrown Bat

The batter shall be given out for disposing of the bat in a dangerous manner. **The ball is dead and runners are returned to the base they occupied before the hit.**

Note:

*(i) It is considered dangerous when the bat is **thrown hard** in any direction, this includes towards the ground.*

There is never a need for a bat to be thrown. The bat should simply be dropped once the hit has been made. It can be considered a dangerous disposal if a bat is thrown hard at the ground or flung in any direction even if not near someone. The bat does not have to make contact with a person to be considered as being thrown in danger. The intent is to stop players from throwing a bat when disposing of it.

It is an umpire's judgement decision, which means there can be no appeal.

Umpires should err on the side of caution as this is a safety rule.

Whilst it is hard giving a player out for throwing the bat, it is a better option than having someone seriously hurt by this practise. A player given out for this indiscretion once or twice usually does not offend again. Umpires need to make sure they are consistent for both sides. Coaches should teach their players to HIT, DROP and RUN or HIT, RUN and DROP.

16.9 Home Plate Arc

Any fair batted ball **settling inside** the Home Plate Arc shall be deemed "Foul".

Note:

- (i) *Should a fielder pick up the ball before it leaves the arc, it shall be called "Foul".*
- (ii) *Any batted ball reaching or settling on the arc line within the diamond lines shall be deemed "Fair".*
- (iii) *Any ball caught inside the Arc is "Fair".*

See diagram 2 for a visual profile of the foul ball circle.

*Take special note of the word **inside** the Home Plate Arc. The arc line itself is classed as part of the diamond, therefore if the settled ball is in contact with that line within 1st & 3rd base **lines it is a fair ball.***

16.10 Batt Disposal

The Batter shall be given out and the ball deemed dead if he / she has not disposed of the bat by the time they reach half way to First.

Note:

- (i) *The half way point shall be a judgement decision by the umpire and therefore unquestionable.*
- (ii) *All runners shall be returned to their bases and the next batter called up.*
- (iii) *The bat must be disposed of in a safe manner, see Rule 16.8.*

This rule was introduced for safety reasons, as some players were throwing the bat therefore coaches taught the players to keep hold of the bat and carry it with them until they reached 1st base. Unfortunately, this practice proved not only very intimidating to the first base fielder but also dangerous.

Do not be overly pedantic, judge where the halfway point is and if you feel the bat is carried to that point and has inhibited the fielder's performance, then you need to invoke the rule.

17 Base Runners

17.1 Leaving the Diamond

Any runner having left the diamond gives up the right to re-enter the diamond or to take any further part in that **At bat inning.**

Note:

- (i) *This rule refers to runners or batter/runners and shall not include players being sent from the diamond incorrectly by the umpire.*

The reasoning behind this rule is to prevent runners from re-entering the game after missing home plate thereby causing mass confusion and possible interference to a fielder. For the sake of definition, leaving the diamond means crossing the dead ball line. Coaches should teach their players to not leave the field until the umpire calls them "OUT" as on occasions players have thought they were out and left the field when they were not.

If an Umpire calls an incorrect "OUT the player may be returned to the field.

17.2 Removing Helmet

After the batter hits the ball, any base runner, who, **intentionally** removes their helmet and is not put out before the umpire calls "Time", will be returned to the base they last crossed before the helmet was removed.

The word **INTENTIONAL** is pivotal to this rule. A runner rounding a base who tilts their head and the helmet falls off **has not intentionally removed the helmet.** Play should continue until "Time" is called as normal, then any runner who **deliberately removed their helmet** should then be returned to the base they last crossed when wearing the helmet. If a runner is given out for any reason whilst not wearing a helmet, the OUT counts.

Offenders can only be sent back if the base/s behind them are unoccupied.

If an offender cannot be sent back they should at least be warned not to remove the helmet again. Should they be a repeat offender the umpire can warn them that they may be given out under rule 1.1(i).

Rules 15(d) and 15(e) may also be considered in this instance.

Helmets are safety wear and must not be removed whilst the game is in play.

17.3 Overthrows

Runners will be awarded the next base from where they were when any thrown ball crosses the Dead Ball Line.

Note:

- (i) A base is not considered legally crossed until touched or the umpire calls "Play Ball" on the next batter.
- (ii) If no appeal is made on the base not being touched and the umpire calls "Play Ball" on the next batter the base is considered legally crossed.

INTERPRETATION: At the moment the ball crosses the dead ball line the umpires should note the position of all base runners. The runners will then be awarded the base beyond the last base they had touched or crossed, subject to the **EXCEPTION** listed below.

In some cases a runner may only be awarded one step if they are just short of a base or the next base if they had actually reached a base, when the ball crossed the dead ball line.

Scenarios when ball crosses Dead ball line

- (a) Runner standing on 1st, **goes to second** even if they have stopped running.
- (b) Runner is one step short of reaching first base, **only gets 1st.**
- (c) Runner one step past first base, **goes to second.**

The same scenarios apply to 2nd and 3rd providing the runners in front have reached their bases.

Scenario 2: Runners on 2nd and 3rd, batter hits ball, ball thrown to Home and crosses the Dead Ball line. As the ball crosses the line the runner from second is just past 3rd and the runner from 3rd is only half way to home base.

Outcome: Runner from 3rd goes home, runner from 2nd holds at 3rd as the runner in front had not reached the next base.

A player who has missed a base will still be awarded the next base from where they are, with no indication of the missed base, but if they fail to return and touch the missed base an appeal can still be made in the normal manner, until "Play Ball" is called on the next batter.

EXCEPTION: If two runners are on the same base path only the front runner proceeds to the base they were going to and the back runner must return to the last base they crossed.

INTERPRETATION OF LEGALLY CROSSED: Umpires shall not say or indicate anything if they see a runner not touch a crossed base. Unless there is an appeal made for **not touching the base**, it will be play as normal up until they either come back and retouch that base or "Play Ball" is called on the next batter. Once either of these has occurred the base is considered LEGALY CROSSED.

17.4 Leaving Base Early

No runner may leave their base before the ball is hit. When a runner leaves the base before the ball is hit, both umpires shall call: "Time Dead Ball", and return all runners to their bases. The Umpire shall warn the runner who left the base early that if the same runner offends again in the same innings, the runner shall be called: "Out".

Note:

- (i) As the infringement happened before the ball was hit, there is no need to wait for the ball to hit the ground, the ball is **Dead** therefore any catch will not count and there shall be no count on the batter.

"Time and Dead Ball" must be called quickly before an 'out' can take place. Teams and coaches get very upset when you are too slow and then have to tell them the out does not count as it was a dead ball.

Scenario: Runner leaves their base before the ball is hit, the ball is caught and umpire calls "Time Dead Ball Runner Left Base Early".

Outcome: Return all runners to their bases and warn the offender, should they offend **A SECOND TIME WITHIN THAT INNING** they shall be given out.

17.5 Running to First Base

Batters, running to first base, must run the second half outside the diamond. If not and a play is made between home and first base, the batter / runner will be called out.

The reason for sending the runner outside the diamond is to not cause interference to the catcher (or a fielder at home plate) should they attempt to throw the runner out at first. The throw does not have to succeed or even occur, if in the umpire's opinion an attempt may have been obstructed due to a runner in the way after the halfway point. THE RUNNER WILL BE CALLED OUT. If a field umpire sees an interference they should discuss this with the plate umpire.

17.6 Running through First Base

Batter-runners are permitted to run or slide through first base provided they return immediately to the base. Runners are out if they display any **intent** to move towards second and are tagged while off base.

It is legal to run or slide through first base, providing the slide is legal & safe. A legal slide is head first on the stomach, body stretched out in a straight line or feet first with the legs lower than the breast bone.

*After running through first base players should turn to their right and away from second. By making this a standard practice there can be no misunderstanding as to whether a player is showing intent to move towards second. It shall be considered as **showing intent** if the runner takes one or two steps in the direction of 2nd base. As this is a judgement call coaches shall have no right of appeal.*

17.7 Touching Bases in Order

When running bases, a runner must touch each base in order. If a runner misses a base, the fielder may appeal by holding the ball whilst in contact with the missed base. The appeal will be allowed **only** if the umpire has seen the runner miss the base and the fielder making the appeal correctly identifies which runner it was, on the

first appeal. Under this rule only runners are not entitled to return to an occupied base. When retouching bases, runners must do so in reverse order. On a successful appeal that runner shall be given out.

An umpire MUST SEE the infringement to call it. Should an umpire notice a runner miss a base, they will make no visible sign or verbal call to that effect. Simply announce the outcome of the play as usual when "Time" is called. You don't need to wait for an appeal, call for the next batter. The fielding side has up until you call "Play Ball!" on the next batter to make the appeal. If an appeal is made and either umpire has seen it they shall call, "Runner out for missing the base.". If more than one runner passed through the base on the play, the fielding side must nominate which runner missed. They get one chance, no process of elimination. If they get it right the first time, "Out!" is the call otherwise the game goes on.

SPECIAL NOTE:

You may hear a coach tell a fielder "get the ball and stand on the base" obviously the player did not see the runner miss the base. Remember the coach is the teacher and the players are learning, accept this. If you have to ask the player which runner it was and the coach tells them to say the first runner, once again if this is correct and the player repeats what the coach said, accept it and call the runner "Out".

17.8 Tagging a Runner

Whilst the ball is live any runner may be put out by being tagged by a fielder whilst off base.

- (a) To be put out on a forced play the base may be tagged before the runner arrives or the runner may be tagged before they arrive at the base.
- (b) To be put out on a non-forced play the runner must be tagged before they reach the base.

Note:

- (i) *Tagging a runner consists of touching the runner with the ball or the hand or glove containing the ball.*
- (ii) *Tagging a base consists of touching the base with any part of the body whilst in control of the ball.*
- (iii) *After the tag is made, the fielder must still have control of the ball.*

Watch carefully it must be the ball or the hand or glove containing the ball. The ball can be held in the glove and the tag made with the back of the glove. This helps retain secure possession of the ball on the impact.

A fielder's foot touching a base with a ball on the ground and a glove or hand over it, is not considered under control, the ball needs to be in the mitt or hand.

Be careful not to be caught out with a ball in the bare hand and the tag being made with the glove hand.

A fielder must retain control of the ball after the tag is made. Control is a judgement decision and therefore not subject to appeal.

Be wary of the runner who deliberately barges the fielder in an attempt to knock the ball out of their grasp. That is interference, and the runner must be called "Out".

17.9 Force Play

A force play is one in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner and there is no empty base behind them. (A force finishes once the batter reaches first base).

The batter hits the ball and is “forced” to run to first. Any runner on first is “forced” to advance to second, etc.. However, should the batter be tagged before reaching first, or first base be tagged, the “force” is broken/removed. Also once the batter reaches first the force no longer stands. Therefore, once the batter has reached first, should he/she run on and both runners be caught standing on second and both be tagged, then the runner from first would be out as the runner already on second base was not forced to run. Therefore, the runner already on second owns the right to be at the base.

17.10 Leaving Base Early (on a legal hit)

Runners are out if they leave the base before a batted ball is caught and they fail to re-touch that base before they or that base are tagged by a fielder with the ball.

A fielder is simply required to have control of a ball that had been caught (by them or someone else) and touch or run across the base the runner left from. No verbal appeal is required, as the fielder may have other runners to make a play on. If the ball beats the runner back to the base, “Out!” shall be the call and the umpire should let the game continue to flow.

*Note: **Definition of a Catch** under Rule 12 “A catch is legal if the ball is controlled in a fielder’s hand or mitt, even if previously juggled, or held by another fielder before it touches”*

17.11 Live Ball after Catch

On any catch, whether a fair hit or a foul hit, whether in fair or foul territory, the ball is live and runners may advance at their own risk.

A fly ball caught in foul territory is a live ball. Once the ball is caught, runners on bases are safe to advance at their own peril. This usually won’t happen on infield catches, however on deep outfield catches it quite often will. Runners may advance before the ball is caught, however they do risk being put out (see rule 17.10).

Remember you don’t call “Time” on a catch unless the ball is in an infield position and all runners are in proximity of their base.

17.12 Passing Runner in Front

A runner is out if, and when, they pass the runner/s in front of them before such runner/s are given out.

Only the runner who passes is out. Runners must stay behind a runner in front until that runner is given out.

A runner directly behind may assist along or help a fallen runner back to their feet provided they do not overtake them.

17.13 Runs on Third Out

No runs can be scored on a play where the third out is made -

(a) On the batter-runner before they have touched first base, or

If a runner from 3rd crosses home plate before the batter/runner is given out on their way to 1st and it is the third out, the run/s cannot count.

(b) On a force play.

Scenarios

1. With runners on first and third, if the runner from third scores before the runner to second is put out, the run will not score because the runner to second is a force play.
2. Runners on second and third base, short stop relays the ball to third for the second out then the runner from third crosses the plate before the ball is thrown to first to make the third out on the batter-runner. No run, because although the run scored between the second and third out, the third out WAS a "force play".

Note:

- (i) When the third out made is **not** as in (a) or (b) any runs scored before the third out is made will count.

Scenario

Runners on second and third bases, second base fields the ball and throws to first to retire the batter for the second out. The runner from third crosses home plate before first throws across to third who tags the runner from second for the third out. Run counts. In this case the second out was a force play, however the third was not.

17.14 Suicide Running

Umpires should be aware of any attempt by Coaches or runners to force errors by suicide running or barging. Any advantage gained by this practice shall be nullified and the runner returned to the base before this occurred. Any outs made shall stand. The umpire should at least warn any player they suspect might have committed this offence. **In the more severe of cases where injury could have occurred**, the umpire has the right to give the player out **or if called on by a Coach, eject the Coach**. A Coach or player must have received at least one warning before ejection.

This is an extremely dangerous practice and must be stopped and the player penalised the moment an umpire suspects a player of this action. Suicide running is usually easily identified.

Scenario 1: *If a ball arrives at a base at or about the same time as a runner and the runner continues running this should be considered as suicide running. This is because a thrown ball can usually beat a runner to the next base.*

Scenario 2: *If a ball is in front of the runner and the runner keeps going this usually considered as suiciding. This is a judgement call and as such there is no right of appeal. Rule 15(e) may also be used in this case.*

CAUTION: *Be careful not to consider a runner who is **forced** to run as a suicide runner.*

Scenario 3: *Fielder standing on the base line in front of third base with the runner being forced from second. Even though the fielder has the ball the runner is entitled to try to reach third as it is the fielders decision to challenge the runner. The fielder had the choice of simply turning around and tagging the base to retire the runner.*

Runners must not charge a fielder in an attempt to dislodge the ball. Coaches should be teaching their fielders to stand off the running line and tag from the side. In cases where a runner runs hard towards their base and the fielder with the ball is standing in the middle of the running line, the umpire needs to decide whether the runner has used any excessive force. In cases like this umpires can expect both coaches to appeal as one will see it as interference and the other will see it as obstruction.

17.15 Dislodged Base

- (a) If the impact of a runner dislodges a base from its position, no play can be made on that runner at that base if the player had reached that base safely.
- (b) Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgement the player touches or occupies the point marked by the dislodged base.

Note:

- (i) any attempt to advance beyond the dislodged base shall nullify the player's exemption while off the point marked by the dislodged base.

From time to time bases become loose and as a result when runners cross them they move from their correct position. This should not be to the detriment of the runner as it can be very confusing where to stop especially for the younger players. The only fair action is to support the runner by giving them a safe haven with no fear of penalty. A following runner has the support of a base coach to guide them to where to stand, therefore they are not afforded the same luxury. It is important to note that players are not allowed to kick bases away in order to gain this advantage for themselves, or any following runner.

Umpires must reposition and refit any dislodged base after time has been called. TBAWA strongly recommend the use of breakaway bases.

17.16 Avoiding A Tag

A runner is out if they deviate from the running line **they are taking** to avoid being tagged.

Note:

- (i) If close to a base runners **may** try to slide under a tag.
(ii) Runners may turn to go back, choosing the shortest line, if they are not in a force situation.

Base runners are entitled to run forward or backwards (provided they are not forced) to avoid a tag. On a force the fielder simply has to tag the base the runner is going to, to effect the out, umpires will then call the runner "out" and allow play to continue.

Runners are not entitled to deviate from the running line they are taking to avoid the tag. An umpire must determine whether the fielder has the ball and is in a position to affect a tag. It is not avoiding a tag if a runner moves off their running line in an effort to not interfere with a fielder fielding a ball. It is considered legal to jump over or slide under to avoid a tag. Umpires should call the out as soon as the illegal deviation occurs so fielders know they can move on to the next play.

18 Interference

18.1 Interference on Batted Ball

If a runner interferes with a fielder whilst in the act of fielding a batted ball, the runner is out, the ball is dead, and no players may advance unless forced.

*The fielder does not have any choice in the position of the batted ball, and therefore has right of way when attempting to field one. The runner must go around the fielder, being careful not to deviate from **their running line** to avoid being tagged by the fielder, should the fielder be in a position to attempt a tag.*

*A runner is safe if hit by a batted ball providing the fielder was not **IN THE ACT** of fielding the ball.*

In the act of fielding the ball means:

the fielder must be just about to pick the ball up, or the fielder must be in a particular position to attempt a catch. If a fielder is run into or interfered with as in these cases the runner would be "OUT".

18.2 Interference on Thrown Ball

If a runner **intentionally** interferes with a fielder whilst in the act of fielding a thrown ball, the runner is out, the ball is dead and no players may advance unless forced.

*If in the judgement of the umpire, a runner **wilfully and deliberately** interferes with a fielder attempting to catch or field a thrown ball the umpire shall declare the runner out for interference.*

*Should a thrown ball simply hit a runner this **cannot** be considered as intentional interference, unless in the umpires' opinion the runner deliberately attempted to block the ball getting to the fielder.*

18.3 Interference after being given out

Umpires shall come together and determined the outcome of a play where a runner who has been called "out", interferes (deliberate or accidental) with a fielder attempting another out.

Players should be taught to immediately leave the diamond once they are given out. It is too easy to interfere with subsequent plays if a player lingers on the diamond. As interference is a judgement call the umpire may see the smallest infraction as an obstacle to the next play.

As with all judgement calls there is no right of appeal.

Fielding

19 Fielders

19.1 Number of Fielders

Nine (9) fielders occupy the field.

There are only 9 official fielding positions. See Diagram 3 and the following explanations for orthodox fielding areas.

19.2 Sitting out Consecutive Innings

No listed player will sit out two consecutive fielding innings unless at their request to the umpire. Should the umpire notice this infringement he/she shall give one warning to the coach. On the second occasion, the umpire shall remove the coach from the game.

The intent of the rule is to give all players a fair go. On the odd occasion that coaches break this rule they lose sight of what is important, (participation) and winning the game becomes the main priority. Should the umpire suspect this to be occurring they must immediately check and warn the coach of the penalty involved. Participation, a fair go and sportsmanship are what we should be encouraging.

19.3 Fielding Positions

From the call of "Play Ball" until the batter swings and hits or misses the ball:

- (a) Fielders must field in orthodox fielding areas, approximately as shown in Diagram 3, while maintaining relative separation.

Umpires should pause slightly between "Batter Up" and "Play Ball" to allow outfielders to move into position. Once all fielders are settled the umpire can call "Play ball".

- (b) Fielders should be reasonably set in their positions. Eg: outfielders should not be running.
- (c) The pitcher must be in contact with the pitching plate, and must be the only fielder inside the diamond.

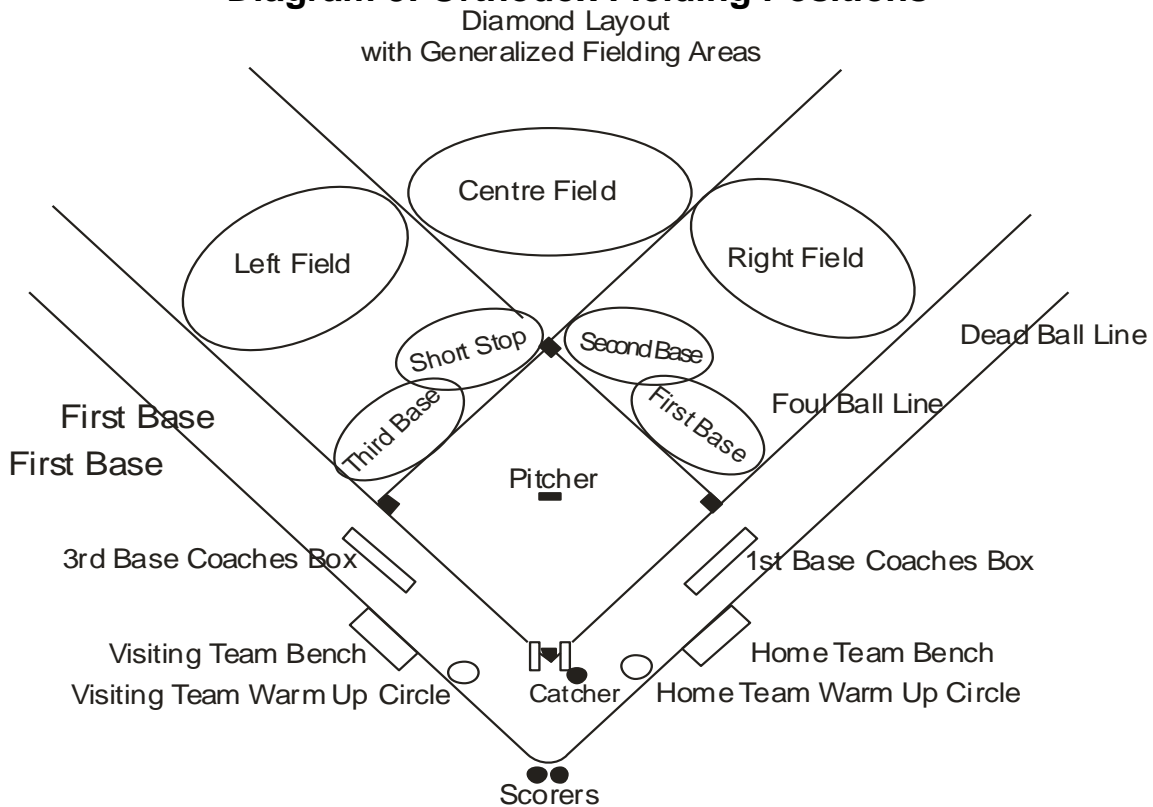
- (d) The catcher must have their whole body to the side opposite the batter, outside, and behind, the back line of the batting box. Only an arm may extend forward of the back line **but not into the batting box.**
- (e) No fielder, except the catcher, may be in foul territory.
- (f) From the call of Play Ball until the batter swings, only limited movement is permitted within their orthodox fielding positions for all fielders except pitcher and catcher who should remain stationary. The umpire shall not call "Play Ball" until all fielders are reasonably settled.

*Once again umpires should pause slightly between calling "Batter Up" and "Play Ball" to allow all fielders time to position themselves.
The pitcher must be in contact with the pitching plate and therefore has very limited ability to move and the catcher should be set and steady in their position.*

- (g) When, in the umpire's opinion, the offending fielder **gains an advantage** from a violation of (b), (c), (d), (e) or (f) the umpire shall call: "Dead Ball" and return all runners to their bases. On all occasions, the umpire shall warn the offending player.

*Should this occur the umpire may need to examine their own performance as it is up to them when "Play Ball" is called.
Should a fielder continue to offend after the umpire has warned them, they may be dealt with in accordance with rule 1.1.*

Diagram 3: Orthodox Fielding Positions



For Left Hand Batters Catcher would stand on other side

The above diagram shows a generalisation of orthodox fielding areas. As long as fielders are in the general area for their position, the umpire should have no call to correct them. **Some** examples of what the umpire is looking for are:
Adjacent fielders standing too close to each other, e.g. 3rd base and short stop.
2nd base and short stop on same side of second base.

Outfielders and Infielders should maintain relative separation.

The finer placement of fielders is the coach's prerogative so as to defend the hit.

There is no specified spacing between infield (pitcher, catcher, 1st base, 2nd base, 3rd base and short stop) and outfield (left field, centre field, and right field) as this will be relevant to the age group and the level of ability. Because the distance back to the outfield is relevant to the age group, each umpire will decide their own definition of orthodox positions. As a judgement decision, this is not open to protest, however coaches may ask the question if they feel the field is in too close.

Umpires should set the field at the first dig for each team then allow the coaches to move players as required. Should you feel that some members of the fielding team are way out of their area you may move them back into what you consider as orthodox areas. This should only be done if you feel they are extremely out of area otherwise leave it until the coach of the batting team asks for a player to be moved.

19.4 Removing Helmet

Fielders wearing helmets must not intentionally remove them at any time while the ball is live. Any interference caused by a discarded helmet shall give all runners one extra base. No outs can be recorded on a play where interference has been caused by a helmet.

Helmets are worn for safety reasons therefore we must do all within our authority to discourage their removal whilst play is in session. Once again should a player continue to contravene this rule the umpire may use rule 1.1 to deal with the situation.

19.5 Removing Part of Uniform

A fielder may not deliberately remove any part of their uniform or equipment to stop a batted or thrown ball. If the ball is touched in this way, the penalty is a home run to the batter.

The penalty only applies if the ball is touched by the item.

Scenario 1: Ball hit, shortstop pulls off his mitt as the ball passes him and throws it at the ball in an attempt to stop it, but misses.

Outcome: No penalty as the mitt did not touch the ball. However, after "Time" has been called the umpire should explain the possible ramifications of the player act.

Scenario 2: Ball hit, centre field pulls off his cap as the ball passes him and throws it at the ball and stops it.

Outcome: Home run awarded to the batter and any runners in front of him/her are forced home also.

20 Obstruction

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder obstructs a base runner, the umpire shall invoke such penalty that will nullify the obstruction.

Note:

(i) Base runners must advance at least one extra base from where they were going.

“Impedes the progress” does not imply contact must be made. E.g.: A baseman that stands astride his base while not in possession of the ball and restricts the batter’s access to the base is “obstructing” the runner. Umpires should be careful not to penalise the runner by calling “TIME” and only advancing the runner to the next base if he/she could have advanced two or more bases had the infringement not have happened.

Scenario:

Batter hits the ball to deep centre field, 1st base immediately takes up position straddling his base. As the batter/runner approaches first he just slightly slows down to evaluate how he can cross first base without colliding with the baseman. He sees he can squeeze through on the inside at the same time noticing the ball is still being chased in the outfield. The runner decides he should advance to second. Arriving at second he notices the ball has just been picked up in the outfield so he decides to continue to third and arrives safely.

Outcome:

*As the runner was obstructed at 1st the rule says the runner must advance **at least** to the next base. Therefore, the umpire should call the runner Home.*

(Runners are NOT permitted to run through fielders blocking their way, even if the fielder has the ball. A runner who does will be given out for charging)

Scenario:

A runner from 1st collides with a fielder standing on 2nd. Because of the collision it takes a minute for the runner to get to his feet. By this time the ball is being thrown in from the outfield and as the runner is slightly shaken he decides to go no further.

Outcome:

Once the ball arrives into an infield position and all other runners are in proximity to their bases the umpire calls “Time” Both umpires come together and decide that had the collision not have occurred the runner from 1st should have reached home. Therefore, the runner is sent home and all runners in front of him also advance to home.

The intent of this rule is to discourage fielders from occupying bases before they are entitled to do so and in turn prevent accidents from occurring. (they are entitled to do so when they have control of the ball)

Umpires should inform the coach if this is taking place and ask them to talk to their player.

Remember the rule says the runner should advance to AT LEAST the next base. If you believe the runner would have gone further do not penalise them by just awarding the one base.

Move them to where you believe they would have ended had they not been obstructed.

Substitution

21 Substitution

21.1 Change of Fielder

Any player who is listed in the batting line-up may be swapped for a fielder at any time, provided: "Time" has been called. A fielder so replaced may return to the field

with the approval of the umpire at any time provided "Time" has been called and that only nine (9) fielders are on the field whilst play is in progress.

When the umpire calls "Time" to halt play or upon an umpire granting a coaches request for time, the coach may swap players in the field and or replace any player in the field with a player off the bench provided they are listed in the batting line up.

21.2 Replacement of Player

- (a) Players may be officially substituted; however, the replaced player may take no further part in the game. The new player **must** take the substituted player's place in the batting order. Substitutes must be listed as reserves in the line-up. Substitutes may only be used in a team that has twelve players listed in the batting order.

The player coming into the game has his/her name written in the same box as the player leaving the game. The player departing the game has their name crossed through. Replacement of a player does not, and cannot be used to change the batting order. Players remaining in the game bat in the same order as before.

The replacement player is not restricted to the same fielding position as the replaced player.

A standard Tee-Ball team has twelve players, however some teams have thirteen or more and for this reason we allow substitution.

*Whilst the rule says substitution should only be used after all players have **participated**, in the case of injury a player may be subbed when required.*

The intent of the substitution only after twelve players have played is:

To stop coaches from only using the strongest nine players and bringing in the others for only part of the game or having them miss out on the game entirely.

- (b) Any player registered as a team member must play each game unless sat out for injury, discipline or absent.

Regulations

22 Regulations

22.1 Age Groups

Official age groups for Tee-Ball are: U/7's, U/9's, U/10's, U/11's, U/12's and U/13's. These shall be the official age divisions playable in TBAWA sanctioned metropolitan carnivals.

As stated these age groups are set for official TBAWA metropolitan carnivals. Because of member numbers some metropolitan and country clubs run aged groups, generally known as Juniors, Intermediates and Seniors, this is quite acceptable. It is suggested that if age groupings are used, where possible players be within a three year age difference in each division. E.g. 5- 6 & 7, 8-9 &10, 11-12 & 13.

22.2 Age Cut Off

Players must be **under** the age of the division they wish to participate in as at the 30th of June in the year the season finishes.