



Teeball Rules

***Reviewed and approved
February 2018***

SOFTBALL NSW TEEBALL RULES

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SOFTBALL NSW TEEBALL RULES

GENERAL

1. These Rules are to be read in conjunction with the Official Rules of Softball as issued by Softball Australia and adopted by Softball NSW.
2. The ball is not pitched in Teeball – instead it is batted off a Tee.
3. For the purpose of Teeball, unless otherwise stated in these Rules:
 - (a) 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.”*
 - (b) 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. **BUNTING** – **is not permitted.**
- 1.3. **FAIR BALL** – Identical to Softball with one exception:
 - (a) The batter must hit the ball beyond the line of the 20ft (6.10m) arc.
- 1.4. **FOUL BALL** – Identical to Softball with two exceptions:
 - (a) The ball is foul if it travels less than 20ft (6.10m) from home plate in fair territory, and
 - (b) The ball is foul if the batter hit the Tee with the bat causing the ball to fall off the Tee.
- 1.5. **INFIELD FLY** – The infield fly rule does not apply in Teeball.
- 1.6. **SIDE RETIRED** – The offensive side is retired when three outs are made or when 7 runs have crossed the plate, whichever occurs first.
- 1.7. **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 40ft (12.19m) from the apex of home plate (for both male and female).
- (b) The pitcher's plate shall be in the centre of a circle of 8ft (1.8m) radius.
- (c) An arc with a radius of 20ft (6.10m) from the apex of home plate shall be drawn on the infield from home/first baseline to home/third baseline.
- (d) The playing field shall have a radius of 150ft (45.7m) from the apex of home plate.
- (e) A line will be marked between each of the bases (excluding between homeplate and 1st Base) this line is marked at 30 feet and be 1 metre long.

3. EQUIPMENT

3.1. The ball shall be the Yellow EASTON Softcore Teeball 10¹/₂ inches (267mm) 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. A practice tee, with home plate as the base and the stem of the tee in the centre of the base, is not suitable to use in a Softball NSW Teeball Tournament.

3.4. Shin pads are required to be worn by the catcher. Chest Protectors are optional. The catcher must wear a catcher's mask or batting helmet and must not remove it during play.

3.5. The minimum length of the safety grip on a bat less than 30 inches (76cm) in length shall be 8 inches (20cm).

3.6. An approved softball helmet with 2 ear flaps is to be worn by all batters.

4. PLAYERS AND SUBSTITUTES

- 4.1. All players shall be under 11 years of age as at December 31 in the year of the Tournament.
- 4.2. A team shall consist of twelve players. *Teams may have 14 players on their roster however only 12 players are permitted to participate in any one game.*
- 4.3. All twelve players shall play on defence in every game, however, only nine players are permitted on the field at any one time. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score of 7-0 to the non offending team.
- 4.4. The re-entry rule shall not apply in Teeball.
- 4.5. A designated player shall not be used in Teeball.
- 4.6. 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.
- 4.7. If due to injury and/or illness at a tournament, twelve players are not able to participate in any game, the minimum number of players required by a team to start or continue a game, shall be nine.
- 4.8. If a team carries a roster of 13 or 14 and an injury/injuries occur to any of the starting 12 they may not be replaced by player 13 or 14 during that game.
- 4.9. Substitutions/changes are only permitted to be made in the half innings to the fourth umpire, unless a player has been injured in the game.

5. THE GAME

- 5.1. A regulation Teeball game shall be one hour. The game will be started and finished on the sound of a hooter.
- 5.2. An inning is completed when either three outs have been made or 7 runs have crossed the plate whichever occurs first. At time the batter in the box will be allowed to complete their turn at bat. In an incomplete inning, where the team second at bat is in front, then the bottom of the inning does not need to be played out. If the team second at bat draws level, or gets in front, then the score stands. If the team first at bat draws level, or gets in front and time is called, then the score reverts back to that at the end of the last complete inning.
- 5.3. No runs shall score:
 - (a) after the 3rd out;
 - (b) after 7 runs have crossed the plate;
 - (c) as otherwise prescribed in Softball.

6. BATTING

- 6.1. 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 this practice swing shall be called a strike.
- 6.2. If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 6.3. The batter shall take a normal forceful swing when striking at the ball. Bunting is not permitted. If the umpire feels the batter is not taking a full swing the batter may be called back to bat again. Should the batter again not take a full swing they will be called out.
- 6.4. 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.
- 6.5. 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.
- 6.6. 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 and are not permitted to move once the batters feet are settled in the batters box.
 - (d) No fielder, other than the catcher, may be stationed within 40ft (12.19m) of home plate (pitching distance).
- 6.7. There shall be no penalty for violation of Rule 6.6. The umpire shall call "Time" and correct the situation.
- 6.8. If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled.
- 6.9. The back and front feet of the batter must be parallel with the back and front line of the batter's box and only the front foot can move forward whilst swinging at the ball.

7. BASERUNNING

- 7.1. 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.
- 7.2. When the batter hits a fair ball, play continues until all runners are held up on bases or play stops (or the umpire calls "time").
- 7.3. "Time" shall be called when either of the following occurs:
The ball is controlled by an infielder;
The runners have stopped.
- 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 dependant on which side of the designated line (marked at 30 feet) they are at the moment "Time" was called.
- 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.

8. UMPIRES

- 8.1. The umpire will call "Play Ball" prior to the batter hitting the ball and after "time" has been called.
- 8.2. The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.
- 8.3. The fourth umpire will handle all changes.

9. PROTESTS

- 9.1. There shall be no protests in Teeball.