



The Tee-Ball Association of Western Australia

Annotated Rule Book & Umpire Manual

**Edition 7A
2023**

*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

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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 two umpires administer competition games. Tee-ball games can move fairly quickly and it is not possible for one umpire to view the entire game area with accuracy & fairness. 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 a 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 player or 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 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 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 a rule 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 own 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 you take too long. 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 1.1h)

- (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. On a four-umpire system each has the final say on their own base.

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 wary 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
Correct attire is, Team shirt, Tee-Ball/Baseball pants, socks,(there should be no skin showing on the legs) jogger style or Tee-Ball/Baseball shoes) & Team Cap

- (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 role in the game are considered as "involved in the game".*

- (c) Batters and base runners **must** wear helmets in all regulation games.
Catchers **must** wear batters helmets in all regulation games.
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 off 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.*

- (d) **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.*

- (e) 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.

- (f) Chest plates are compulsory for pitchers in all regulation games (Rule 9.1).
Umpires shall restrict pitchers from taking the diamond until the chest plate is 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.

Umpires have the right to insist under duty of care that chest plates be 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. If the game is started without pitcher, pitcher may only enter game after stoppage in play, on consent from plate umpire.

- (g) 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 role 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: 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 just outside the dead ball line.

Communication between scorers and umpires is vital. The area between the plate umpire and the scorers must be clear. The scorers need to be able to hear the calls and see the signals. You need to be able to communicate with the scorers 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 sit between the two lines, isolating them from other spectators.

There is no rule in the rulebook preventing a scorer from revealing the scores to coaches, 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 people checking the score if they feel it is distracting the scorer from their job. Scorers must if asked, give the scores to a coach. 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 will allow them to inform you quickly if a batter is about to bat out of order. The longer the delay, the worse it becomes to try to untangle. You need the scorers 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 removed 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 team Base 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.

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, umpire/s shall **immediately call** "Time" to halt the game. After attending to the injured player, the Plate umpire will then, in consultation with the field umpire/s use their 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 remove 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 (16.1c) and or (16.1d) 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 in incapable of continuing. 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 (Section 1.01(c) and/or (Section 1.01(d) apply.
 - After treatment, with the approval of the plate 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 (6.2a). 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 assessed as 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 players 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 (Section 1.01(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. (In both cases the substitute must be the last batter who scored or was put out.)

*Unlike rule (6.3a) 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.
E.g. The substitute must be the last batter who scored or was put out.*

6.4 Injury Reports

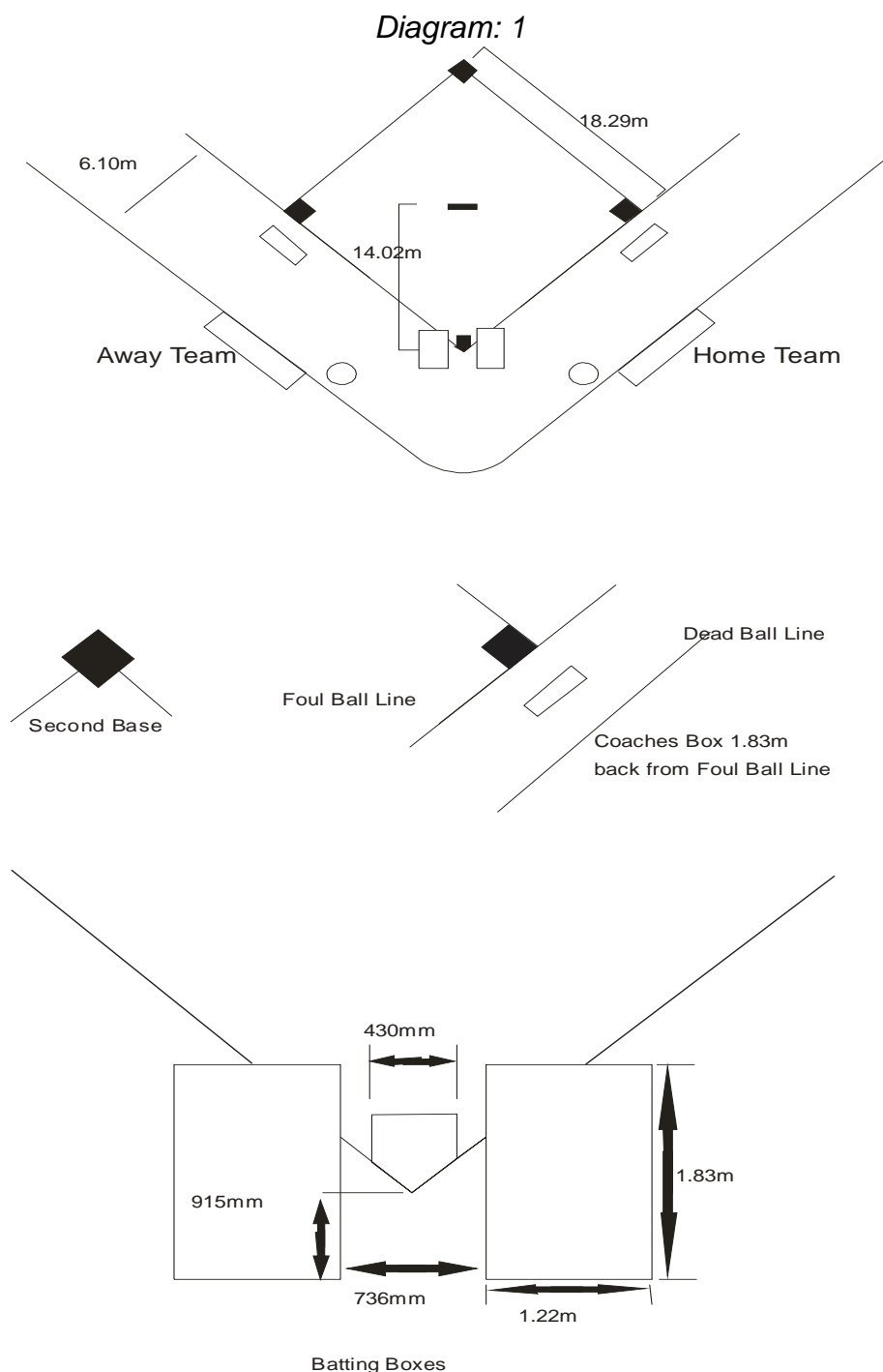
- (a) Umpires will instruct scorers to record in the scorebook next to the appropriate players name any injury they feel could/may require some ongoing attention.
- (b) Scorers should have the umpire fill out an incident report/s after the game.

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. The Diamond

7.1 Specifications

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



- (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, Rule 1.1 may be applied to the Coach 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 rule 7 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. Solid Rubber bases are also legal and may have no pins.

- (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 10mm thick.

7.2 The Ball

(a) Incrediballs recommended 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) Teeballs (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) Baseballs (conventional leather/synthetic type) for U/11's U/12s & 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,
- (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 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

Smooth rounded stick type Tee-Ball, Baseball or Softball bat.

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.

Keep in mind the words "Smooth Round Stick type"

It is recommended when deciding on a bat size that you seek the services of a professional.

TBAWA recommend Fielders 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 or Softball style 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

Batters: Conventional Baseball or Softball batters type helmet, with both ear covers.

Pitchers: Conventional Baseball or Softball batters type helmet with non-removable face mask with ears covered.

Catchers: Conventional Baseball or Softball type batters helmet, with both ear covers (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 flicked off or should not be lifted up 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 the front.***

7.7 New Equipment

The TBAWA rules committee and TBAWA council must first approve any new design of equipment 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 or are played with, Incrediballs, Teeballs or Baseballs.

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 finished 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'**.*

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

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

- (c) Exceptions to Rule 9.1 may occur during the Warren Lake Carnival or club carnivals where time does not allow for full 1 hour games.

*The **Warren Lake 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 whichever occurs first. Rule 9.1 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 Section 1.01(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 or at bat
- (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 Coach's box, scratching his/her 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 sidelines. 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

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.**

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

"Batter Please" or "Next Batter Please"

*ALL 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 infielders 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”**.

(Generally around three running paces is considered, “In Close Proximity”. 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 a player, within the area normally 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 in each particular game.

“Approximately in contact with a base” means, at the base or a couple paces short of the base, or a couple of 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.

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:

- (b) 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.
- (c) 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 or Dead ball 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, it 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" Once again leave time for the ball to hit the ground in case the ball is caught

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 first lands on Home Plate.

Any batted ball first landing or settling on Home Plate should immediately be called a foul ball. Make this call quickly as you do not have to wait to see if the ball is caught. A slow call can cause frustration & confusion if play continues and an out is made.

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

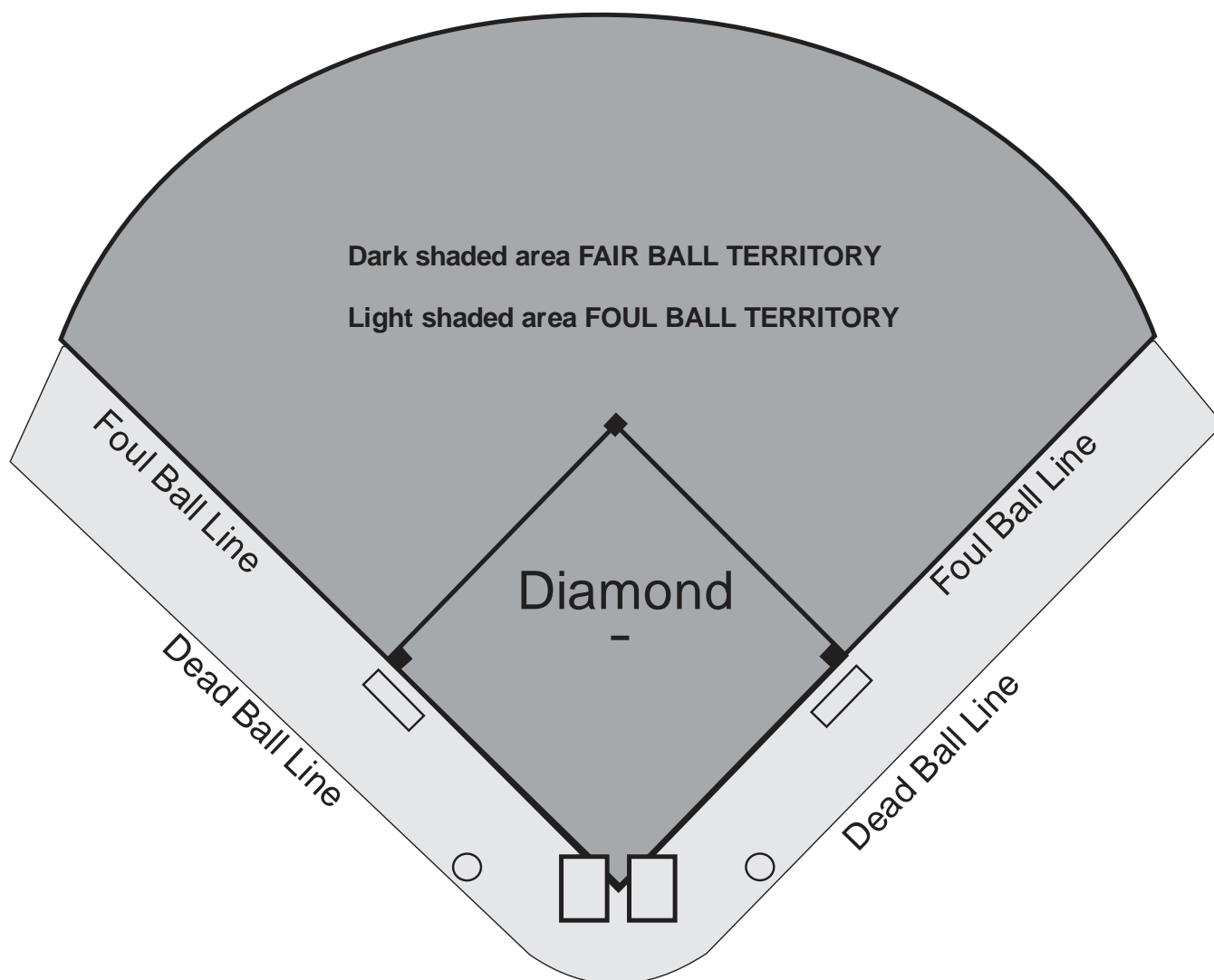
Scenarios: *fielder standing in FAIR territory, reaches into FOUL territory to catch a ball. The ball ricochets off the glove into FAIR territory.*

Outcome: *ball is foul as it would have landed in FOUL territory had it not ricocheted off the fielder's mitt and visa versa.*

- ii. See diagrams 2 & 3 for interpretation of the words Playing Field, Fair & Foul Batted Ball Area, Diamond lines 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*

Fair & Foul Batted Ball Area



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 attachments (i), (ii) & (iii) below.

- (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 foreseeably be about to enter into danger.

As above in section (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 foreseeably 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 rule 15.e.

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

Incitement 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 1.1g (this rule would allow them to be ejected from the game).

- 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.*
- ii. *In case (a) if a thrown ball crosses the Dead Ball Line, rule 17.3 applies*
- iii. *In case (a) if a batted ball crosses the Dead Ball Line straight off the bat, it is Dead and the batter bats again with one strike called.*

*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 that inning or 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 the plate 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 (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. (See Rulebook). 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. Any "outs" made whilst the improper batter was at bat will count.
- (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. 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, eg: 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. Unless the batter was given out.*

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 then call the proper batter (number three) to the plate, as batter number two is out as he/she was the proper batter.
e.g. now two 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 umpired 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. 16.3 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 1.1g

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.

*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. 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 when 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 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 RULE DOES NOT APPLY TO A BALL THAT HAS ALREADY TOUCHED A FIELDER

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 in any direction, this includes towards the ground) The ball is dead and runners are returned to the base they occupied before the hit. **(Players should Hit, Drop and Run or Hit Run and Drop)**

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 Bat 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.

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 very dangerous.

Do not be overly pedantic, judge where the halfway point is and if you feel the bat has been carried passed 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**. (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 1.1i

Rule 15. (d and 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. A base is not considered legally crossed until touched or the umpire calls "Play Ball" on the next batter.

If no appeal is made on the base not being touched and the umpire calls "Playball" on the next batter then 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 short of 3rd and the runner from 3rd is only half way to home plate.

OUTCOME:

Runner from 3rd goes home, runner from 2nd holds at 3rd as that is 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, either umpire 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:

*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, 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 will be given out.*

17.5 Running to First Base

Batters, running to first base, should run the second half outside the diamond. If not and a play is made between home and first base, the batter/ runner can 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 only be allowed, if either umpire has seen the runner miss the base and the fielder making the appeal correctly identifies which runner it was, on the **first appeal**. On a successful appeal that runner shall be given out. When retouching bases, runners must do so in reverse order. Runners are not entitled to return to an occupied base.

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 the runner is going to 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 Forced Play

A forced play is one in which a runner legally loses the right to occupy a base. This occurs when a batter becomes a runner and there is no empty base behind the runner.

The batter hits the ball and is "forced" to run to first. Any runner on first is "forced" to advance to second, etc 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 the ground.*

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 on appeal (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 a runner in front of them before such runner has been given out.

Only the runner who passes is out. Runners must stay behind any runner in front of them 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”.

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 Incitement Running

Umpires should be aware of any attempt by Coaches or runners to force errors by incitement 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 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. Incitement 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 incitement 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 is usually considered as incitement. 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 an incited 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 on the diamond for the dislodged base.

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

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:** if the fielder can be in no other place to field that ball or the fielder is 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. For their team's sake players should leave the field immediately they are given 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 19.6 and its 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" till 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.

Umpires should pause slightly between Batter Up & 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. Outfielders may be slowly walking or creeping sideways but must 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 excepting pitcher and catcher who shall remain stationary. The umpire shall not call "Play Ball" until satisfied that all fielders are reasonably settled.

Once again umpires should pause slightly between Batter Up & 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

- (h) When, in the umpire's opinion, the pitcher, leaves the pitching plate after "play ball" has been called, and prior to the ball being hit. The umpire shall call: "Dead Ball" and return all runners to their bases. The umpire shall warn the offending player.
- (i) If the pitcher offends for the second time (or more), in the same innings, the umpire shall call "Dead Ball", and advance each runner on base, one extra base.

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 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.

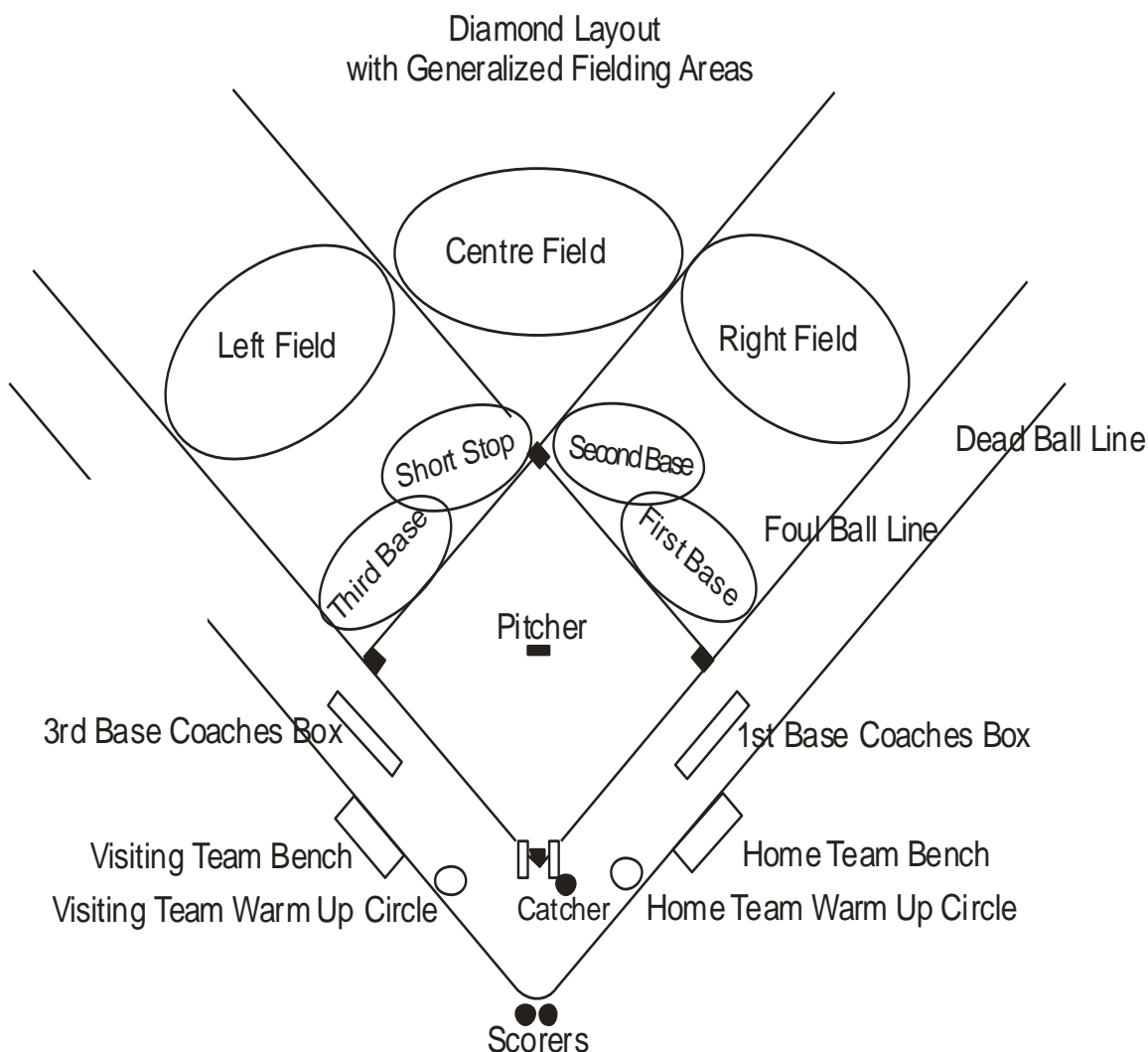
Scenario 1: Ball hit, shortstop pulls off his mitt as the ball passes him and throws it at the ball in an attempt to stop it, but misses.

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

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.

19.6 Diagram of 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.

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.**

“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 runners 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.

The rule says the runner must at LEAST one extra base from where they were going.

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.

CONCLUSION:

*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.

CONCLUSION:

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. (fielders are only 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 one extra base from where they were going. 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. . This rule must not be used to circumvent rule 19.2

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

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 more than twelve players listed in the batting order.

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

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.

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.

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. 4, 5 & 6, 7, 8 & 9. 10, 11 & 12 years old these are not official and may vary subject to clubs requirements.

22.2 Age Cut Off

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

An official presentation on behalf of the



Tee-Ball Association of Western Australia

Practical Umpiring Manual



TBAWA suggests that
Umpires, Coaches, Club Officials & all Tee-Ball supporters
visit this very informative website
www.playbytherules.net.au

Umpiring Levels

LEVEL 1:

Introductory level, this course is split into two sections. Stage one is an online video presentation which participants must view before attending a 3-hour practical course. Successful participants receive an Umpires Manual, a Level 1 Accredited umpires cap and Umpires shirt. This course should give umpires enough confidence and knowledge after studying the rules and some practical experience to base umpire at State Championships and or plate umpire at club level without having to sit an exam. The course addresses, duty of care, attitude, positioning, dealing with difficult situations, rules and safety on the diamond. There is a minimum age of 12 years old to become a level 1 umpire.

LEVEL 2:

Participants sit an online multiple choice theory exam that requires a 90% pass mark and are also assessed on a practical level during a club game. It is suggested, but not compulsory, that prospective level 2 umpires attend a level 1 clinic first as the level 1 course teaches what is expected within the level 2 practical assessment. There is a minimum age of 13 years old for level 2.

LEVEL 3:

Participants require a 100% pass rate in the theory level 2 exam. Then they are required to be assessed on a practical level at a minimum of two games at the State Championships. Level 2 is a prerequisite for this level

LEVEL 4: Accrediting Umpires

Level 4 umpires are expected to have an above average knowledge and understanding of the rules and be extremely confident in their interpretation of the rules. They must have a continuing involvement in the sport to retain this position.

They will have previously attained level 3 and umpired at least 25 TBAWA carnival games. In order to achieve and retain level 4, participants are required to display a desired level of ability which will be assessed yearly by the Chief Umpire or his/her appointee.

LEVEL 5: Umpire Development Officers

Level 5 umpires must have achieved level 1 - 4.

Impending presenters are required to assist and co-present at a season of clinics (subject to the chief umpire's satisfaction) They will then be assessed on presenting a solo clinic. Performance will be assessed by a panel of at least three level 5 umpires. They are expected to have an above average knowledge of the rules and will be required to sit a 90 question rules exam. Potential level 5's are expected to attend and complete a D.S.R. "Presenters Course" for developing skills in: dealing with difficult people, presenting, communicating and listening skills. Certain online courses may be accepted as an alternative

Upon successful completion umpires must present at least two (2) clinics per year to retain level 5.





The Green Shirt Program

The “Green Shirt Program” has been developed with the support of DLGSC in an attempt to:

- *Make new umpires identifiable so that they are easy to recognise and support.*
- *Assist in reducing pressure and lessening abuse and conflict directed towards new umpires.*
- *Create a culture of support for these new umpires through the education of coaches, players, spectators and the media*

This initiative for Tee-Ball will involve Level 1 umpires being provided with a green Accredited Umpires shirt and cap.

Level 1 umpires will be part of a mentored programme that will encourage them (should they choose) to progress towards achieving further accreditation levels.

As with all other sports Tee-Ball faces the problem of a continuing decline in the number of umpires being recruited or staying in the system. Harassment, abuse and lack of respect have been identified as major causes in the decline of the number of people prepared to umpire.

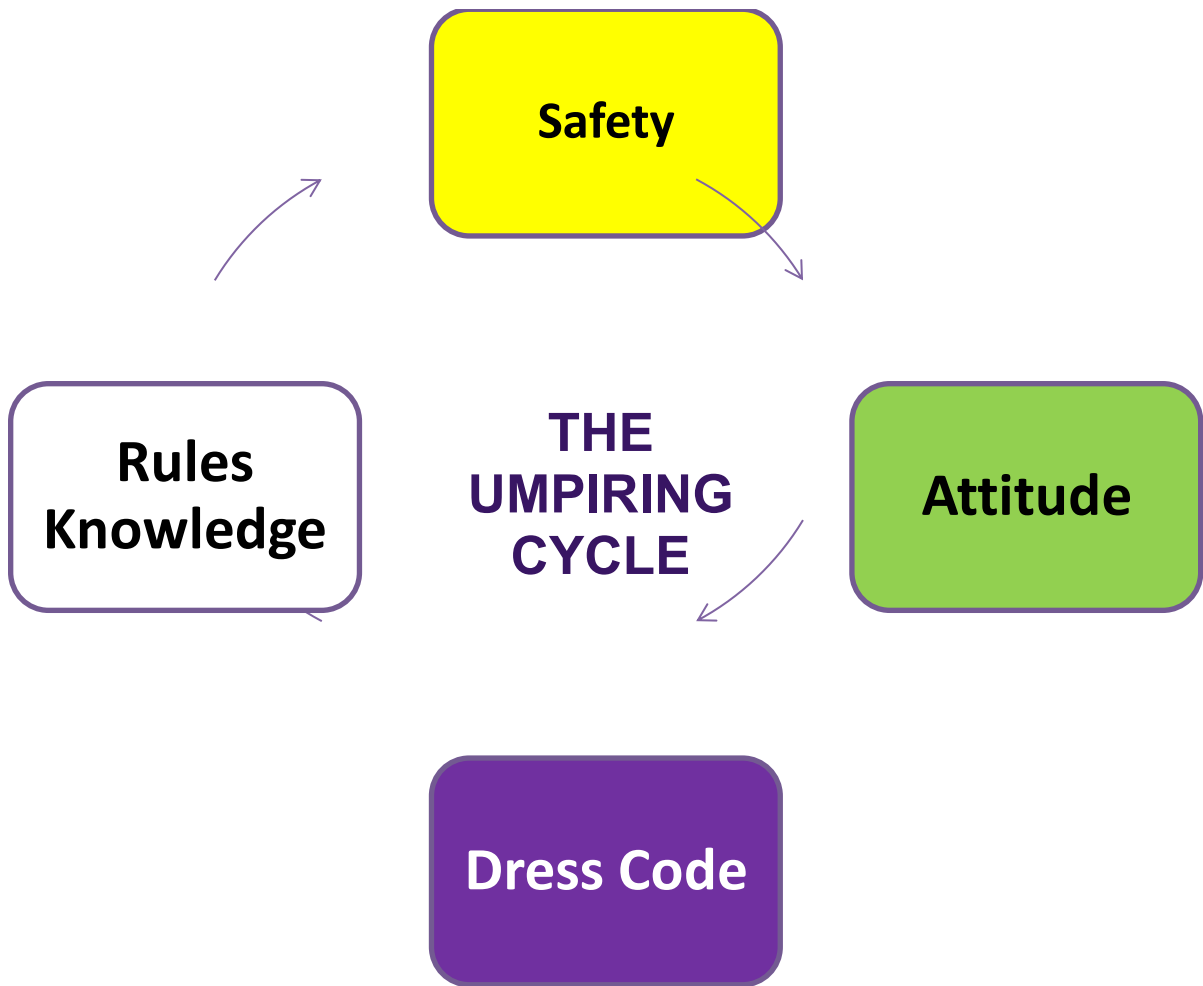
The TBAWA in an attempt to overcome this problem have introduced the following policy:

THERE SHALL BE NO TOLERANCE TOWARDS HARASSMENT OF LEVEL 1 GREEN SHIRT/CAPPED UMPIRES

All club and association officials along with Level 2 and above umpires have a responsibility to remove anyone from a game who treats or addresses a “Green Shirt” umpire in an aggressive manner. (physical, verbal or implied)



Umpires General Responsibilities



Safety

DUTY OF CARE

Requires that everything reasonable and practical be done to protect the health, safety and well-being of those under your control

RISK MANAGEMENT

Translates into being aware of the potential for something to go wrong and taking steps to remove or minimise that risk.

If you do not practice **risk management** you are not fulfilling your **duty of care**.

A simple example of risk management is:

Before you start any game, inspect the diamond to make sure the surface is safe to play on.

E.g. make sure there are no pot holes on the field, if there are, have someone fill the hole with sand and compact it or if there is one available, move to another diamond.

Planning what to do when an emergency occurs is an essential part of risk management. Make sure your club is conversant with procedures and able to deal with emergencies.

Your club should have at least one person with current first aid qualifications to assist when a member / player is injured during training or competition.

If you have good cause to believe a child may be medically unfit to play, seek professional medical advice before allowing the child to participate.

A first aid kit must be available at training and competition venues.

Sport specific rescue equipment should also be accessible.

Emergencies should be formally reported, discussed, and changes made to procedures if necessary.

Attitude

Good umpires are determined as much by their attitude as by their knowledge of the rules



Follow these few simple guidelines and you will be a good umpire

- ❖ Act in a respectful and friendly manner towards all involved in the game.
- ❖ Make sure the game revolves around the Players, not the Umpires or Coaches.
- ❖ Be willing to listen, and learn from every experience, including your mistakes.
 - ❖ Always consider it a privilege to be involved in the game.
 - ❖ Continually study and improve your knowledge of the rules.

An Umpires attitude can be the making or breaking of a good game.

Umpires can have fun and enjoy a game as much as the players

Do not make the game about you, there are few things worse than an umpire making comments like “this is my diamond and you will do it my way”

Be Friendly and Approachable

For instance, if you hear the manager mention the child’s name, use it when they come up to bat, it will help to put the player more at ease.

e.g.: “Hello Johnny do you want the tee raised or lowered” etc. etc.

Should a Coaches approach with a question or even a challenge regarding a rule interpretation, hear them out, then give them your answer in a respectful manner.

Sometimes when a coach or parent is barking in your ear and grumbling about a call it is not always easy to remain calm and respectful, **however you must**. Just keep in mind, you are there FOR THE PLAYERS they do not need to be seeing the coach and umpire arguing. Remember you have the chance to tell the coach before the start of the game how you expect them to approach you should they have a question or query (see Preparing for The Game). If they are not willing to abide by this Rule (1.2 b) then in the most extreme cases, you have the authority to tell them to leave the game.

THIS SHOULD BE AN ABSOLUTE LAST RESORT

Dealing With Difficult Situations

Do not get involved in petty squabbling, do not lose your temper

Remain even tempered and calm at all times, try to see things from the Coach or parent perspective. They are only standing up for their player or child as they believe you have wronged them. As the game administrator, it is your duty to resume the game as quickly as possible. Explain to the person that you will be happy to talk about the situation after the game but for now you must get the game back underway as quickly as possible.

In the first instance, address a disruptive parent or a spectator through the coach.

If the antagonist is a parent or spectator, talk to the coach and have them address the person first, they may be a friend and therefore able to defuse the situation easier and quicker than you can. If the situation continues after the coach has talked to them and you feel what is being said is being heard by the players and in contravention to rule 1.1 you will need to address the person yourself.

Make sure you approach the person you are dealing with, do not call them to you.

It is very important the way you approach a disgruntled coach or spectator. The worst thing you can do is stand in the middle of the field, point your finger at and call the person to you, YOU JUST LOST THAT ONE.

You need to quietly in between innings go over to the person and explain that they cannot continue behaving the way they are. Explain that as an umpire you have a code of behaviour you have to adhere to as do players, coaches and spectators alike.

If you feel you cannot control a situation, call for an official, this is not an indictment of your ability as an administrator, sometimes it takes a third party to control a situation.

Points of Reference

Listed below are a few internet sites worth visiting. For reference material on

Duty of Care, Safe Playing Environments - Discrimination

The Law & Sport, Dealing with Verbal Abuse and many other items of interest worth taking a look at.

www.playbytherules.net.au

www.dsr.wa.gov.au

www.ausport.gov.au

Dress Code



Department of
Sport and Recreation



Practical, Tidy, Comfortable

wear comfortable & practical clothing
with jogger style shoes.

*If you expect to be taken seriously,
look the part.*

*Research has shown that players feel more confident & comfortable when
umpires appear official by
wearing official uniforms.*

Rules

Continually study the Rule Book and its interpretations

Keep abreast of any rule changes

Implement the rules in a fair and impartial manner

Implement the rules with relevance to the age and ability of the children playing



UMPIRING TIPS

Practical Umpiring At The Plate

FOUL HITS

TEE FOUL

- When the ball is hit, quickly step in pick up to the tee, move in to position, WAIT until the ball hits the ground, throw both arms in the air, and call "Time FOUL Ball!"
- Wait for the ball to be returned and reset on the tee.
- Call "one strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then
- Call "Play Ball!"

NOT A FULL FORCEFUL SWING

- When the ball is hit, if in your opinion the player did not take a full swing, step in to pick up the tee, WAIT until the ball hits the ground, throw both arms in the air, and call "Time FOUL Ball!"
- Explain to the batter the reason for the call.
- Wait for the ball to be returned and reseal on the tee.
- Call "... strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then
- Call "Play Ball!"

BALL HIT INTO FOUL TERRITORY

- When the ball is hit, step in and pick up the tee, move into position, WAIT until the ball hits the ground. If you judge it to have first landed in foul territory, throw both arms in the air, and call "Time FOUL Ball!"
- Wait for the ball to be returned and reseal on the tee.
- Call "... strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then
- Call "Play Ball!"

BACK FOOT FOUL

When the ball is hit, if you judge the batter has moved their back foot to hit in an APPRECIABLY different direction, move pick up the tee. WAIT until the ball hits the ground, 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 argument if an out is made.

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

- Call "... strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then.
- Call "Play Ball!"

In all the above scenarios, should the ball be caught, the penalty would not be as in the scenario, instead the batter would be called "OUT".

Strikes & Outs

BATTING OUT OF THE BOX

- If you judge the batter has put either foot COMPLETELY outside the lines of the batting box when hitting the ball,
Wait to make sure the ball hits the ground and is not caught, then call "Time!"
- Announce what the time call was for. e.g. "batting out of the box"
Wait for the ball to be returned and reseal on the tee.
- Call "... strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then
- Call "Play Ball!"

This rule only applies if the ball is hit

SWING & MISS

- When the swing is made, and the ball remains on the tee, throw both arms in the air, and call "Time!"
- Call "one strike on the batter. Batter up!"
Wait for the batter and fielders to become reasonably settled then
- Call "Play Ball!"

STEPPING ON HOME PLATE

- If you judge the batter has touched home plate when hitting the ball,
- Wait to make sure the ball hits the ground and is not caught, then call "Time!"
- Announce what the time call was for. e.g. "batter stepped on Home Plate"
Wait for the ball to be returned and reseal on the tee.
- Call "... strike/s on the batter. Batter up!"
Wait for the batter and the fielders to become reasonably settled again then
- Call "Play Ball!"

This rule only applies if the ball is hit

CLEAN HIT

- When the ball is hit, move in quickly and pick up the Tee, whilst watching the ball.
- Move to your left up the third base line (keep far enough back from the line so as not to interfere with any runner coming home) see the positioning diagram.
- IF THE BAT IS IN THE WAY REMOVE IT BY EITHER KICKING IT OR PICKING IT UP, whilst at the same time **keeping your eyes on the game!**

Signals

There are only six official signals you MUST LEARN & USE.

Signals are an important part of good umpiring and should be used by both umpires.

Signals should be **animated**, **clear** and **decisive**.



TIME

As this is the most contentious call in our game, we must make sure it is seen and heard as soon as it is implemented.



SAFE

A most important call to be decisive with, a week call/signal will generally attract a challenge by the defensive coach, be precise and clear make a strong statement.



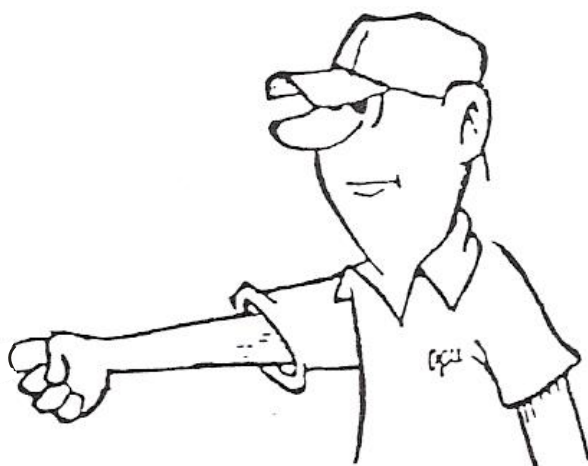
OUT

As above It is most important you make a strong statement with this signal so as not to attract a challenge. A quick call also informs the player they must move out of the way and not interfere with any subsequent play.



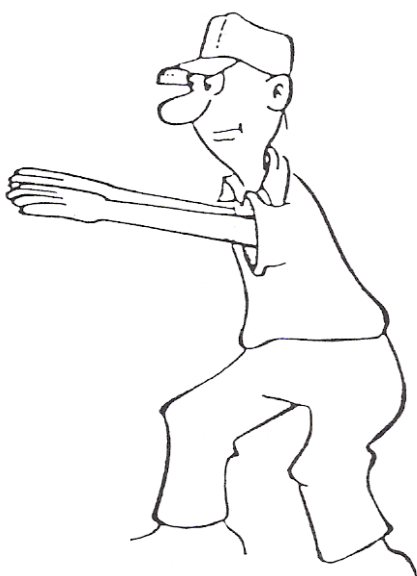
HOME RUN

Should be used by both umpires to not only inform the spectators and scorers but also acknowledge a significant achievement by the player.



OBSTRUCTION

This signal is used by the either umpire to show the other umpire that they have seen an infringement before their partner umpire makes any call.



PASS BALL / DEAD BALL

Used by both umpires when a ball passes over the dead ball / pass ball line

Positioning for Plate & Base Umpires

Responsibility:

The Plate umpire has the final say on 3rd & Home

The Base umpire has the final say on 1st & 2nd

Umpiring is a team effort, back one another up, and communicate.

Keep out of the way:

Even though position is all-important, be careful not to interfere with the players or the game.

See the play hear the play:

Position yourself in the best place to see & hear the play. Hearing a ball enter a mitt can be a major advantage when watching the runner's foot touching a base.

When the ball is hit (Plate umpire):

Move in quickly and pick up the tee, **Fold it and Hold it**, keep it folded and in your hand until after you call "time" and all runners have stopped running.

Move at least 1/3rd of the way up third base line subject to where the play is being made

E.g.: if the play is at 1st or 2nd base, you move from a 1/3rd to ½ way up the line, this way you get a good line of sight to judge any play at these bases. (you may say "that's the base umpires job" and you would be correct, however as stated previously, umpiring is a team effort. (ALWAYS BACK ONE ANOTHER UP).

If the play is at 3rd you should be almost at 3rd, remembering at all times to stay out of the way.

AS above if the play is going to be at Home Plate that is where you must be.

When the ball is hit (Base/Field umpire):

On a play at 1st move from your starting position around so as to get the best possible view of whether the runner or the ball arrives at the base first (whilst the diagram shows that the umpire can go into the diamond, only do this if totally necessary). The last thing you want to do is interfere with a throw coming from 2nd, short stop or the 3rd baseman.

With a runner on 1st the Base/Field umpire should start off three quarters of the way up the line from 1st base, closer towards 2nd and at least 2-5 metres back depending on age group.

With runners on 1st, 2nd or 3rd you can start off on either side of 2nd base and the same distance back. When the ball is hit you would move towards the best position for which ever base the play is to be made at. Be prepared to keep moving as there may be a second or third play and you should be close enough to see each of them. Once again as above it does not matter if it is not your base, umpiring is a team effort and you should be able to back your partner up should they have had their view blocked.

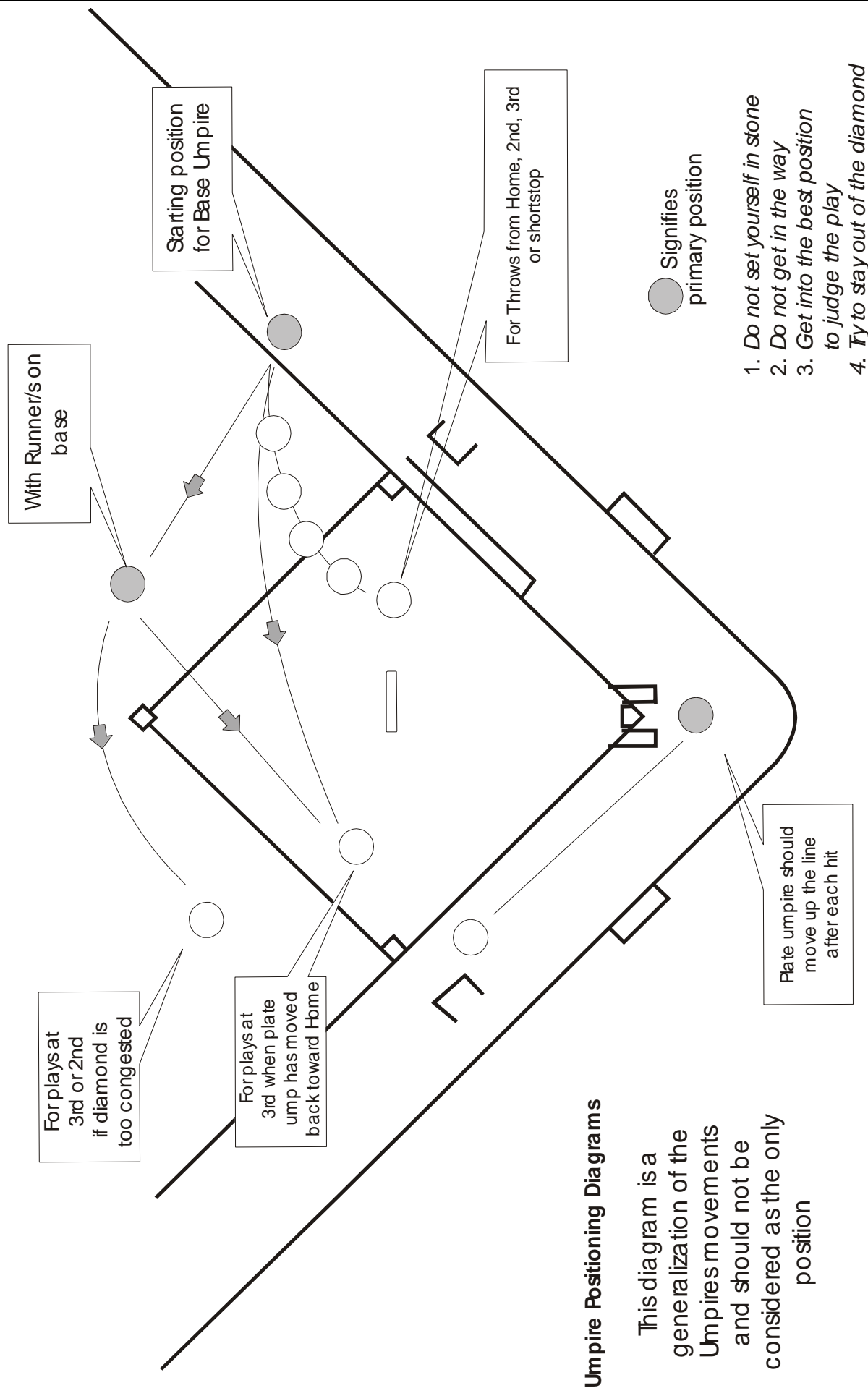
In a two-umpire game a good base umpires will work (physically) much harder than a plate umpire.

The best asset a Plate umpire can have is a good Base/Field umpire.

One who moves around attempting to get into the best position to make the best call.

The worst Base/Field umpire is one who plants themselves in one position for the entire game and makes half-hearted calls.

Tee-Ball Association Of Western Australia



Preparing for the Game

Organisation

Good umpires are well organised. An umpire with a well-structured approach is usually challenged less as they are seen to be experienced and in turn in control.

Listed below is a suggested pre game procedure, you may wish to add to this however, bear in mind you only have a limited time.

Pre-Game

- Arrive 10 to 15 minutes before game start time.
(Applies to both umpires)
- Inspect the diamond for safety.
(Applies to both umpires)
- Check bases are put out correctly -
1st and 3rd INSIDE the corner of the diamond. This helps with “Foul Ball” calls
2nd centred on the point of the diamond.
Home plate at the point of the diamond with the tee directly over top.
Pitcher’s plate in centre of diamond, approx. one pace closer to 2nd base than home.
- Introduce yourself to your partner umpire.
- Introduce yourself to the coaches explain that only the Head Coach may approach the umpire during a game and only after time has been called for and granted.
- Explain to the Coach that you expect them to approach you in a respectful manner should they have a query during the game.
- Discuss any ground rules, obstructions on the field (fences, other diamonds, etc.)
- Ask coaches to have their manager allocate fielding positions while the players are waiting their turn to bat. This will speed up the game.
- If you don’t have a match ball, organise one now.
- **Introduce yourself to the scorers. They are your allies.**
- Check they have the batting line-ups entered in the scorebook.
- Time to contemplate your pre game address to the players before the game.

Pre-Game Address To Players

Equally as important as the pre-game check is the pre-game address to the coach and players.

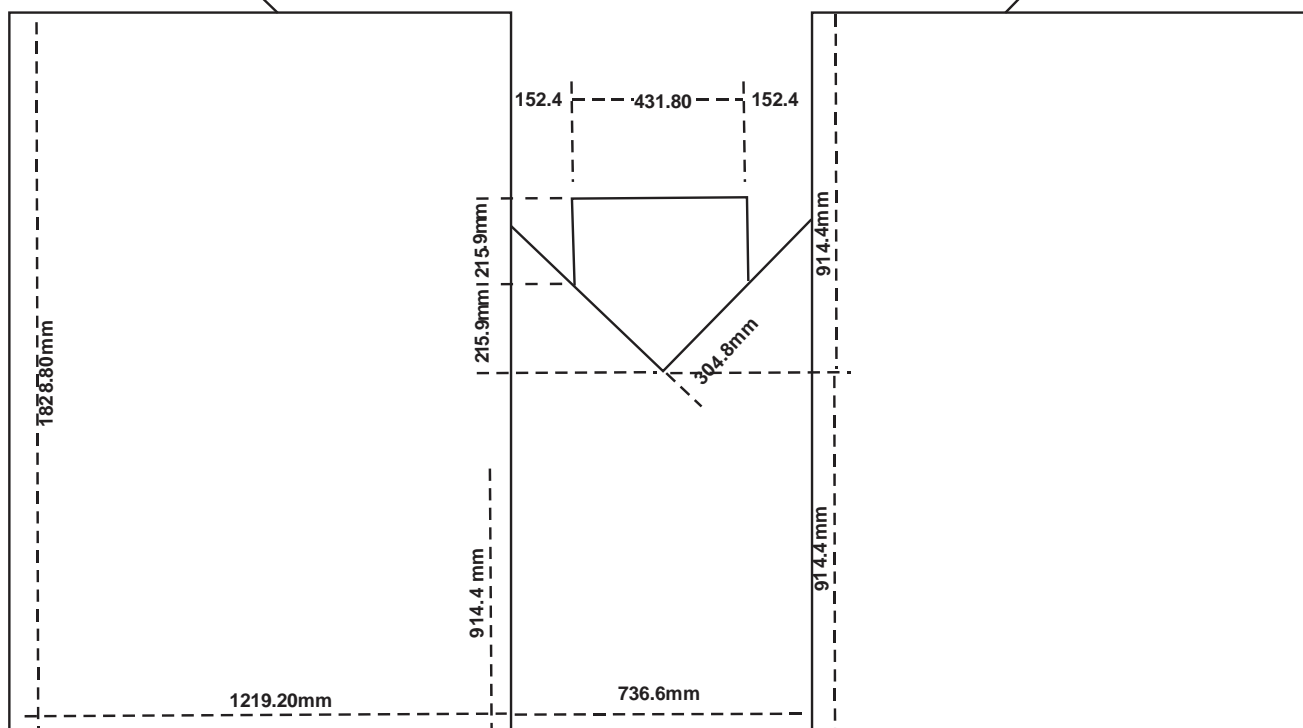
Listed below is a suggestion for the pre-game procedure:

- No less than two minutes before game time, depending on the length of your address, get the teams to assemble behind 1st base (home team) and 3rd base (visiting team).
- Call teams into home plate, they should trot to the pitcher's plate, then turn and proceed in two parallel lines to stand in front of the tee.
- Whilst standing behind the tee address the players.
Inform the players of any concerns you may have on the field or any other issue you feel may warrants addressing. For instance, if you know there is a player in one of the sides that throws the bat, mention to them that you pay special attention to bat throwers or if there is a soft patch in the outfield warn the players etc.

Once you have concluded your talk:

- Invite the team fielding first to take the diamond.
- Step back and stand centrally behind the batting boxes.
- Call the first batter up to the batting box. **(Batter Please)**
- Ask the batter if they would like the tee height adjusted.
- Check that nine fielders are on the diamond in orthodox fielding areas.
- Check the catcher is in the correct position.
- Call "Batter Up!"
- Wait for the batter to become reasonably settled in the box, the fielders should also be reasonably settled in their positions.
If this is the case:
- Call "Play Ball!"

Batting Box & Home Plate Arc Dimensions



HOME BASE & BATTING BOX DIMENSIONS

Tee-Ball

Definitions & Jargon

Appeal Play: A play in which the defence has an opportunity to gain a favourable ruling from an umpire by addressing a mistake by the offense or seeking the input of another umpire.

Base: The canvas or PVC bag at the first, second and third corners of the diamond.

Bases Loaded: Runners on first, second, and third base.

Base Runner: A base runner (shortened as "runner") is a player on the offensive team (i.e., the team at bat) who has safely reached base.

Batter: The player who is at home plate and tries to hit the ball with the bat. Also referred to as the "hitter".

Batter Up: The call by the umpire for the batter to take their position in the batter's box and prepare for the hit.

Bat: A tee-ball bat is a smooth contoured round wooden or metal rod used to hit the ball from the tee. A bat's diameter is larger at one end (**the barrel-end**) than at the other (**the handle**). The bottom end of the handle is **the knob**. A batter generally tries to strike the ball in the sweet spot near the middle of the barrel-end of the bat, sometimes referred to as the **fat part of the bat** or the **meat end of the bat**.

Batter's Box: The area within which the batter must stand during their time at bat. The marked, rectangular areas on the left and right sides of home plate that batters must stand in while hitting.

Bench: "The bench" is where the players sit when they are not at bat, in the on-deck circle, or in the field. The Bench may also be known as "The Dugout". "The bench" may also refer to the *players* who are not in the game but listed in the line-up and eligible to enter the game.

Bottom of an Inning: The second half or "last half" of an inning, during which the home team bats.

Choke Up: A batter "chokes up" by sliding his hands up from the knob end of the bat to give him more control over his bat. It reduces the power and increases the control. (this is not illegal in Tee-Ball as long as the player still takes a "Full & Forceful Swing").

Catch: The act of a fielder taking secure possession in his hand or glove of a ball in flight and firmly holding it; providing he does not use his cap, or any part of his uniform in taking possession.

IT IS NOT A CATCH if simultaneously or immediately following his contact with the ball, he collides with a player and or if he falls down, and as a result of such collision or falling drops the ball.

In establishing the validity of a catch, the fielder shall hold the ball long enough to prove that he has complete control of the ball and that his release of the ball is voluntary and intentional.

- Line drive into player's shirt - no catch
- But smothered onto body and then taken out by hand - catch
- Held in arms - no catch. **The player must gain possession in his glove or hand.**

- If the fielder contacts another player, wall, fence, etc. after catching the ball, and as a result loses the ball - no catch. He must retain possession of the ball.
- As to dropping the ball in the throw (e.g. double play) - if the ball is clearly pulled out of the glove and in the throwing hand and he loses it - then it is a catch. If he never had possession, it never reaches the throwing hand, it is different.
- Whether it is, or is not a catch, is the judgement. If the ball falls while taking it out, it is a catch.

Coach: In tee-ball, the coach of a team controls matters of team strategy on the field and team leadership. The coach sets the line-up before each game as well as making substitutions throughout the game. How much control a coach takes in player strategy varies from one coach to another. Some coaches control defensive positioning, base calling and batting, etc., while others leave these decisions to an assistant coach. Most experienced coaches know a small team of assistants are a great help.

Cut Off: A defensive tactic where a fielder that moves into a position between the outfielder that has fielded the batted ball and the base where a play can be made. This fielder is said to "cut off" the throw or to be the "cut-off man".

Dead Ball: The ball becomes "dead" (i.e., the game's action is stopped). Runners are instructed as to whether they may advance or remain at the base they are at. There are very limited instances where a batter/runners may be put out on a dead ball.

Diamond: The area usually marked by white lines where the four bases designate the corners.

Double Play: A play by the defence where two offensive players are put out as a result of continuous action resulting in two outs.

Ejected: A term used for any one including player or coach who is disqualified from the game by an umpire for unsportsmanlike conduct.

Field: **To field the ball** is to capture or make a play on a ground ball or to catch a fly ball. **To take the field** means that the defensive players are going to their positions, while the other team is on the offense or at bat.

Fielder: Any defensive player (as opposed to a batter). Often, defensive players are distinguished as either pitchers or position players. Position players are further divided into infielders and outfielders.

Foul Lines: Two straight lines drawn on the ground from home plate to the outfield to indicate the boundary between fair territory and foul territory. These are called the **left-field foul line** and the **right-field foul line**. Despite their names, both the foul lines are in fair territory. Any fly ball that strikes the foul line beyond first or third base is a fair ball.

Grand Slam: Home run hit with the bases loaded.

Ground Ball: A ball that is hit on the ground so that it bounces in the infield.

Ground Rules: Rules that are specific to a particular ballpark (or grounds) due to unique features of the park and where the standard tee-ball rules may be inadequate.

Home Plate: Home plate has five sides, unlike the other bases, which are square. Also unlike the other bases, home plate is hard, usually a slightly flexible plastic about 10mm thick. Home plate is the last base that a runner must touch safely in order to score a run. Thus, his route around the bases both starts and ends at “Home Plate”.

Home Run: A home run (or homer) is a base hit in which the batter is able to circle all the bases, ending at home plate and scoring a run himself.

Infielder: First baseman (3), second baseman (4), third baseman (5), shortstop (6), pitcher (2) and catcher (1) are so called “infielders” because they are positioned within the infield area of the diamond. These six positions have allotted numbers as listed beside for scoring purposes.

Inning: An inning consists of two halves. In each half, one team bats until three outs are made or 9 batters have had a bat. A full inning consists of six outs, three for each team; and a regulation game consists of nine innings or one hour whichever comes first. The first half-inning is called the **top half** of the inning; the second half-inning, the **bottom half**. The break between the top and bottom halves is called the **middle of the inning or change over**. The visiting team is on offense during the top half of the inning, the home team is on offense during the bottom half.

Line Drive: A hard hit ball with a trajectory that closely parallels that of the base lines.

Line Up: The batting order, which generally also lists each player's defensive position.

Manager: A person who assists the coach with administration of the team. The manager may have many jobs, non-less important than keeping the team in their batting positions on game day.

Mitt: A tee-ball glove or mitt is a large padded leather glove that players on the defensive team wear to assist them in catching and fielding balls hit by a batter or thrown by a teammate. Fielders usually wear conventional gloves (with individual finger slots). There are also catchers and first baseman's mitts available, however whilst these are generally not used in tee-ball.

Outfield: Outfielder is a generic term applied to the people playing in the three positions in tee-ball farthest from the batter. These three positions are left fielder, centre fielder, and right fielder. Outfielders are primarily engaged in attempting to catch long fly balls and making plays on balls that get through the infield. Outfielders play behind the six other members of the defence. Each position on a tee-ball field corresponds with a number and outfielders are represented by 7 (left field), 8 (centre field) and 9 (right field). These numbers are used for scoring purposes.

Pass/Dead Ball: A ball that crosses the Dead Ball line and generally allows one or more runners to advance a base.

Play Ball: The umpire's order to start the game and for the batter to take their swing.

Playing field: The area upon which the game is played.

Proximity of their Base: Proximity is generally considered as within three (3) paces for the relevant age group (that is 3 paces either side of the base).

Safe Hit: A safe hit is one where the ball is not caught or batter runner reaches the base safely before they are thrown out or tagged.

Scorers: The people who keep the official score during the game.

Slide: A slide is when a player drops to the ground when running toward a base, to avoid a tag and (in the case of second or third base) as a means of stopping, so as not to overrun the base and risk being put out. Players also sometimes slide head-first into first base.

Strike: A strike is called if a batter swings at and misses the ball. If a ball is hit into foul territory. If a batter does not take a full forceful swing. If a batter swings and as they make contact one or more of their feet are completely outside the lines of the batting box. If a batter takes a step or changes the direction of their back foot in an effort to change the direction of the ball they are hitting after the call of play ball.

Squeeze Play: When a base runner is trapped between bases by two fielders advancing from either side attempting to make a tag whilst the runner attempts to avoid it.

Tag: A tag is a play in which a base runner is out because he/she is touched by the fielder's hand holding a live ball while the runner is not in contact with their base.

Take the Field: When the defensive players go to their positions at the beginning of an inning the defence takes the field.

Three Up Three Down: To face just three batters in an inning. Having a "three up, three down inning" is the goal of every team.

Time: The umpire's order to stop play.

Top of an Inning: When the game commences and the team occupying the 3rd base dugout send out their 1st batter or at the completion of the other team having had their turn at bat. (The bottom of the inning)

Triple Play: When three outs are made on one play. This is rare, while a typical game may have several double plays, a typical *season* only has a few triple plays. This is primarily due to the fact that the circumstances are rather specific and difficult to achieve.

Umpires: Each umpire is a member of an **umpiring team**, responsible for refereeing or officiating a game. Tee-ball games incorporate a minimum of two umpires. The umpires officiate the game, including beginning, suspending, and ending the game; enforcing the rules of the game; calling foul balls and strikes; making judgment calls on plays; and dealing with discipline such as ejecting players or coaches from the game.

Each umpiring team has a **Plate** and a minimum of one **Base/Field** umpire. The home plate umpire is the umpire in chief for the game and declares when game action is to begin or end, calls foul balls and strikes, and whether runners are safe or out on plays at the plate and third base. The base umpire is responsible for declaring whether runners are safe or out on plays at the other bases.

The umpiring crew works as a team, and on some occasions consult with one another before an official ruling is made, such as on appeal plays, whether a fly ball actually was a homerun, when a particular umpire had an obstructed view of a play, or when one umpire has moved from his initial position and is not the one who is closest to a play and thus able to make a call.

Any further clarification can be obtained from the
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