



# Dodger's T-Ball

## Playing Rules

*Please remember that T-Ball is an introduction to Baseball, so the children must be encouraged to show good sportsmanship and play within the rules. It gives the chance for the young to learn about the game, teamwork and sportsmanship.*

*The emphasis is on **FUN**. All rulings are to be made in the best interest of the game and all participants. The following rules are provided as a guide to develop children's skills and slowly build them up to the skills and game rules they will be playing by when they move to Club ball through Baseball SA.*

### **1. GENERAL**

1.1 A minimum of 6 players per side. In the event of teams unable to fill a side, coaches are encouraged to make it work by using other alternatives, such as borrowing players from the opposing team, or allowing players to play in another team.

1.2 A maximum of 12 players are allowed per side. All players are to be listed on the batting sheet.

#### **1.3 Under 7s**

1.3.1 All players on the field

1.3.2 Each team will bat the same number of players as the team with the highest number of the listed players. The team with the lower number of players shall bat through the list to reach the same number of 'at bats'. Continue the following innings with the next batter.

#### **1.4 Under 9s**

1.4.1 Only 9 players may occupy fielding positions during an innings. No listed player should sit out for two consecutive fielding innings.

1.4.2 Once there are three outs or five runs, their innings will be declared 'side away'.

1.5 The folding style tee's apex should be placed in front of and not touching home plate.

#### **1.6 Recommended Diamond Sizes:**

1.6.1 **Under 7s** – 50' / 15m Base Paths with 43' / 13.10m 'pitching' distance; (25' / 7.6m Dead Ball Line); Diagonal 71' / 21.6m.

1.6.2 **Under 9s** – 60' / 18.5m Base Paths with 46' / 14.02m 'pitching' distance; (25' / 7.6m Dead Ball Line); Diagonal 84'10" / 25.45m.

1.6.3 **ALL** – Outfield distances to be the same distance from bases as the length of base path: 50' & 60' respectively, from 1<sup>st</sup> and 3<sup>rd</sup>.

1.7 ALL players must be rotated **every** inning to give **all** players the opportunity to play in key fielding and batting positions. **DO NOT consistently play your best players in key positions!**



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## 2. BATTING

### 2.1 Batting line up:

2.1.1 Once a batting line up has been given to the scorers, it must remain unchanged for the game. Late arrivals are to be added to the end of the batting line up.

2.1.2 Injuries or child leaving early etc. – Notify both scorers and place a line through the child's name and continue batting through the line-up.

2.2 Batters must wear a double eared helmet at all times when batting and when baserunning.

2.3 When the umpire calls "**Batter Up**", the batter shall take their stance in the box.

2.4 When the umpire calls "**Play Ball**", the batter is permitted to take one practice swing before hitting the ball.

2.5 If the batter hits before 'Play Ball' has been called, the ball is dead, no count is recorded on the batter and any base runners must return to the base last occupied before the ball was hit.

2.6 A batted ball in fair territory that bounces and runs past the outfield cones is called a '**Ground Rule Double**', all runners are to advance two bases from the time the ball was hit without the risk of being out.

2.7 A **foul ball** (called only once the ball hits the ground) is when, in the opinion of the umpire:

- the batter hits more of the tee than the ball
- the ball does not land in the playing area
- the ball does not travel more than 2 metres
- the batter does not demonstrate a "full swing".



# Dodger's T-Ball

## Playing Rules

### 2. BATTING - Continued

#### 2.8 Under 7s

2.8.1 **All batters bat each inning.**

2.8.2 The batter will continue his/her time at bat until the ball is hit into fair territory. No "strikes" will be called on the batter.

2.8.3 A batted ball in fair territory that clears the outfield cones is a '**Home Run**'. All base runners, and the batter, advance to home plate without the risk of being out.

2.8.4 **Last Batter:** When the last batter is at the plate, scorers are to inform the umpires and both coaches. Play out all hits until the ball reaches the catcher on home plate, including those past the outfield cones.

#### 2.9 Under 9s

2.9.1 **The batting team's staff is to pitch to their own players.** The coach may choose to throw under arm or over arm to their players. However, it is encouraged that towards the end of the season, all children will be pitched to by an over arm motion.

2.9.2 Once the batter has three strikes against them, the batter will then hit from the Tee. The batter will get three strikes from the Tee, at which time they will be called out. **Any hit from the Tee is a single.**

2.9.3 A foul ball is considered a strike, although a batter cannot be called out on a foul ball for their third strike.

2.9.4 A batted ball (from the coach pitcher) in fair territory that clears the outfield cones is a '**Home Run**'.

2.9.5 Runs score as each base runner touches home plate legally before the third out.

2.9.6 Baseball rules apply to a 'forced' out.

2.9.7 The umpire shall call "Side Away" at three outs or five runs, whichever occurs first.



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## Playing Rules

### 3. BASE RUNNING

- 3.1 Batters must wear a double eared helmet at all times while baserunning.
- 3.2 Base stealing is prohibited.
- 3.3 Runners must be in contact with the base until the ball is hit, after which the runners are permitted to run.
  - 3.3.1 If a runner leaves the base early, both teams shall receive a warning from the umpire. After this warning, any player (from either side) who leaves early shall be declared 'OUT'.
- 3.4 Runners must remain on the touched base to avoid being called 'OUT', with the exception of 1<sup>st</sup> base when a single is hit.
- 3.5 Runners must run within 1 metre of the running line (an imaginary line running directly between 2 bases). If a runner deviates off the line to avoid being tagged, the runner is deemed 'OUT'.
- 3.6 Runners are not to hinder the opposition from fielding a ball. If a runner, in the opinion of the umpire, intentionally interferes with a fielder or a struck ball, the runner is deemed 'OUT', the ball is dead and the batter is awarded 1<sup>st</sup> base.
- 3.7 On overthrows (that travel outside the playing field) at any base, the ball is automatically declared dead. No runner(s) including the batter may advance beyond the base that they are approaching.
- 3.8 If two runners end up on the same base (no force), the trailing runner is 'OUT'
- 3.9 A lead runner is automatically 'OUT' if the runner behind overtakes them.
- 3.10 **Under 7s**
  - 3.10.1 If a hit ball is caught by the fielding team, the batter is 'OUT' and the play is finished, the base runners are to remain in their original positions.
  - 3.10.2 Sliding is NOT PERMITTED. If this occurs the runner is 'OUT'.
  - 3.10.3 Runners can only advance one base when a ball is hit (unless it's the last batter, a ground rule double or a home run).



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## Playing Rules

### 3. BASE RUNNING - Continued

#### 3.11 Under 9s

3.11.1 Double plays are allowed.

3.11.2 Runners may slide into bases only to avoid collision plays.

3.11.3 A deliberate act by a runner to slide into a fielder to dislodge a ball, will be called 'OUT'.

3.11.4 Batters may advance more than one base when the ball is hit.

### 4. FIELDING

4.1 Fielders must not intentionally remove any part of their uniform or equipment to stop a ball. If this occurs, the batter shall be awarded a Home Run.

4.2 If a fielder is standing on a line between any base (without the ball) and causes the runner to be restricted or hits the fielder, the runner is to be given the base that he/she is attempting to reach.

4.3 At the call of 'Play Ball', all fielders must remain at their fielding position. The pitcher is the only fielder to be inside of the diamond at this time. Fielders are allowed to move once the ball is hit.

4.4 Where applicable, the Pitcher must release/throw the ball to a base to get an 'OUT'. If this does not occur the batter/runner shall be awarded the base they are running to.

4.5 When an infielder has control of the ball, near or in the infield, and not attempting to make a play, when, in the opinion of the umpire, all base running must cease. Unless in the case of Under 7s when the last batter is called.

4.6 The fielding team can get the hitting side 'OUT' in the following manners:

- **A catch:** a fielded ball by a fielder, which does not make contact with the ground and the fielder has complete control of the ball.
- **Force out:** a fielder has complete control of the ball (has possession) and is in contact with the base prior to the base runner arriving at the base while being *forced* to run to that base.
- **Tagged:** A fielder touches the runner with the ball or the ball in his glove and is in complete control of the ball (note that if the fielder loses possession of the ball while executing a tag, the runner is 'Safe').



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### 5. COACHING

- 5.1 When a team is fielding, a maximum of two coaches from the fielding side may take position anywhere behind the line of the outfielders to help direct play. Whilst on the field, coaches may not physically touch a hit ball, or a player in the act of fielding. All other coaches/managers must remain on the bench.
- 5.2 **Under 9s:** It is the pitching adult's responsibility to get out of the way of play and the ball. If the pitching adult is unable to get out of the way in time and is struck by the ball, the ball is still live.
- 5.3 **No debates or comments on any judgement calls are permitted. All umpires' decisions are final!**

### 6. SAFETY

- 6.1 Pitches, Batters and Runners are to wear a double eared helmet at all times.
- 6.2 Catchers must wear a catcher's helmet and mask (Under 9s must also wear a chest plate).
- 6.3 Enclosed shoes (or baseball cleats for under 9s), must be worn at all times.
- 6.4 **Screw in studs and metal cleats are NOT PERMITTED.**
- 6.5 Athletic cups are strongly recommended for Under 9s players.
- 6.6 **Throwing of the bat:** One warning will be given per game, each following act, the batter from either team is OUT.
- 6.7 **Blood rule:** any player bleeding is to leave the field of play and may return once the bleeding has stopped. A First Aid Kit is available in the KIT bags and ice and additional First Aid Kits are available from the canteen at the club house.
- 6.8 **Safety base:** First base is a safety base. The fielder is to touch the white section and the runners are to touch the orange section. Excludes extra base hits, where the runner can touch the white half.

### 7. ALL TEAMS

- 7.1 No 'automatic outs' are to be recorded against teams with less than 9 players.
- 7.2 Scorers from each team are preferred to sit together near and behind home plate.
- 7.3 Everyone is to abide by the Code of conduct or face expulsion.



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## Playing Rules

### **8. PLAYING CONDITIONS DUE TO WEATHER**

#### **8.1 Hot Weather Rule**

8.1.1 All T-Ball games/trainings will be cancelled if the forecast temperature at 4pm is 37 degrees and above for Adelaide as per the Australian Bureau of Meteorology Adelaide forecast (BOM).

#### **8.2 Lightning**

8.2.1 If there is lightning in the vicinity of the diamond, matches/training will not be played.

#### **8.3 Excessive Rain**

8.3.1 Matches/training may continue if the rain is light.

8.3.2 Games will not be played if the rain is consistently heavy. A decision will be determined on the night of the match by the Umpire Coordinator. At training, the coach will determine.

8.3.2 If any parent wishes for their child not to play in the rain/heat, then, it is their responsibility to contact their coach.

#### **8.5 Cancelled games will not be rescheduled.**