



T-BALL

RULES AND CONDITIONS OF COMPETITION REVISED

FEBRUARY 2024





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

Tee ball is a game that has a comprehensive set of rules. They generally adhere to the rules of NSW Softball. However, some rules and conditions have been modified for our association.

1 Team

- 1.1 Each school needs to field two teams - Mixed and Girls. A mixed team can consist of all boys
 - 1.1.1 Players must turn 8, 9 or 10 during the year.
 - 1.1.2 Players may be changed each innings.
 - 1.1.3 There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order must remain the same.
- 1.2 You may bat through a team of 12 players but a maximum of 9 per innings. Number 10 batter would become the 1st batter in the next innings.

2 Fielding positions

- 2.1 Fielding positions and corresponding numbers are as follows:
 - 1. Pitcher
 - 2. Catcher
 - 3. 1st Base
 - 4. 2nd Base
 - 5. 3rd Base
 - 6. Short stop
 - 7. Left field
 - 8. Centre field
 - 9. Right field

3 Field

- 3.1 15 metres between bases. This is the same for mixed and girls.
- 3.2 Pitchers plate is 10 metres from home plate for the mixed team 10 metres from home plate for the girl's team
- 3.3 Pass ball boundary is approx. 8 metres.

4 Time

- 4.1 Games starts at 12.45pm
- 4.2 Order of games is decided by the home team
- 4.3 Time will be divided between the Mixed and Girls teams. Games should be approx. 45 minutes in length or 5 innings.



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4.4 Catchers should be dressed and ready. Movement on and off the field should be as quick as possible.

4.5 The umpire should clearly state the time the game will end before the game commences.

5 Game

5.1 An innings is decided by 3 out or after 9 batters have batted

5.2 If an innings is incomplete the following applies.

Team	1	2	3	Total	Result
A	3	7	2	10	Team A wins
B	0	7	1 but incomplete innings	7	
A	0	0	7	0	Team B wins
B	1	0	1 but incomplete innings	1	
A	2	1	6	3	Draw
B	3	0	Did not bat	3	
A	4	1	2	7	B wins because score is beaten
B	0	0	8 but incomplete innings		

6 Results

6.1 Results should be entered via the PSSA web site at [Ryde PSSA](#) by the Monday after the game.

6.2 Each school is to be responsible for entering and checking the results.

6.3 Where a school disputes the results entered on the website, the sports coordinator from the school should email the convener, indicating the round and score in dispute.

6.4 If no results are received the match in question will be deemed a draw.

6.5 Points during the competition will be awarded as follows: -

Win - 3 points
Draw - 2 points
Loss - 1 point
Forfeit - 0 points

7 Fair territory

7.1 A ball is declared fair if:

7.2 It lands within the 1st and 3rd base lines in the infield (or on the line) and stays in the infield.

7.3 1st and 3rd base is classified as infield (not the safety base)



7.4 It bounces within the 1st and 3rd base lines in the outfield and the ball bounces into foul territory.

8 Foul territory

8.1 A ball is declared foul if:

- i) It lands within the 1st and 3rd base lines in the infield (or on the line) and then bounces/rolls over the line.
- ii) It does not land within the 1st and 3rd base lines in the outfield.

9 Play

- 9.1 A batter who hits the ball that remains in the infield may only advance one base. Runners on base may only advance one base too.
- 9.2 A batter who hits the ball that passes into the outfield may run multiple bases. Any runners on base may advance multiple bases.
- 9.3 When the batted ball is returned to the infield runners can no longer advance further bases.
- 9.4 If a runner chooses to run to a free base (free runner), the fielders must tag the runner for the runner to be called out.
- 9.5 If a runner has to run to the next base (forced runner), the fielders do not have to tag the runner, they can just put their foot on the base.
- 9.6 No 'time' called by any players. Play can only be stopped by the umpire calling time.
- 9.7 When this happens, if a player is more than halfway to the next base, they can take the next base. Otherwise they need to go back to the base they were on.
- 9.8 If 3 batters are out, the side is out for that innings (side away). The batting order continues from the next player in the next innings.
- 9.9 The following scenario happens often at the end of an innings. It is important that the run is not counted as it can alter the result of the game.
- 9.10 Scenario - It is 2 out. The next batter gets out at 1st base to make it 3 out. Meanwhile, the runner on 3rd base runs home. This run is not counted.

10 Double base rule

- 10.1 A batted ball hitting the white portion is fair. A batted ball hitting the orange portion is foul.
- 10.2 Upon hitting the ball or proceeding from home to 1st base, the batter should run directly to the orange portion of the base. This base can be safely overrun with the baserunner just returning to the white portion of the base.
- 10.3 When tagging on a flyball, the white portion should be used.
- 10.4 A fielder must use the white portion of 1st base when making any play on the batter/runner after a batted ball.



11 Batting

- 11.1 A hit ball is declared fair when:
 - 11.1.1 if is hit more than 4.5 metres from the tee using a full swing.
 - 11.1.2 the ball is hit cleanly off the tee.
 - 11.1.3 it does not land in foul territory.
- 11.2 When a ball is caught, the runners must return to their base if they have left it. After touching the base, they can run to the next base if they want to.
- 11.3 Batters may overrun 1st base (safety base) and safely return to it but they must be in contact with 2nd and 3rd base or else risk being tagged out.
- 11.4 A batter is given out if: -
 - 11.4.1 the ball is hit and it is caught on the full.
 - 11.4.2 he/she is tagged when running to a base
 - 11.4.3 he/she is a forced out
 - 11.4.4 a batter overtakes another runner
 - 11.4.5 the batter removes his/her helmet whilst in the field of play
 - 11.4.6 the batter has three strikes
- 11.5 A strike is when the batter swings at the ball and misses it, or hits the tee below it
- 11.6 A foul is when the ball does not touch the ground at least 4.5 metres from the tee after being struck, or when the ball is struck and it lands in foul territory on the full. Fouls are considered to be strikes.
- 11.7 Batters must wear a helmet whilst batting and running around the diamond.
- 11.8 Batters are not to practise during the innings.
- 11.9 Batters are to wait until they are called to the tee - "Batter up". Batters are not to hit the ball until the umpire calls "Playball". If a batter does hit the ball before "Play ball" is called, the ball is dead and no count is recorded on the batter.
- 11.10 A batter is permitted to have two practice swings before hitting the ball. Should the ball fall off the tee on the practice swing there is no penalty. However, a third swing will be deemed a strike.
- 11.11 If a batter throws the bat, a warning is given. The second time they are out. In semis and finals, no warning is given. They are out straightaway.
- 11.12 Players need to bat in order. The scorer should inform the umpire that a batter has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal batting position next time up to bat. When a team has a full complement of players (9 players) each player may only bat once each half innings.
- 11.13 Last Batter - The ninth batter (last batter) must notify the umpire when coming to the tee. The umpire will then call "last batter". When the last batter has hit the ball off the tee, the fielding side must have the ball back on the tee to stop play. Any runners still on the diamond will be considered stranded. If there is either no outs or one out and the last batter gets caught, then it is innings over and all runners on base are stranded.
- 11.14 A designated hitter is not to be used in t-ball.



12 Dead ball

- 12.1 Play stops
- 12.2 The ball shall be dead when a batter hits the tee.
- 12.3 The ball shall be dead on all interferences.
- 12.4 The ball shall be dead when it crosses the dead ball line. Any runners shall receive one base only at the time of the throw or deflection (of the batted ball) from the last legally held base.
- 12.5 A passed ball occurs when an overthrow by the fielding team passes the boundary approx. 8 metres either behind home plate or 1st and 3rd base (foul territory). The umpire calls 'passed bat' and calls all runners to advance one base.

13 Field

- 13.1 The tee is to be put at the front of home plate.
- 13.2 15 metres between bases (approx. 15 strides).
- 13.3 Pitcher's plate is 10 metres from home plate.

14 Equipment

- 14.1 Ball - a rubber tee ball which is 10.5 inches in diameter.
- 14.2 Tee - made of any suitable material
 - 14.2.1 must be adjustable to suit the batter
 - 14.2.2 different tees may be used by different teams during a game
 - 14.2.3 may be removed by the umpire whenever necessary after the batter hits a fair ball

15 Fielders

- 15.1 The catcher must wear-
 - 15.1.1 Face mask and helmet
 - 15.1.2 Chest protector
 - 15.1.3 Glove
 - 15.1.4 Leg protectors (optional)
- 15.2 Fielders must wear
 - 15.2.1 Hat
 - 15.2.2 Fielding Glove
- 15.3 No fielder is to stand in foul territory
- 15.4 1st, 2nd and 3rd base fielders cannot stand on the base the whole time. They need to field off the base and move on to the base as the ball is retrieved. Fielders are not permitted to block bases.
- 15.5 Fielders must be stationary after "play ball" has been called by the umpire, until the ball has been hit by the batter.



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16 Pitcher

- 16.1 Pitcher must have two feet on the pitcher's plate until the ball has been hit.
- 16.2 The pitcher is the only player that can call "time" and can only do so by having possession of the ball and be standing on the pitcher's plate.

17 Safety

- 17.1 If a ball from another game comes onto the field, the umpire is to hold up the game until the ball and fielder have left the game.
- 17.2 The game is to be suspended if a lightning storm is imminent.

18 Umpires

- 18.1 Ideally each coach umpires one game each.
- 18.2 The 'home' team umpire umpires the mixed game, the away umpire does the girls game unless other arrangements are more suitable.
- 18.3 The home team will field first.
- 18.4 The umpire shall call "play ball" for each batter and after every strike, foul ball and dead ball. Also after 'time' has been called
- 18.5 All interferences that occur will be called by the 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 hit unless forced to advance by the batter/runner.

19 Finals

- 19.1 Semi-finals are 1st vs 4th and 2nd vs 3rd
- 19.2 Finals are played between the winners of both semi-finals
- 19.3 Drawn Semi-finals
 - If the game is drawn the highest team on the table advances to the final.
- 19.4 Drawn finals
 - 1. Count Back
 - 2. Incomplete innings to be completed
 - 3. Extra innings to be played
 - If the game is still drawn, the teams will be declared joint champions.
- 19.5 During the finals no rules will change.