

CENTRAL DISTRICTS SOFTBALL ASSOCIATION TEEBALL RULES

2019
Version 3

SOFTBALL CDSA TEE BALL RULES

PRINCIPLES

- Tee ball intends to provide opportunity for players to learn the game of Softball by use of modified rules.
- Enjoyment and learning are equal considerations for child participants in the Tee ball competition.
- Coaches, parents or other caregivers involved in this competition are expected to model behaviour which demonstrates good sportsmanship and fair play at all times.
- The CDSA Member Protection Policy applies.



GENERAL

- a) These Rules are to be read in conjunction with the Official Rules of Softball as issued by Softball Australia and adopted by Softball CDSA.
- b) The ball is not pitched in Tee ball – instead it is batted off a Tee.
- c) For the purpose of Tee ball, unless otherwise stated in these Rules:
 - (i) a reference in the Official Rules of Softball to:
 1. *“the time of the pitch”* shall be read as *“at the time the batter hits the ball.”*
 2. *“the next pitch”* shall be read as *“the batter’s next swing at the ball whether hit or not”*.
 3. *“the batter swinging at the pitched ball”* shall be read as *“the batter swinging at the ball on the Tee”*.
 - (ii) the normal rules of Softball shall apply.

1. DEFINITIONS

- 1.1. BASERUNNER – Baserunners must stay in contact with the base until the ball is hit.
- 1.2. BATTING OUT OF ORDER – The scorer shall inform the umpire that a player 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.
- 1.3. BUNTING – **is not permitted.**
- 1.4. FAIR BALL – Identical to Softball with one exception:
 - (a) The batter must hit the ball beyond the line of the 15ft (4.57m) arc.
- 1.5. FOUL BALL – Identical to Softball with two exceptions:
 - (a) The ball is foul if it travels less than 15ft (4.57m) from home plate in fair territory, and
 - (b) The ball is foul if the batter hits the Tee with the bat causing the ball to fall off the Tee.
- 1.6. INFIELD FLY – The Infield Fly Rule does not apply in Tee ball.
- 1.7. SIDE RETIRED – The offensive (batting) side is retired when a 10 minute time period has expired.
- 1.8. STRIKE OUT – A strike out shall only occur if after two strikes the batter swings and fails to make contact with the ball or the Tee.

2. THE PLAYING FIELD

- 2.1. The field shall be marked as for Softball except:
 - (a) The pitcher's plate shall be 35ft (10.68m) from the apex of home plate.
 - (b) The bases shall be positioned 50ft (15.24m) apart.
 - (c) The pitcher's plate shall be in the centre of a circle of 8ft (2.43m) radius.
 - (d) An arc extending 15ft (4.57m) from the apex of home plate shall be drawn across the infield from home/first baseline to home/third baseline.

3. EQUIPMENT

- 3.1. The ball shall be the Yellow EASTON Softcore Tee ball 11 inch (27.94cm) in circumference.
- 3.2. The Tee:
 - (a) may be made of any suitable material;
 - (b) may be of any suitable construction and must be adjustable to suit the batter;
 - (c) must not have any sharp edges.
 - (d) must be light enough to be moved easily;
 - (e) must be placed with the stem over the centre of the front of home plate;
 - (f) must be removed by the umpire whenever necessary after the batter hits a fair ball.
- 3.3. The catcher must wear batting helmet and must not remove it during play.
- 3.4. The Pitcher must wear a batting helmet and face guard and must not remove it during play. If the facemask and helmet are not compatible to be worn together, priority is given to the facemask.
- 3.5. An approved softball helmet with 2 ear flaps is to be worn by all batters and bases runners.
- 3.6. CDSA recommends all players wear shin pads and mouthguards during play.
- 3.7. CDSA supports the use of safety masks or helmets with protective face screens for any participant when desired. The parent or caregiver for the child participant is responsible for determining the need for and supply of such equipment.

4. PLAYERS AND SUBSTITUTES

- 4.1. All players shall be 5 years of age and under 8 as at December 31 in the relevant playing season. Permits may be applied for.
- 4.2. A team shall consist of a minimum of seven players. Seven players must be present at the designated start time. *Teams may list a maximum of 14 players on their roster.*
- 4.3. Only nine players are permitted on the field at any one time.
- 4.4. All players present may take a turn at bat.
- 4.5. The re-entry rule shall not apply in Tee ball.
- 4.6. A designated player shall not be used in Tee ball.
- 4.7. 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 for the duration of the game.

- 4.8. If due to injury and/or illness at a game, the minimum number of players required by a team to continue a game, shall be seven.
- 4.9. Substitutions/changes are only permitted to be made in the half innings, unless a player has been injured in the game.

5. THE GAME

- 5.1. A regulation Tee ball game shall consist of 2 complete innings.
- 5.2. An inning will consist of a team having opportunity for 1 x 10 minute batting period and 1 x 10 minute fielding period.
- 5.3. The 10 minute timing will start when the listed batter is in the batting box and ready to hit the ball. The umpire will notify both scorers when the 10 minute timing commences.
- 5.4. At the conclusion of the 10 minute 'time' a batter who has already entered the box will be allowed to complete their turn at bat.
- 5.5. Scorers for each team will use the official CDSA Tee Ball scorebook to record a 'run' each time a runner legally crosses home plate.
- 5.6. Scorers for each team will use the official CDSA Tee Ball scorebook record an 'out' each time a legal out is made.
- 5.7. The winning team is determined by adding the total number of legal runs made by a team during their turn at bat, plus the number of 'outs' made by that team when fielding.

6. STARTING EACH INNINGS

- 6.1 Before each game both teams set their batting order with all players listed (1st – 14th, or as many as the team has).
- 6.2 At the start of each innings the batting team sends one batter to Homeplate and 3 runners to the bases – “Loaded Bases”
- 6.3 In the first innings the 1st batter leads off by going to bat, at the same time the last 3 batters in the line-up start the game on base.
- 6.4 Each subsequent innings the last 3 batters of the innings before, start on base with the last batter on 1st base, the second last batter on 2nd base and the third last batter on 3rd base.

7. BATTING

- 7.1. The umpire shall ensure that the Tee is adjusted to the batter's satisfaction before calling “Play Ball.”

- 7.2. The batter shall be permitted to have one practice swing (not making connection with the ball). Should the ball fall off the Tee on the practice swing there shall be no penalty.
- 7.3. An additional movement of the bat towards the ball after the practice swing shall be called a strike.
- 7.4. If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 7.5. Should the batter bat out of the batter's box, there will be in the first instance a team warning, any violations by any batter after a team warning the batter will be called out.
- 7.6. A Strike is called:
 - (a) When the batter swings at the ball on the Tee and misses.
 - (b) When the batter swings and hits the Tee but not the ball. This is a foul ball. The first two foul balls shall be counted as strikes.
- 7.7. Defensive Positioning until the ball is hit:
 - (a) The pitcher must have both feet in contact with the pitcher's plate.
 - (b) The catcher must position themselves at the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit.
 - (c) All other fielders must be stationed in fair territory in conventional Softball fielding positions.
 - (d) No fielder, other than the catcher, may be stationed within 35ft (10.68m) of home plate (pitching distance).
- 7.8. There shall be no penalty for violation of Rule 6.7. The umpire shall call "Time" and correct the situation.
- 7.9. If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled and the next scheduled batter will be called.

8. BASERUNNING

- 8.1. A runner must wait until the ball is hit before leaving the base. A team warning will be given in the first instance any violations by any player after that, the baserunner will be called out.
- 8.2. When the batter hits a fair ball, the batter/runner is limited to 2 bases.
- 8.3. Preceding base runners may run additional bases i.e. a base runner legally holding 1st base at the time of the hit may cross home plate if advancing as a result of the hit.
- 8.4. Play continues until all runners are held up on bases or play stops or the umpire calls "time".

- 8.5. "Time" shall be called when any of the following occurs;
- The ball is controlled by an infielder
 - The runners have stopped
 - The pitcher, in the 8ft (2.43m) circle, has control of the ball.
- 7.4 Any runner between bases when "Time" is called by the Plate Umpire shall either return to the last legally held base or proceed to the next base if a following runner has legally gained that base.
- 7.5 If a base runner is injured while on base and cannot run then a team member who is not one of the next five at bat can run for the injured runner.

9. UMPIRES

- 9.1. The umpire will call "Play Ball" prior to the batter hitting the ball and after "time" has been called.
- 9.2. The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.

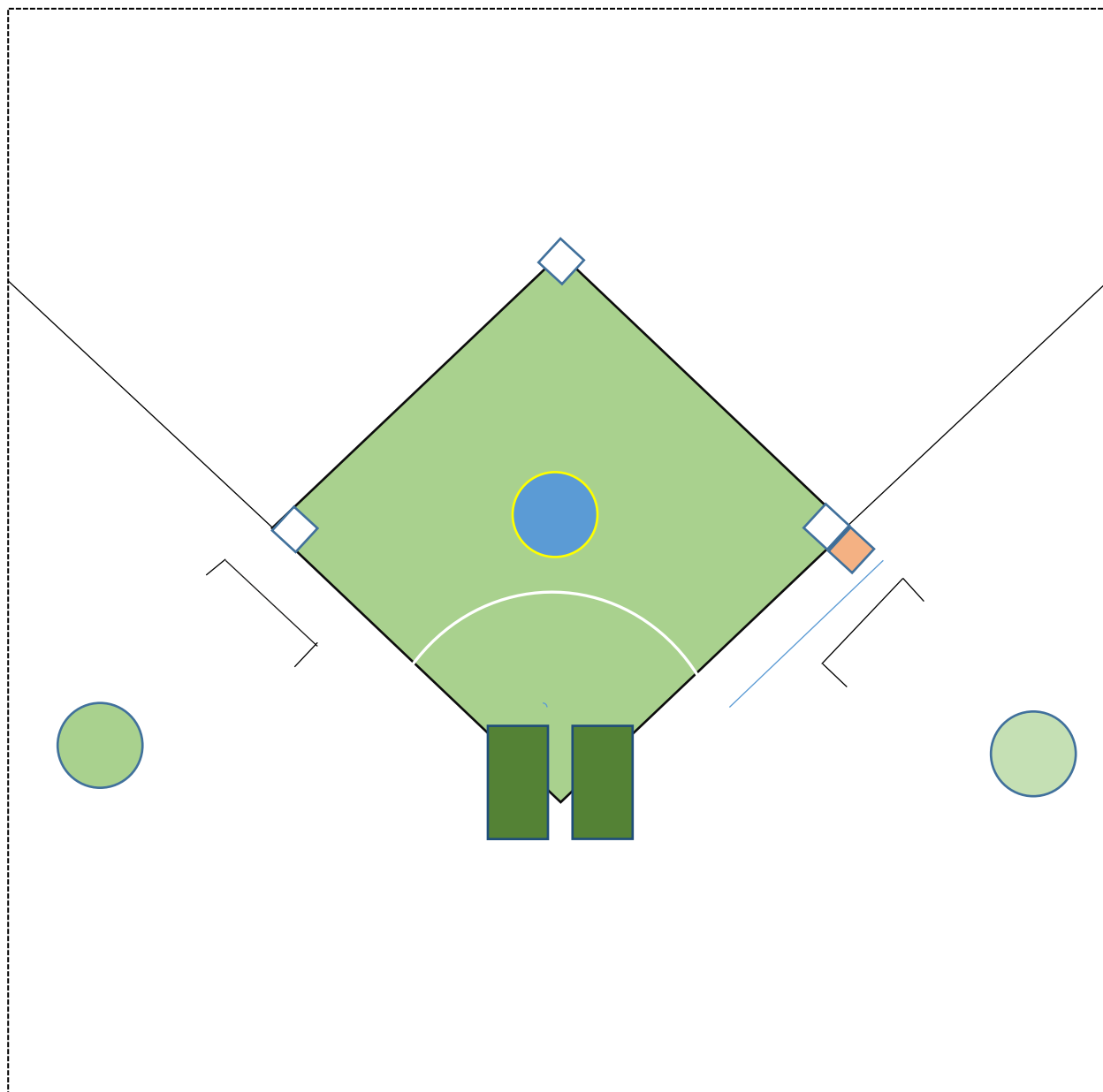
10. COACHES

- 10.1. A defensive (fielding) team may have 1 coach on the playing field to assist fielders during the game. The coach should not unduly delay the game and may not handle or otherwise touch the ball whilst it is in play. The coach must be stationed outside of the marked infield area.
- 10.2. Offensive coaches are stationed within the marked coaches' box.

11. PROTESTS

- 11.1. There shall be no protests in Tee ball.

Field marking diagram



Base to Base = 50ft (15.24m).
Pitchers Plate to apex of Home Plate = 35ft (10.68m)
Fair ball arc from apex of Home Plate = 15ft (4.57m)

*apex is the point of home plate furthest from the pitching plate.

110

RULE SUMMARY – EASY REFERENCE COACHES GUIDE

- A regulation Tee ball game shall consist of 2 complete innings.
- Each team bats for 2 x 10 minutes.
- Each team fields for 2 x 10 minutes.
- The 10 minute timing will start when the listed batter is in the batting box and after the Tee has been set and adjusted as required by the batter.
- At the conclusion of the 10 minute 'time' a batter who has already entered the box will be allowed to complete their turn at bat.
- Scorers for each team will record a 'run' each time a runner legally crosses home plate.
- Scorers for each team will record an 'out' each time a legal out is made.
- The winning team is determined by adding the total number of legal runs made by a team during their turn at bat, plus the number of 'outs' made by that team when fielding.

BATTING

- All players present (limited to 14) can be listed on the batting line up and all players may bat.
- At the start of each innings the batting team sends one batter to Homeplate and 3 runners to the bases – "Loaded Bases"
- The batter shall be permitted to have one practice swing. Should the ball fall off the Tee on the practice swing there shall be no penalty.
- An additional movement of the bat towards the ball after the practice swing shall be called a strike.
- If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- A Strike is called:
 - When the batter swings at the ball on the Tee and misses.
 - When the batter swings and hits the Tee but not the ball. This is a foul ball. The first two foul balls shall be counted as strikes.
- When the batter hits a fair ball, that batter/runner is limited to 2 bases. All other runners may advance without limit as a result of the hit.
- Play continues until all runners are held up on bases or play stops or the umpire calls "time".

FIELDING

- The pitcher must have both feet in contact with the pitcher's plate until the ball is hit.
- The catcher must be positioned at the back corner of the catcher's box beside the umpire on the opposite side of the batter and they must remain there until the ball is hit.

UMPIRES

- The umpire will call "Play Ball" prior to the batter hitting the ball and after "time" has been called.
- The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.
- The umpire calls "Time" when any of the following occurs;
 - The ball is controlled by an infielder
 - The runners have stopped
 - The pitcher, in the 8ft (2.43m) circle, has control of the ball.

COACHES

- A defensive (fielding) team may have 1 coach on the playing field to assist fielders

SCORERS

- Must use the official CDSA Tee Ball scorebook available from the Match Director.

Version History

*each time amendments to these rules occur, the year and identification of the amendment must be recorded on the table below.

Year	Version	Change	Author of Amendment
2010	1	Tee Ball rules initial development in consultation with relevant club Tee Ball coaches.	Linda Thornton
2016	2	Rules reformatted and rewritten to clarify issues of concern and provide clear structure for competition requirements.	Terrine Renfrey
2019	3	Rule 6 added – loaded bases to commence each innings. 3.4 Amended – Pitcher must wear facemask	Kay Anagba