**Tee-Ball Rules**

**General**

**The Tee**

The Tee shall be placed directly on top of Home Plate by the umpire.  
The stem of the Tee shall be directly above the point of the Home Plate

**Scorers**

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

**Injuries**   
If any player is injured during a play, an umpire shall immediately call "Time" to halt the game.

Any runner injured when safe at base may have a substitute runner at that base.

**Specifications**

**FIRST, SECOND AND THIRD BASES** should be attached to the ground

**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.

**The Helmet**

Conventional baseball/softball batters type helmet, with both ears covered.

**Playing Rules**

**Regulation Game**

**Game Duration**

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

* No innings shall commence within five minutes of the scheduled finishing time. (An innings is defined as commencing at the moment the bottom of the previous innings is completed.)
* Once an innings has commenced, it must be played to completion, that is, both sides must bat.

**Duration of an Innings**

Each team will bat in order listed in the batting line-up until the third out is made or the innings is declared

The innings is ‘declared’ by the umpire announcing, “Nine batters - side away”.

**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.

**Calling “Time”**

When the ball is hit, play proceeds normally until the ball is held by any player in an infield position and all runners are in close proximity to a base (only 1 runner may occupy a base). The umpire shall then call: "Time".

**Catches**

It is a catch if:

1. 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.

1. The fielder takes the catch then drops the ball while in the act of making a

second play.

**Foul Batted Balls and Strikes**

**Foul Balls**

A foul ball is a batted ball which:

* First lands in any foul territory
* First touches a fielder or umpire whilst in or over foul territory

**Strike**s

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

* If the batter hits a foul ball.
* If a full swing fails to dislodge the ball.
* If, in the umpire's opinion, the batter hits more tee than ball when striking at the ball.

**Fair batted balls**

A fair ball is a batted ball that:

* First lands in fair territory.
* First lands on any Diamond line, Foul Ball line, Foul Ball Circle line or hits an umpire or fielder whilst on or over fair territory.
* Settles anywhere on the playing field having first landed fair
* Is caught anywhere on the playing field (in fair or foul territory).

**Dead Balls**

**Foul Ball Circle line**

* Umpires must call “Time” and “Dead Ball” to stop play when:  
  A thrown ball crosses the Dead Ball line
* A ball enters the batter warm up circle (if it is occupied).
* In their opinion a player appears hurt and in need of attention.
* In their opinion a fielder deliberately carries, knocks or kicks a ball over the dead ball line to supress any runners

**Batting and Base Running**

**Batting**

**Batting Line-up**

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

**Batting Order**

* A player's position in the batting order is fixed when they have completed their turn at bat.

**Hitting Ball Early**

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

**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 disposed of in a way that would allow it to make contact with another person). The ball is dead, and runners are returned to the base they occupied before the hit.

**Foul Ball Circle**  
A ball first landing inside the Foul Ball Circle shall be deemed Foul.

Immediately the ball hits the ground the umpire shall call

“Time foul ball / strike/s on the batter”

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

**Overthrows**

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

**Leaving Base Early**

No runner may leave their base before the ball is hit. When a runner leaves the base before the ball is hit, both umpires shall call: "Time Dead Ball” and return all runners to their bases.

**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 will be called out.

**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.

**Touching Bases in Order**

When running bases, a runner must touch each base in order.

**Tagging a Runner**

1. Whilst the ball is live any runner may be put out by being tagged by a fielder whilst off base
2. To be put out on a forced play the base may be tagged before the runner arrives

or the runner may be tagged before they arrive at the base

1. To be put out on a non-forced play the runner must be tagged before they reach

the base.

Note:

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

**Force Play**

A force play is one in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

**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 is tagged by a fielder with the ball.

**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.

**Passing Runner in Front**

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

**Runs on Third Out**

* No runs can be scored on a play where the third out is made
* On the batter-runner before they have touched first base
* On a force play.
* Even if a runner from 3rd crosses home plate before the batter/runner is given out on their way to 1st and is the third out, the run/s cannot count.

**Suicide Running**

Umpires should be aware of any attempt by runners to force errors by suicide running or barging. Any advantage gained by this practice shall be nullified and the runner returned to the base before this occurred. Any outs made shall stand.

**Dislodged Base**

* 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.
* Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire’s judgement the player touches or occupies the point marked by the dislodged base.

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

**Interference**

**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.

A runner is safe if hit by a batted ball.

**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.

**Fielding**

**Fielders**  
Number of Fielders

Nine (9) fielders occupy the field.

**Fielding Positions**

When the batter is swinging at the ball:

* Fielders must field in orthodox fielding areas, while maintaining relative separation.
* Fielders should be reasonably set in their positions. E.g. out fielders should not be running
* Only 9 fielders may occupy the diamond at any one-time during play.
* The pitcher must be in contact with the pitching plate and must be the only infielder inside the diamond.
* The catcher must have their whole body to the side opposite the batter, outside, and behind, the back line of the batting box.
* No fielder, except the catcher, may be in foul territory.
* From the call of Play Ball until the batter swings, only limited movement is

permitted within their orthodox fielding positions for all fielders except pitcher and catcher.

**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.

**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.

**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.