



RULES OF TEEBALL

TOURNAMENT PLAY

THESE RULES ARE TO BE APPLIED IN CONJUNCTION WITH THE “RULES OF BASEBALL”.

SECTION A - AGE

A player is eligible to take part in any match in **Under 10** provided he/she is under the age of 10 on the 1st January of the season to be played. (i.e. for the 2009 February tournament date taken would be 1st January, 2009)

Minimum age is 6 years.

SECTION B – QUALIFICATION

To participate in the Teeball Tournament a player must be a registered Teeballer with the Club and BV on the ‘My Club’ system and be participating in the Club’s Teeball Program.

SECTION C - FIELD

1. Base paths shall be 57 feet (17.4m) and the pitcher’s plate 40 feet (12.2m) from the home plate.
2. A foul line is marked on the field in an arc in front of the tee/home plate, at a 10 foot (3.05m) radius from the tee/home plate and between the 1st and 3rd base lines.
3. The “Pass Ball” line shall be 15 feet (4.5m) from the diamond. Players and spectators are to be behind this line at all times unless fielding, batting, on deck or base coaching.
4. Bases shall be regulation baseball size.
5. A home plate shall be used and must be touched by a runner to score.

SECTION D - EQUIPMENT

1. BV approved balls will be used for tournament play only. Each club is to supply one match ball per game.
2. Clubs are to supply their own tees. The home team will supply the tee for each game.
3. Aluminum or wooden bats are allowed.
4. Teams should have some type of uniform whether it be complete or at least matching tee shirts and caps.
5. **NO CLEATS or FOOTBALL BOOTS ALLOWED, only flat or dimple soled shoes are to worn.**
6. ***Helmets must be worn by all batters, baserunners, pitchers, catchers and players basecoaching.***

SECTION E - THE TEAM

1. A standard team consists of 9 players. Maximum squad size for tournaments is 15 players.
2. Unlimited substitutions of players are allowed except that each player must have a turn at bat and be on the field for at least 3 outs before being substituted, and when a player re-enters the game, must take up their original batting order position.
3. A team may take the field provided that the team has at least 7 players at the scheduled starting time.
4. The batting line -up must continue in order during the course of each game numbering from 1 to 9.
5. (a) The home team - first named - is to field first - occupies 3rd base bench.
(b) The away or visiting team - second named - is to bat first - occupies 1st base bench.
(c) The home team shall provide the main umpire. The base or line umpire to be provided by the away team.
(d) BV has the right to substitute an umpire in place of a team umpire at any time.



SECTION F - REGULATION GAME

1. Games shall be of 50 minutes for tournaments.
2. All play shall start and finish on the siren, not before or after. A five (5) minute warning siren will sound before each game.
3. The "5 Minute Rule" does NOT apply in tournaments.

SECTION G - BATTING

1. The main umpire will ensure that the ball is placed on the tee properly, and that the tee is set at an appropriate height for the batter, before calling "Play Ball". The main umpire must remove the tee from the plate as soon as the ball has been hit.
2. The batter is to take a set stance adjacent to home plate. Once "Play Ball" has been called, the batter may only take one step with his/her front foot in order to hit the ball. The back foot is not permitted to be relocated prior to the undertaking of a full swing.

The aim of this rule is: 1) To prohibit the batter from taking a run-up before striking the ball.

2) To prevent the batter from shifting the back foot in order to change the direction in which the ball is hit, thereby, deceiving the fielding team.

NB: Once the swing has commenced movement of the back foot is permitted.

PENALTY: Each time the back foot is relocated, "Foul Ball" will be called and one strike recorded against the batter.

3. There will be no practice swings once the umpire has called "Play Ball". However, the batter shall be permitted to level the bat with the ball once in order to establish correct distance from the ball. An attempted swing without contact will be recorded as a "Strike" against the batter.
4. The batter must take a full and natural swing at the ball - bunting or short swinging is not permitted. **PENALTY:** "Foul Ball" will be called and one strike recorded against the batter.
5. The batter is out if the bat is thrown. This is a judgment call by the umpire. The ball is dead and runners may not advance.
6. **"Play Ball"** is called by the umpire to commence play. **"Time"** shall only be called by the umpire/s to stop play.
7. A team will complete their turn at bat after 3 outs are made or in the case of the "Nine Batter Rule".
8. **Nine Batter Rule:** The ninth batter will be the last batter in the inning.
With two outs in the inning:
 - If the batter successfully makes first base and no other runners are put out, then the batter and all runners score and the inning is closed.With none or one out in the inning:
 - If the batter successfully makes first base and no other runners are put out, the batter and all runners score and the inning is closed.
 - If the batter or any other runner is put out and there are still only one or two outs, then the batter (if first base is made safely) and all remaining runners score and the inning is closed.
9. **"Foul Ball"** is called as per the rules of baseball and when;
 - a) The ball comes to rest on or inside the line of the 10ft arc in front of the batter.
 - b) The ball is bunted or the batter takes a short swing.
 - c) The batter swings and hits the tee without hitting the ball (whether the tee is knocked over or not). Runners cannot advance.
10. A Fair Ball is ruled as per the rules of baseball.
11. **"Strike"** is called when;
 - a) The batter swings at the ball and misses.
 - b) All fouls are recorded as strikes against the batter, including the third foul for that time at bat (three fouls = three strikes = the batter is out).
12. **The ball is dead:**
 - a) After the umpire/s calls the ball "Foul" or calls "Time".
 - b) When the pitcher does not have both feet on the pitcher's plate at the time the ball is struck.
 - c) When any player is injured.



Base runners may not advance when the ball is dead unless provided for elsewhere in these rules.

SECTION H – BASE RUNNERS

1. All base runners must be in contact with the base when the ball is hit. If a base runner leaves the base before the ball is hit, the ball is dead and the base runner will be called “Out”. The batter returns to bat with the count prior to the offence.

NB: A base runner who leaves a base as a result of the batter:

- a) Swinging and missing the ball, or
 - b) Hitting the tee but not the ball
- is not out, but must return immediately to the base.
2. Base stealing is not allowed.
 3. Runners may advance when the ball is caught as per the rules of baseball.
 4. Sliding is permitted.
 5. There is no half way rule in Teeball.

SECTION I - FIELDING

1. All players except the pitcher must be behind the base lines at the time the ball is struck, ie. outside the diamond. Outfielders should take their positions a reasonable distance behind the infield base lines. The catcher stands at a safe distance from the batter, behind the tee.
2. A fielder may catch a foul ball within the "Pass Ball" line.
3. All play ceases or stops when the umpire calls “Time”.
4. All players, except the catcher, must position themselves in fair territory when “Play Ball” is called.
5. The pitcher must be in contact with the pitcher’s plate with both feet until the ball is struck.
6. The Coach/Manager of all teams are to instruct their fielders not to stand on the base when without the ball, thus restricting the base runner in such a manner that it impedes the base runner from making an extra base(s).

PENALTY: If a fielder obstructs a base runner when not in possession of the ball, then the base runner shall be allowed to advance to the next base.

7. Fielders are permitted to tag or force out base runner(s) as per the rules of baseball.
8. Double and Triple plays are permitted.
9. Coaches and Managers of all teams are encouraged to rotate players between fielding positions during the course of the game/tournament, to allow players to gain experience in all positions.

SECTION J - PASS BALL

1. "Pass Ball" rulings are made as per the rules of baseball, ie. Any ball that is thrown by a fielder and lands or rolls over the pass ball line, will allow base runner(s) to advance two bases from the time the ball was struck. On the second or subsequent throw by a fielder in the same play, base runner(s) will advance two bases from the time of the throw.
2. A fair, batted ball that crosses the "Pass Ball" line is ruled as per baseball, ie. Ground Rule Double.

SECTION K - TIME RULE

"Time" shall be called when, in the opinion of the umpire, all possible play has ceased, eg. when an infielder ahead of the lead runner has control of the ball.

SECTION L - SCORING

1. See score sheet attached to these rules.
2. See Section G, point 8 - “Nine Batter Rule”
3. For tournaments, the **winning team** is responsible for completing a scorecard and returning it to the Centre Manager within five (5) minutes of the siren sounding to conclude that game. Scorecards are to be collected from the Centre Manager prior to the day's play.



SECTION M - DRAWN GAMES

Drawn Games are permitted in the first 3 rounds only.

In rounds 4, 5, & 6, when teams are level at the end of the allocated 45 minutes, the following method will be used to determine a winner by count back.

1. The team who scores the most runs in one inning of the match in question will be determined as the winner.
2. If the teams remain equal, the team who had the most base runners for the whole match in question will be determined the winner.
3. If the teams remain equal, the team who had the most base runners in one inning of the match in question will be determined as the winner.
4. If the teams remain equal, the team who had the highest runs for in the previous round will be determined the winner. If the teams remain equal, the round prior to the previous round will used, and so on until a winner can be determined.