



The Tee-Ball Association of Western Australia

OFFICIAL RULES

Edition 4

*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"

Index

General Principals	4
1. The Umpire.....	4
1.1 General Responsibilities	4
1.2 Making Decisions	4
2. Objectives.....	5
2.1 Main Objectives	5
2.2 Parent Involvement.....	5
2.3 Player Safety	5
General Procedures	5
3. The Tee.....	5
3.1 Tee Placement.....	5
3.2 Tee Removal.....	5
4. Scorers	6
4.1 Positioning	6
4.2 Notify the Umpire	6
5. Coaches.....	6
5.1 Positioning	6
5.2 Contact By Coach	6
6. Injuries.....	7
6.1 Injury During Play	7
6.2 Injured Player	7
6.3 Injured Batter	7
6.4 Injury Reports	7
7 Specifications.....	8
7.1 The Diamond	9
7.2 The Ball	9
7.3 The Tee	9
7.4 The Bat.....	9
7.5 The Glove.....	9
7.6 The Helmet.....	9
Conduct	10
8 Violations and Penalties.....	10
Playing Rules	10
9 Regulation Game	10
9.1 Game Duration	10
9.2 Duration of an Innings	10
9.3 Ninth Batter Indication	10
10 Commencement of Play.....	11
11 Calling “Time”	11
12 Catches	11
13 Foul Batted Balls and Strikes	11
13.1 Foul Balls.....	11
13.2 Strikes	11
14 Fair batted balls.....	12
15 Dead Balls.....	13
Batting and Base Running	13
16 Batting.....	13
16.1 Batting Line-up.....	13
16.2 Batting Order	14
16.3 Batting Out of Order.....	14
16.4 Back Foot Movement	14
16.5 Hitting Ball Early	14
16.6 Batting Out of the Box	14

16.7	Second strike on Ball at Tee.....	14
16.8	Thrown Bat	15
16.9	Home Plate Arc.....	15
16.10	Batt Disposal	15
17	Base Runners	15
17.1	Leaving the Diamond	15
17.2	Removing Helmet	15
17.3	Overthrows	15
17.4	Leaving Base Early	15
17.5	Running to First Base	15
17.6	Running through First Base	16
17.7	Touching Bases in Order.....	16
17.8	Tagging a Runner.....	16
17.9	Force Play.....	16
17.10	Leaving Base Early	16
17.11	Live Ball after Catch.....	16
17.12	Passing Runner in Front.....	16
17.13	Runs on Third Out.....	16
17.14	Suicide Running.....	17
17.15	Dislodged Base	17
17.16	Avoiding The Tag	17
18	Interference.....	17
18.1	Interference on Batted Ball.....	17
18.2	Interference on Thrown Ball	17
Fielding.....		18
19	Fielders	18
19.1	Number of Fielders.....	18
19.2	Sitting out Consecutive Innings	18
19.3	Fielding Positions	18
19.4	Removing Helmet.....	18
19.5	Removing Part of Uniform.....	18
19.6	Diagram of Orthodox Fielding Positions	18
20	Obstruction.....	19
Substitution.....		19
21	Substitution	19
21.1	Change of Fielder	19
21.2	Replacement of Player	19
22	Regulations.....	20
22.1	Age Groups.....	20
22.2	Age Cut Off	20
22.3	Playing Season.....	20
22.4	Super Squad.....	20

Added or altered since last edition:

2.3g Chest Plates, **16.8** Thrown Bat, **16.9** Home Plate Arc (formally Foul Ball Circle)
17.14 Suicide Running, **19.3 (f)** Fielding Positions, **22.1** Age Groups,

General Principals

1. The Umpire

1.1 General Responsibilities

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

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

1.2 Making Decisions

- (a) When determining close decisions the rule is the ball **must BEAT the runner to the base.**
- (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 if it was his/her call.
- (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.**
- (d) Umpires must discourage exploitation of gaps in the rules.

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.

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.

2.3 Player Safety

- (a) Correct uniforms must be worn during all games, including shirts tucked in and caps properly aligned.
- (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.
- (c) In games where baseballs are used, all batters, base runners, and catcher **MUST** wear helmets.
- (d) Pitchers in all games must wear helmets with facemasks.
- (e) **Exposed jewellery** such as wrist watches, bracelets, earrings and neck chains etc. must not be worn during games. **Medical Alert bracelets or Medical Alert necklaces are not considered jewellery**, however if worn, the metal type bracelets should be taped to the wrist leaving the tag free.
- (f) If glasses, (including prescription), are worn it is **recommended** they be approved sports glasses. (ASTM F803-2003).
- (g) Chest plates are compulsory for pitchers in all age groups. Umpires shall restrict pitchers from taking the diamond until the chest plate is correctly fitted.
- (h) 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.

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

Note: The Umpire shall be the only person to handle the tee and at the request of a player/coach adjust the tee height as required.

3.2 Tee Removal

The Plate Umpire **MUST** pick up the tee after each hit, fold it and hold it until "Time" is called.

4. Scorers

4.1 Positioning

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

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.

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.
- (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.
- (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.

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 coaches box.

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.

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 16c) and/or 16d) apply. Such player may not be permitted to re-enter the game.
- (b) **An injured player not incapacitated,**
 - (i) With the umpire's approval, **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 16c) and/or 16d) apply.
 - (ii) 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.
- (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 16d) the line-up closes up until the player returns to or is removed from the game)

6.3 Injured Batter

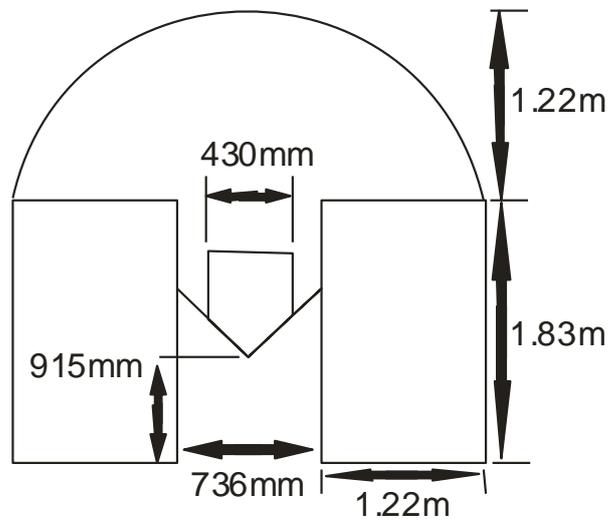
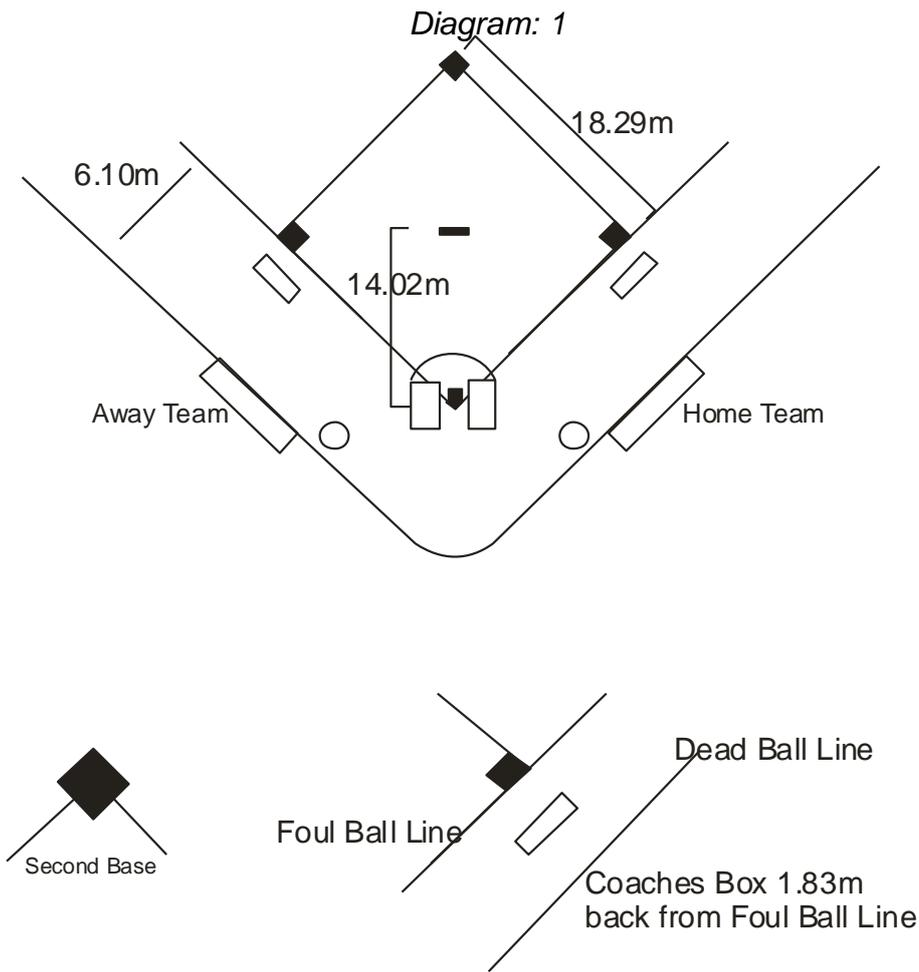
- (a) A **previously injured** player may have a substitute runner once they reach first base. The umpire must be informed of this request before the player bats. They can only be substituted at first base after "Time" has been called.
- (b) Any runner injured when safe at base may have a substitute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

7 Specifications

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



Batting Boxes

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
- (e) **Team Bench** area to be outside the Dead Ball line and approximately half way up the First and Third base lines
- (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.
- (h) **Bases** 375mm square, 10-75mm thick.
- (i) **Pitchers Plate** 600mm x 150mm x 5-20mm thick.
- (j) Home plate 430mm x 430mm x 5-10mm thick
- (k) **Home Plate Arc**, half circle marked from the outside front corners of the batting box projecting out 1.2m in the middle (*see diagram # 1*)

7.2 The Ball

- (a) **Tee-Balls** (*rubber imitation baseball*) for: U/7's, U/9's & U/10's divisions.
- (b) **Baseballs** (conventional leather/synthetic type) for all other age groups.

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,
- (b) a telescopic centre tube for height adjustment, a flexible top section securing a rubber or plastic ball holder
- (c) 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.
- (d) The tee must be capable of holding a Baseball in an upright position
- (e) Tee's must be in safe working order, have no spikes or sharp edges.
- (f) Umpires have the right to refuse the use of an unsafe tee.
- (g) All tee designs must be approved before use by TBAWA council

7.4 The Bat

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

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.

7.6 The Helmet

Conventional baseball/softball batters type helmet, with both ear covers.

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 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 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.

Playing Rules

9 Regulation Game

9.1 Game Duration

A regulation game shall be of nine innings or one (1) hour, whichever occurs first.

- a) No innings shall commence within five minutes of the scheduled finishing time. (An innings is defined as commencing at the moment the bottom of the previous innings is completed.)
- b) Once an innings has commenced, it must be played to completion, that is, both sides **must** bat.
- c) Exceptions to Rule 9.1 may occur during Carnivals where time does not allow for full games

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 16b).

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.

10 Commencement of Play

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**.

- a) **The umpire shall not call: "Play Ball" until all runners are in contact with their bases and all fielders are reasonably settled.**

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**".

Generally around three running paces is considered, In Close Proximity.

Only 1 runner may occupy 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.

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
- (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.

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.
- b) If a full swing fails to dislodge the ball.
- 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.
- d) If, in the umpire's opinion, the batter does not take a normal full forceful swing when striking at the ball.
- e) Back foot movement. Refer 16.4
- f) Batting out of the box. Refer 16.6
- g) If the batter steps on home plate whilst in the act of hitting the ball.
- h) If a batted ball settles within the Home Plate Arc

14 Fair batted balls

A fair ball is a batted ball that:

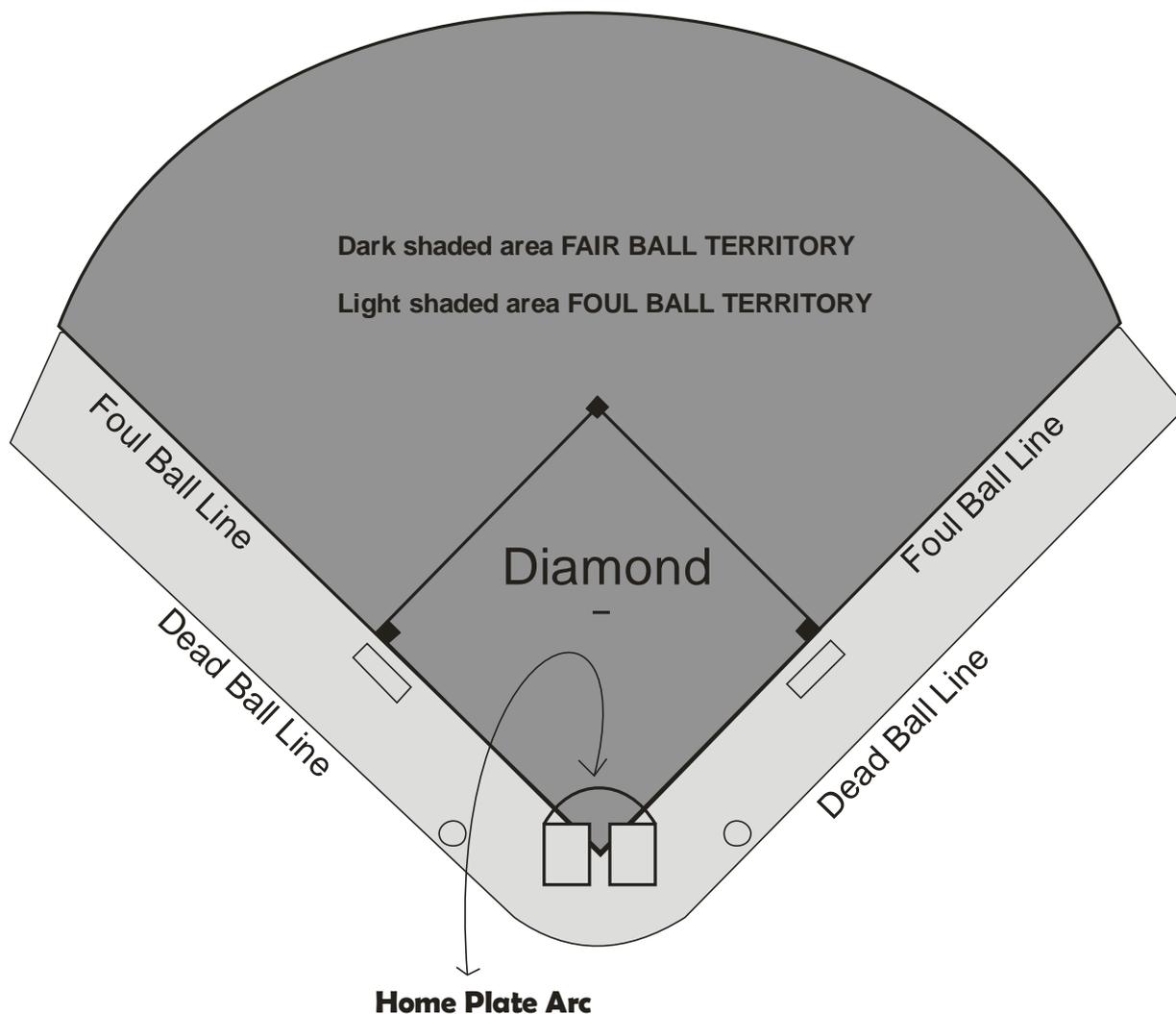
- a) First lands in fair territory.
- b) First lands on any Diamond line or hits an umpire or fielder whilst on or over fair territory.
- c) Settles anywhere on the playing field having first landed fair
- d) Is caught anywhere on the playing field (*in fair or foul territory*).

Note:

- (i) At all times it is the position the ball would have landed had it not been touched by a fielder or umpire
- (ii) See diagrams 2 & 3 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.

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 thrown ball crosses the Dead Ball line (see diagram 2).
- A ball enters the batter warm up circle (*if it is occupied*).
- In their opinion a player appears hurt and in need of attention.
- In their opinion any person on the diamond could foresee ably be about to enter into danger.
- In their opinion any person on the diamond could foresee ably be about to cause danger.
- In their opinion a fielder deliberately carries, knocks or kicks a ball over the dead ball line in an effort to suppress any runners

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

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

- 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.
- 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".

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 (21.2)

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.

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: Pivoting or dragging the back foot after contact is permitted.

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.

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.

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.

16.8 Thrown Bat

The batter shall be given out for disposing of the bat in a dangerous manner. (It is considered dangerous when the bat is **thrown hard** in any direction, this includes towards the ground) **The ball is dead and runners are returned to the base they occupied before the hit.**

16.9 Home Plate Arc (formally the Foul Ball Circle)

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

Note:

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

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:

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

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

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.

17.3 Overthrows

Runners will be awarded the next base from where they were when any thrown ball crosses the Dead Ball Line. A base is not considered crossed till it has been touched.

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.*

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.

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.

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.

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.*

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)

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.

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.

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.

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
- b) On a force play.

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

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.

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

17.16 Avoiding A Tag

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

Note:

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

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.

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.

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. For their teams sake players should leave the field immediately they are given out.

Fielding

19 Fielders

19.1 Number of Fielders

Nine (9) fielders occupy the field.

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.

19.3 Fielding Positions

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

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

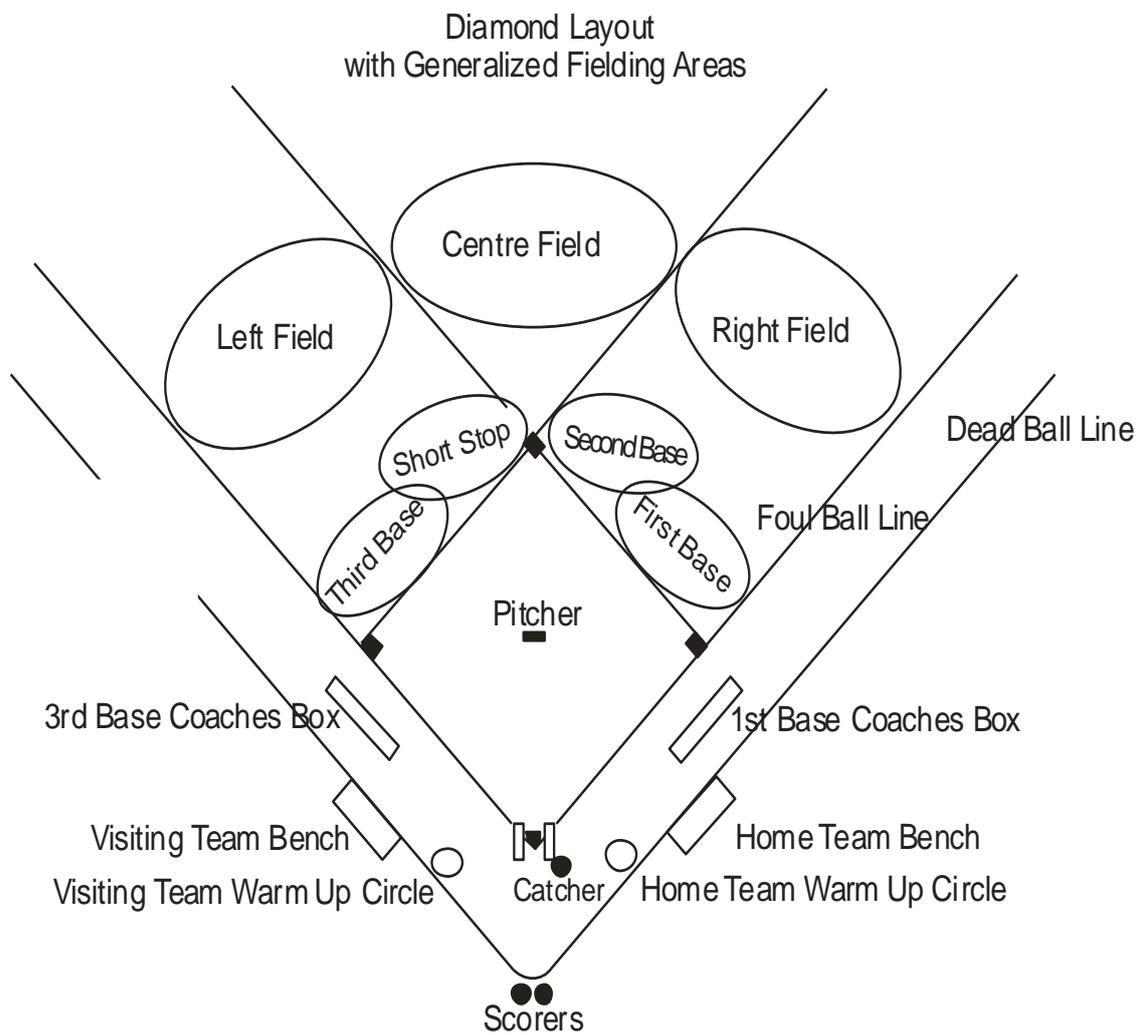
19.4 Removing Helmet

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.

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.

19.6 Diagram of Orthodox Fielding Positions



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: Base runners must advance at **least one extra base from where they were going.**

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.

21.2 Replacement of Player

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.

22 Regulations

22.1 Age Groups

Official age divisions for Tee-Ball Carnivals in the metropolitan area are U/7's, U/9's, U/10's, U/11's, U/12's & U/13's

These shall be the official age divisions playable in TBAWA sanctioned metropolitan carnivals.

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.

22.3 Playing Season

The season for the metropolitan area shall be from October till March. The country season shall be set down by the individual regions.

22.4 Super Squad

- (a) **Affiliated clubs** may only nominate registered and insured members from within their club. Nominations must be submitted by the committee of the affiliated club.
- (b) Nominees must be registered, insured and play Tee-Ball with an affiliated TBAWA Tee-Ball club (for the season) to be eligible to be nominated and continue participating in the Super Squad.
- (c) The TBAWA committee may nominate players to try out provided they conform to points (b)
- (d) Team selection shall be by tryouts.
- (e) The squad shall be chosen by a panel of TBAWA officials or their representatives
- (f) All nominees must fall within the official age limits of Tee-Ball
- (g) Two teams shall be formed from the squad to play **demonstration** games against one another.