

MWSA LOCAL TEEBALL RULES 2017-2018

All games start at 8:30 & finish at 9:45

MWSA will endeavour to supply a Plate Umpire for each game. Teams are to supply 1 base umpire each.

<http://www.mwsa.com.au/OurComp/Rules.aspx>

The Teeball rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation Softball Australia, Teeball rules as issued by Softball NSW Inc. and modified by MWSA Competition Rules.

1. When the tee is used the following Tee Rules apply:

- 1.1. A batter must have a full swing to make contact with the ball
- 1.2. A batter is not out if on the 3rd strike an "air swing" occurs. The batter continues and should be encouraged to hit the ball.
- 1.3. No foul ball circle (4.5mt)
- 1.4. A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate
- 1.5. If the tee alone or ball & tee are hit at the same time the umpire will call "Foul Ball" – there is no limit to the number of foul balls on a batter

2. Games Times:

- 2.1. A game lasts for 75 minutes
- 2.2. Each innings will be 10 mins, no matter how many outs there are i.e. not 3 out & side away. The 10 mins starts when the batter comes up to bat i.e. not at the completion of the last 10 mins.
- 2.3. There should be no more than 2 mins between innings. Hustle!

3. Base Running:

- 3.1. Runners are forced under the standard rules of softball on a fair ball hit by the batter
- 3.2. A runner may only be "tagged out" while running between bases NOT if they have over run the base
- 3.3. On a throw to a base that is not caught (resulting in an overthrow) runners are not to advance on that error
- 3.4. If a base runner is hit by a batted ball, the Umpire calls "time" & ALL base runners return to the last base they occupied. The batter returns to the TEE to bat again.

4. Fielding:

- 4.1. "Time" is called when the ball is in the infield and under control by any player — umpires discretion
- 4.2. All players must play in their designated positions, ie infielders in **"infield"** & outfielders in **"outfield"**. Outfielders should be positioned no closer than 2metres from the baseline.
- 4.3. Outfielders are NOT permitted in the infield until the ball has been hit off the Tee. Otherwise "deadball" is called & the batter re-bats & all runners are returned to their last occupied base.
- 4.4. Encourage players to throw the ball to the base player to make the out. **Coaches and Umpires should continually educate the players to make the correct play.**
- 4.5. Encourage pitcher to throw the ball to the catcher to make an out. **Coaches and Umpires should continually educate the players to make the correct play.**
- 4.6. No player is to play in the same position for 2 consecutive innings. This is to encourage players to learn all softball skills NOT just a few
- 4.7. Teams may have between 6 and 10 fielders each defensive innings. When there are more than 6 players on the field, the extra players must be positioned in the outfield. The players should be positioned in the traditional softball positions.

5. Scoring: Runs will be scored when a runner crosses home plate, no matter how many there are i.e. can be more than 5
6. Coaches:
 - 6.1. One (1) coach is permitted on the field but is only allowed to be positioned behind the infield area when their team is fielding
 - 6.2. The batting team is allowed a coach in each coaches box
 - 6.3. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding
 - 6.4. No open faced shoes such as thongs or sandals are permitted
 - 6.5. Coaches should endeavour to give equal time at play in the infield & outfield for all players during the season

Remember TeeBALL should be fun for everyone — players & parents!

IMPORTANT CHANGES:

- Teams may have between 6 and 10 fielders each defensive innings. When there are more than 6 players on the field, the extra players must be positioned in the outfield. The players should be positioned in the traditional softball positions.
- Ideally, no more than 10 players per team will allow players to get more game time. The intention is to be more inclusive with less time on the bench.