

## OVERVIEW OF RULES (TBALL)

### THE UMPIRE:

Umpires should be aware that the nature of the game is an enjoyable learning experience for all players and should therefore apply the rules with discretion and judgement.

- The umpire will call PLAY when a batter is in the batting box. The umpire will call: BATTER, READY... FIELDERS SET... PLAY BALL. For each batter and after every strike, foul ball, dead ball or after time has been called.
- BATTER READY: Once the call is made and the umpire can see that the batter is ready, the batter is no longer able to move. Batters must be square onto the home plate when batting.
- FIELDERS SET: The fielders are no longer able to move until the ball is hit. Then finally the umpire calls...
- PLAY/ PLAY BALL: The batter hits the ball. The batter CAN NOT move their back foot after you have called batter ready. In the case of a batter moving their back foot and hitting the ball TIME is called and the batter is awarded a strike. In the case where their back foot moves and it's strike 3, the batter is out.
- The umpire should adjust the height of the tee to suit the batter and place the ball on the tee
- The tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured (e.g. when a runner is running home from third base). The umpire can move the tee into foul territory when a play might be played at home or hold it in his or her hand. This is best done right after the batter hits the ball.
- The catcher stands next to the umpire when the batter is batting and moves forward once the ball has been hit.
- The umpire should move into the field of play once the ball is hit and the Tee is in a safe position.
- Students DO NOT need to wear shin pads, catchers must still wear full catcher gear, Shin pads/ leggings are optional.
- The umpire shall not call time until all possible play has ceased. For example, the runners are no longer advancing bases and/or the fielder has control of the ball and is not in the process of making a play.

### CALLING TIME:

- When the ball is in play, fielders can stop play by holding the ball in the air and standing still.

The ball MUST be deemed to be in the infield (inside the bases). The umpire will then call TIME and players can no longer advance. In the case of a player being approximately halfway, it is the umpire's decision whether the player is to advance or go back. It is important to consider if a quality throw was made and caught by the fielder would the runner be out if forced or tagged.

### *Obstructions*

- All obstructions (defined as a fielder obstructing a baserunner from the approximate running line) that occur shall be called by all umpires. The ball is dead immediately and the runners shall be awarded the base they would have made had the obstruction not occurred.
- Obstruction will be called if a fielder is on the base or running line and the runner collides or is obstructed by the runner from advancing.
- However, if the fielder is in the process of fielding a ball or receiving a ball from another fielder no obstruction can occur from the involved fielder/s.

### *Interference*

● All interferences (defined as a batted ball that hits a baserunner) that occur shall be called by all umpires. There shall be no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the interference. Unless forced to advance by the batter-runner. The batter is only awarded first base.

### **PLAYERS:**

- A team shall consist of no more than 12 players and no less than 7.
- Provided three outs are not achieved by the fielding team, there will be a maximum of 9 runs by the batting team before swapping over.
- Each time a team bats they can only bat a maximum of 12 batters. If the fielding team achieve 3 outs the swap is still made.
- All 12 players shall play on defence during each game. However, only nine players are permitted on the field at any one time.
- The batting order does not change at any time.

### *Batting:*

- The umpire will announce to the fielders in a loud clear voice. LAST BATTER.
- When the 12th batter hits the ball the ball MUST be thrown home where the catcher or any other fielder stands on home plate with the ball in his glove/hand to stop play. The umpire will call SIDE AWAY.
- When a ball is hit fair to the outfield and rolls over/under/through a fence/bush/cricket boundary/ or any other obstacle that the umpire deems to interfere or obstruct the fielder the batter is awarded two bases. Additionally, if there are baserunners they also receive 2 bases.
- The batter is permitted one practice swing. Should the ball fall from the tee on the practice swing there shall be no penalty. Any additional movement of the bat towards the ball after this practice swing shall be called a strike.
- If the batter hits the ball before "Play" has been called, the ball is dead and no count is recorded against the batter. The batter shall take a normal forceful swing when striking the ball.
- Bunting is not allowed. If the umpire thinks that the batter is not taking a full swing, the batter should be called back to swing again.
- Batters should be seated in foul territory in the correct batting order until called by the umpire.

### *A strike is called when:*

- The batter swings at the ball and misses
- The batter swings and hits the tee and not the ball. This is a foul ball.
- All foul balls shall be counted as strikes and after the 3rd Strike, the batter is out.

### *Until the ball is hit:*

- The pitcher must have both feet in contact with the pitcher's plate
- The catcher must be behind home plate in a safe position with the umpire. (approx 2-3 meters back from the batter and next to the umpire) All other fielders must be stationed in fair territory
- No fielder, other than the catcher may be stationed within 9 metres of home plate. The pitcher must field on the pitcher's plate until the ball is hit.
- There must be only 6 players inside the bases including the catcher, pitcher, first base, second base, third base and shortstop. Outfielders MUST be outside the bases in the outfield.

### *Pitching:*

- The ball is not pitched in TBall - instead, it is batted from a tee.
- The pitcher must keep both feet in contact with the pitch plate until the ball is hit

### *Overthrows:*

- When the ball is overthrown and becomes dead (i.e. throw goes into the bench or beyond the limit of the playing field or hits a person not engaged in the game etc) all runners shall be awarded one base from the last base legally touched at the time of the throw. The batter runner will only be awarded first base. (This encourages students to throw the ball to make a play risk-free.)
- In this situation, the umpire calls "DEAD BALL".

### *Baserunning:*

- The runner must wait until the ball is hit before leaving the base. The umpire shall call a dead ball if a runner leaves before the batter hits the ball. There is no penalty, the runner simply returns to the base.

### *Getting players out:*

- The batter can be given out:
  - after the 3rd strike
  - if the ball is caught on the full
  - throwing the bat dangerously
  - if a fielder holding the ball touches first base before the batter arrives or if a fielder holding the ball tags the batter before the batter reaches first.
- Baserunners can be given out:
  - if a fielder holding the ball tags the runner (either forced or unforced) between bases;
  - if a fielder holding the ball touches the base with any part of the body (usually the foot) before a forced runner reaches the base
  - if the runner had left the base before a caught flyball and a fielder holding the ball (as above) reaches the original base before the runner can return.
- When tagging a runner:
  - the fielder must touch the runner with the hand/hands holding the ball
  - the runner will not be out if the fielder loses control of the ball

### *Dead or alive:*

- The ball shall be dead when:
  - The batter hits the tee
  - On all interferences and obstructions
  - When the ball is overthrown or hits a person not engaged in the game

### *Coaching:*

The offensive team is permitted a coach to be stationed in the coach's Box near 1st and 3rd bases. The offensive coach must not interfere with the ball or any fielder and must not physically assist the batter/runner in any way.

## CALLING GAME:

- Games start as per the organisation overview sheet and a minimum of 2 completed innings must be played to constitute a game.
- An innings is defined as a top and a bottom:
  - TOP of the innings: Team A bats and Team B fields
  - BOTTOM of the innings: Team A fields and Team B bats.
  - Completed innings: both teams have batted and fielded
- Once a team has both batted and fielded the second innings starts with Team A batting again and Team B fielding. This would now be referred to as the top of the 2nd innings.
- The winner of the game shall be the team that scores the most runs in a regulation game. That is the score at the end of the last completed innings
- If a full second innings is unable to be completed in the allocated time, the winning team will be based on the results at the end of the first full innings.
- Scores are to be communicated via text message to conveynor. Conveynor to add scores into a spreadsheet.
  - 3 points - allocated to the winning team
  - 1 point - allocated to the losing team
  - 2 points - allocated in a draw

It is recommended where possible coaches discuss the results of each of your school's games with the opposing coach before leaving the field.

## RULES FOR SETTING UP (Diamond)

- Running lines between bases 12m
- Pitching distance 9m
- Teams are required to use a leather or synthetic 11" mod. Ball.
- The deadball line runs parallel to the foul ball line at least 3m wide.
- Coaches have the option of putting all their teams on the batting lineup (up to 12 players) so that all players get to bat. **ONLY 9 PLAYERS CAN TAKE THE FIELD.**

