



# **TEE-BALL ASSOCIATION OF WESTERN AUSTRALIA**

## **ABOUT TEE-BALL AND HOW TO PLAY THE GAME**

**Information for all new Coaches and people first starting Tee-Ball**

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**The game should at all times be played in the spirit of Tee Ball Philosophy (the FOUR F's):-**

- 1. FUN**
- 2. FAIR PLAY**
- 3. FUNDAMENTAL SKILLS**
- 4. FAMILY INVOLVEMENT**

### **OBJECTIVES**

- 1) To learn the fundamentals of Tee-Ball
- 2) To learn good sportsmanship.
- 3) To learn how to accomplish goals through teamwork.
  - (a) The objectives and rules are set forth with the intention of having fun under an Organized concept of rules. Skills learned through the child's participation would carry over into daily life including family and school activities. We encourage all parents to be supportive of their child as well as all participants.
  - (b) Tee-Ball is dependent on parental support during the games as well. For each game there will be a need for field preparation, umpiring, and coaching. We feel the clubs can achieve all their goals only if the entire group of players, coaches, and parents contribute their talents. When your child's coach asks for help, please step forward.

### **GAMES**

- 1) Two (2) teams take turns to be a batting team or a fielding team for 7 (innings) or 1 hour (max). Change of batting team and fielding team is made when nine batters of the batting team have hit the ball or when three (3) batters are out.  
The "away" team starts off batting. (This is usually decided in the fixtures, ie 1st mentioned is the "home" team, 2<sup>nd</sup> is the "away" team).
- 2) The team that scores more "runs" than the other team shall win the game when both teams are through with the specified number of innings.
- 3) A game shall start with a declaration of "Play Ball" by the umpire.  
Fair and foul balls shall be judged in the same way as baseball.  
The rules of "Infield Flies" ( a very technical rule of baseball) are not applicable in Tee-Ball.  
All players must bat and should not sit out more than two (2) consecutive innings in any game.

### **SCORING and SCORERS**

- 1) The scorer shall score one run each time a base runner makes it safely to home base.
- 2) All batters must bat in order. If, in the previous innings, batter number 8 was the last to bat, then batter number 9 is the first to bat in the next innings, followed by 10, 11, 12, 1, 2 etc.

## **RULES**

- 1) The fielding positions will be the same as in baseball. **(As per diagram on the last page)**
- 2) All players will bat in the line-up.
- 3) All players must play in the field. (No player to sit out consecutive fielding innings).
- 4) The ball will be hit from a tee, and it must travel within the boundaries of the marked diamond.
- 5) The game should last about one (1) hour or seven (7) innings whichever comes first.

## **PLAYING FIELDS AND EQUIPMENT**

- 1) Mark a diamond as per the TBAWA Rule Book.

## **PLAYERS**

- 1) Number of players
  - (a) A team shall consist of a total of 9 to 12 players per team.
- 2) Names of playing positions
  - (a) 9 players are positioned as follows:-  
Pitcher, Catcher, First Base, Second Base, Third Base, Short stop, Left Fielder, Center Field, and Right Field.

The remaining players are called Cheer squad.

**As per diamond layout on the last page.**

### **Catcher**

**Catcher** must stand in the far back corner of the opposite box to the batter until the batter has hit the ball and play begins.

### **Batter**

The batter shall hit the ball from the batting tee after "Play Ball" has been called by the umpire.

After hitting the ball the batter will then run to first base and, if a good hit he/she may continue to the next base if the Base Coach sends them on.

If the batter misses the ball or hits the tee the Umpire will call "Foul Ball - one strike on the batter". If the batter hits a foul ball three (3) times (ie. three (3) strikes), the batter is out and the next batter will be called up to the tee for his/her turn to bat.

Bunting and chop-hit are not allowed. The batter must have a full forceful swing at the ball. The batter should run every time he/she hits the ball and if the ball goes into foul territory, the Umpire will call "Foul Ball" and call the batter back to try again. The batter will be given a strike on every "Foul Ball" and on the third strike the batter is "out".

The object of all batters is to get as many runners home as possible. The innings shall finish if three (3) batters are out or nine (9) batters have batted. All batters must bat in order. If, in the previous innings, batter number 8 was the last to bat, then batter number 9 is the first to bat in the next innings, followed by 10, 11, 12, 1, 2 etc.

Once there are three (3) out or nine (9) batters have batted, the batting team becomes the fielding team.

### **Base runners**

Base runners are only able to leave the base after the ball is hit. When this rule is violated, the Umpire shall warn the base runner and if he/she does it again on the same batter, the runner will be given "out".

The batter/runner may over-run First Base and turn to the right to be safe. If he/she turns to the left and is tagged (touched by hand or mitt holding the ball), by the first base player, or the base is touched by First Base player before the batter gets there, the batter/runner will be given "out".

The base runners must touch all bases on the way around until they reach Home Base. A runner may slide into all bases (not recommended at first, because the runner should be running as fast as they can and can overrun). (See Rule Book 13.1) Once reaching Second or Third base the runner must not over-run these bases because if they are tagged whilst off the bag they are "out".

### **Fielders**

The object of the fielder is - once the ball has been hit into the playing field he/she must get the batters and/or runner out before they reach Home Base.

### **COACHING**

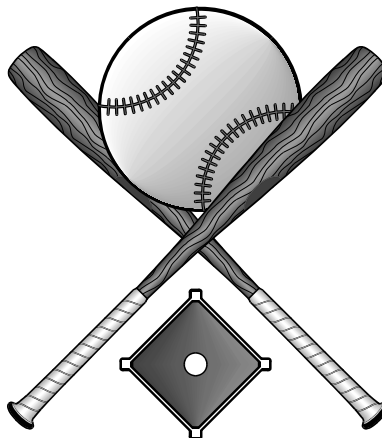
- 1) When a team is batting, coaches are allowed in the first and third base coaches boxes to indicate to the runner whether to run on or stay. A coach is permitted to assist and instruct a batter, but must return to either the bench or coaches box before "play ball" is called.
- 2) During the game the Fielding Team may have a Coach on the field only in Under 9's and behind the outfielders. The Coaches are not to physically help or assist the players while the ball is in play.
- 3) When the ball is hit play proceeds normally until, the ball is held by any player in an infield position **and all runners** are approximately in contact with a base. The umpire shall then call "Time".
- 4) Overthrows: Runners will be awarded the next base from where they were when any thrown ball crosses the Dead Ball Line.
- 5) The Pitcher must stay in contact with the Pitching Plate until the ball is hit. All players are encouraged to throw the ball to the base rather than run to the base with the ball.
- 6) Spectators are to remain behind the Dead Ball Line.
- 7) Only the Head Coach can question a call, however, no judgment calls will be changed, as the umpires have the final say.

### **Coaching Continued:**

- 8) Coaches must have their line-ups ready prior to the scheduled start time. This will ensure that game Time Schedules are being followed.
- 9) Late players coming to the game can be added to the end of the line-up. If they turn up after batter number 1 has batted twice, they cannot take part in the game.
- 10) The batter may be given "out", if he/she throws the bat. One warning per batter may be given.
- 11) After games have started, Base Coaches cannot touch runners while the ball is in play. If the runner is touched, then he/she will be called out. This is an effort to help teach the players when to run. ie use signals
- 12) Coaches are responsible for the conduct of themselves, their players and the parents of the players. Coaches, players, or parents who display inappropriate conduct or bad sportsmanship, will be ejected from the game, and possibly from the ballpark, by the Umpire.

### **UMPIRES**

- 1) The umpire basically consists of two (2) people, one is called "Plate Umpire" and the other is called "Field or Base Umpire".
- 2) The Plate Umpire shall be located behind the Batter facing the Pitcher.
- 3) The Field/Base Umpire shall be located on the foul line further down 1st Base if there are no runners on base, and close to 2<sup>nd</sup> base if 1<sup>st</sup> base occupied.
- 4) The Plate Umpire shall judge all the plays done in and around the area of Home Base and 3rd Base.
- 5) The field/base umpire shall judge all the plays done in and around the area of 1st and 2nd Bases.
- 6) The Plate Umpire shall call "Time" when batter/base runners complete advancing to bases and the ball is returned to an infield position.



# About Tee-Ball

## ITS THE MOST POPULAR GAME FOR KIDS ALL OVER AUSTRALIA

That's right Tee-Ball - the world's most exciting team bat and ball game for children, is played all over Australia, by thousands of children.

Tee-Ball is based on Baseball - Baseball and Softball have been popular sports in WA for many years. The basic idea in both baseball and softball is to hit a pitched ball with a round bat. This is a difficulty skill to master - some commentators claiming that hitting a baseball is the hardest thing to do in any sport. In order to relieve the sometimes-considerable frustration this causes, a modified form of baseball was developed in 1974.

Called "Tee-Ball", the game replaces the regular pitcher with a batting tee. The ball is placed on the tee and the batter hits the ball from there. From the moment the ball is hit into fair territory, the game proceeds in much the same way as for baseball or softball.

While accurate figures are difficult to obtain it is a fact that many thousands of young Australians are playing Tee-Ball each year. It is fast, exciting and everyone gets to be involved. No one child is able to dominate the game and everyone gets to hit, run, throw and catch. Tee-Ball is a game for everyone.

## PLAYING THE GAME

The great thing about Tee Ball is that there are very few rules to learn for the children. The main point of the game is to involve lots of kids, making sure that everyone has a turn and that everyone has lots of FUN!

There are two parts to each game. The first part is batting. Each player in turn has to try to hit the ball past the fielders - into fair territory. Batted balls, which don't go into fair territory, are called 'fouls'.

If the ball is hit into fair territory and the batter reaches first base before the first baseman receives and tags the base holding the ball the batter is safe. If the ball gets to first base before the batter - the batter is 'out'. Once a batter makes it safely to First Base, he/she must rely on other members of their team to force them around the bases. This is done by hitting the ball into fair territory, just as the previous batter.

When a runner is on first base and the next batter hits the ball into fair territory, the runner on first is "forced" to run to the next base because there cannot be two runners on the same base at the same time. If "forced" to run from First Base to Second Base, the fielding team only has to touch Second Base while holding the ball to achieve the "out". The same thing happens when a runner is "forced" from Second to Third Base or from Third Base to Home.

A runner is only "forced" to run when the bases behind him/her are all occupied.

A runner who is not "forced" must be tagged (touched by hand or mitt holding the ball) off base, by the fielding team, to be given "out".

When the batter hits a ball in the air and is caught by the fielding team, the batter is out.

When the ball is hit into the air all runners on base should stay on the base, in case the ball is caught. If the ball is dropped it is then time to run. A runner will need to be quick though, as the fielders can tag the runner out with the ball any time the runner is not touching the base. Three "outs" for the batting team and means that it is the other team's turn to bat.

This is the way a Tee-Ball game is played. A Tee-Ball game usually lasts for even turns at batting for each team - but you can play all day if you wish to! At the end of the set number of innings – (each turn at batting and fielding is called an inning) - the team with the most runs wins the game. It should not really matter who wins - the idea is for everyone (children and parents) to enjoy himself or herself!

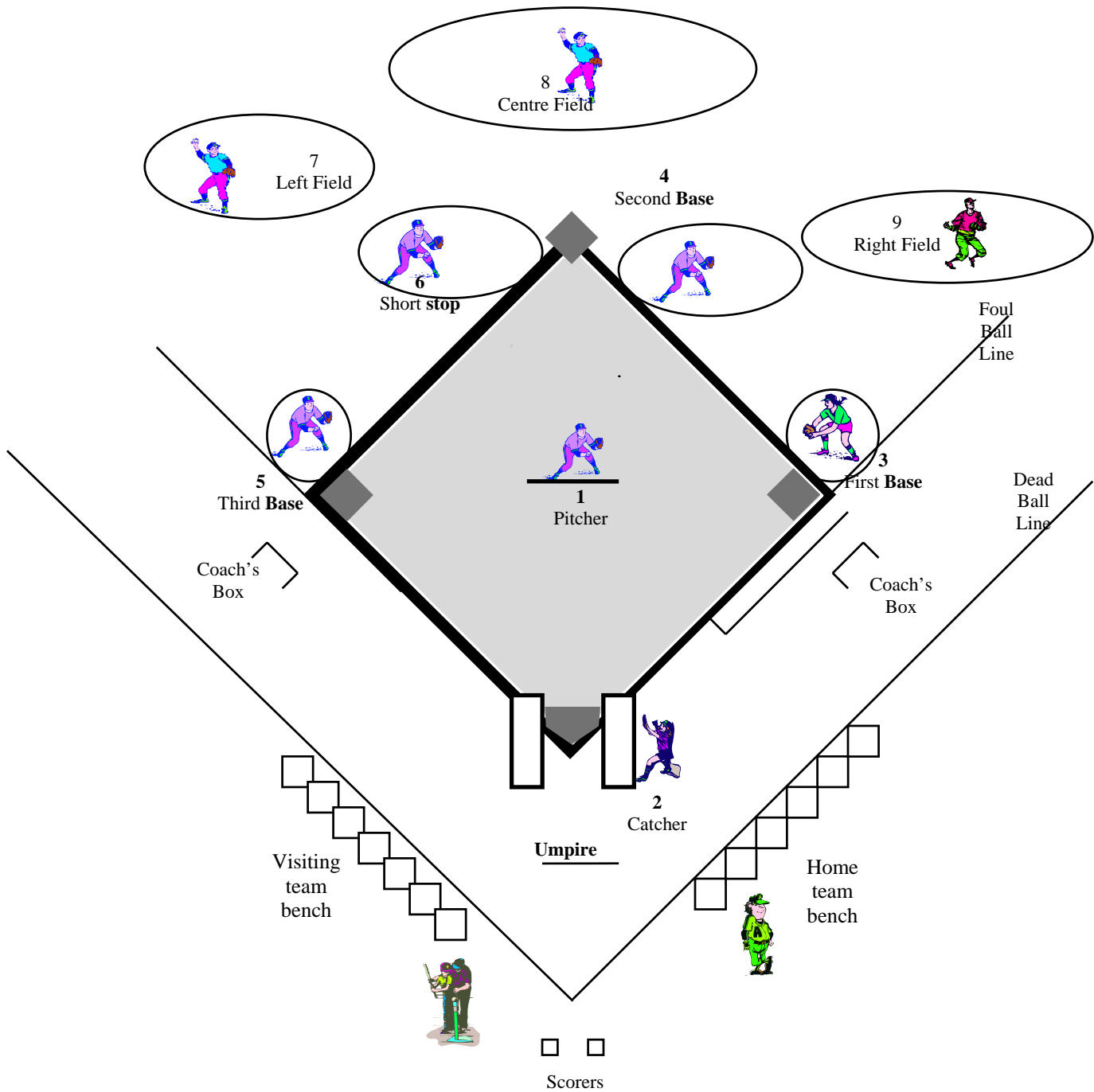
## **FOR PARENTS**

Tee-Ball is a healthy, action-packed game designed to appeal to children between 6 and 10 years. It combines a variety of mechanical, physical, co-ordination and mental skills in a team environment. Tee-Ball is far more popular than most traditional Australian sports, probably because it is far less likely to cause injury than most. It is also a game where there always seems to be something happening which helps hold the interest of the age group.

Tee-Ball is the perfect introduction to Baseball. Children who have been taught the fundamentals of throwing, catching and fielding (through Tee-Ball) are likely to find many years of active sporting involvement and enjoyment in one of Australia's ever growing number of Baseball or Softball Clubs. There also exists the framework whereby more serious players can progress through to National and even International levels of the sport.



## DIAMOND LAYOUT AND FIELDING POSITIONS



**Fielders:** Nine (9) fielders occupy the field and must field in orthodox fielding areas, approximately as shown above, while maintaining relative separation:

**N.B.:** For left handed batters the catcher will stand on the other side of the umpire.

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