

Tee Ball (Under 9)

Annexure A

Game Duration	90 Minutes; or 6 Innings
Game End	Rule 8.2 (10 minutes innings start) applies
Base Path	60 feet (18.29m)
Pitching Distance	46 feet (14.02m)
Home Run Boundary	150 feet (45.7m) <ul style="list-style-type: none">• HR Boundary is laid out by marking an arc 104 feet (31.7m) from the pitcher's plate<ul style="list-style-type: none">• [Calculation: 150 feet – 46 feet (pitching distance) = 104 feet]• The HR Boundary is only used for HRs on the full. Balls that hit the ground before and roll through the HR Boundary are live (<u>NO</u> automatic double applied)

Baseball



Reduced Injury Baseball (RIB)

All baseballs used in the game must be the same brand.

Bat

- 2 5/8 barrel diameter bat, Aluminium or Composite.

or

USA Baseball Standard is recommended.
(Logo displayed)



Mercy Rule No

Max Runs per Innings 6

Coaching	<ul style="list-style-type: none"> • A coach is permitted to stand in the outfield to assist with positioning of fielders and offer encouragement to the fielders when a batted ball is in play. • A coach is permitted to assist the batter in the box with adopting the correct stance and positioning/height of the tee. • Coaches are not permitted to assist in the fielding of a batted ball. • Coaches are not permitted to assist batter in hitting the ball from the tee.
Pitching	See Pitcher's position under "Fielding"
Catching	Must wear a batting helmet
On Deck Batter	No
Team	<ul style="list-style-type: none"> • All innings will end after three (3) outs are made or the maximum runs per innings are reached. • Fielding positions may be changed during an innings after "time" is granted by the umpire.
Batting	<ul style="list-style-type: none"> • The Batter will remain in the dugout until the Umpire calls "Batter Up." • The Batter will not commence their swing until the Umpire calls 'Play. • The batter's feet will be square with an imaginary line drawn between the centre of home plate and the centre of the pitcher's plate; • The batter is not permitted to move their back foot after the Umpire has called 'Play. If, in the opinion of the Umpire, movement occurred, the Umpire will call "Movement"; <ol style="list-style-type: none"> 1. If no Out(s) resulted from the batted ball, a strike will be called; in the instance with two (2) strikes, this will result in a strikeout. 2. If an Out(s) occurred, the play will stand. • Full and forceful contact must be made with the ball; • A batted ball must travel outside an imaginary arc the distance being halfway to the pitcher to deemed a "hit ball"; • A batted ball remaining inside an imaginary arc the distance being halfway to the pitcher to deemed a "dead ball" and the batter will continue the at bat without penalty; • Bunting is not permitted;

Batting
(continued)

- A strike will be called, if the batter swings and misses the ball, if the third strike, the batter is out;
- A batted ball called foul will be called a strike, the batter cannot be called out on a foul ball with two strikes;
- In addition to the normal baseball definition of a foul ball, the following will also be called foul:
 3. A swing that is not full and forceful;
 4. If the batter levels the bat at the ball more than one time before swinging;
 5. If in the judgment of the umpire, the bat hit the tee before the ball;
 6. A base runner left early and no Out(s) results from the batted ball; or
- A Batter who throws the bat after contact will be warned by the umpire. A subsequent offence, the batter will be given out and runners will last base legally occupied;
- Infield Fly rule does not apply;

Runner

- All runners will remain in contact with the base until the ball is hit;
- Umpire will ensure all runners are in contact with their base before calling play;
- Umpires will call "Left Early", if a runner does so, "Time" is called and the runner(s) will be returned to their original base(s);
 1. If the batter has hit the ball and no Out(s) result, the play will be nullified and the batter returns to the batter's box to complete the at bat;
 2. If Out(s) result, they will stand and play continues;
- If a runner is call for leaving early for a second time in the same innings, they will be given out.

Time Rule

- When an infielder is "in control" of the ball;
- Time call is a judgment call of the Umpire;
- Umpire will direct runner(s) to the correct base(s), in their judgment;
- A fielder standing within or immediately adjacent to the infield may be deemed an infielder;
- "In control" may be defined as in possession or within reach or about to catch a thrown ball;
- Coaches are not to encourage base running in the hope of forcing an error.
- Commonsense will be applied to this rule.

Fielding
(Before calling
"Play")

- A player can only field at the same position for a maximum of 2 innings during the game;
- All fielders will be in orthodox fielding positions;
- The pitcher will have both feet on the pitching rubber;
- The catcher will be in a safe position;
- No fielder is, in the judgment of the umpire, to field too close to the batter.

Overthrown
Ball

- Runner(s) may not advance on a ball thrown into foul territory or beyond the pass ball line;
- "Time" shall immediately be called;
- Point 1 will be applied to an enclosed field, if the ball rebounds off the fencing.

Appeal Plays
Procedures

- After "Time" is called, the Head Coach from the defensive team will advise the Umpire that an appeal play will be made after the ball is put into play before the next batter's at bat;
- The Umpire will ensure that the batter remains in the dugout;
- The Umpire will call "Play"
- The fielder may then retrieve the ball and make the appeal play in the appropriate manner, under instruction from the coach;
- The coach cannot physically assist in the making of the appeal play;
- The Umpire will call "Time" and rule on the appeal play.