



SAAS Tee Ball Rules

Player Requirements

- **This competition is for players in Year 4 and 5 of the school year**
- **Correct uniform must be worn at all games – including a hat (No Hat No Play)**
- **Shoes or Baseball cleats must be worn at all times (Screw in studs or metal cleats are not permitted)**
- **A Helmet must be worn by all batter, base runners, catchers and pitchers (a cap is recommended to be worn under the helmets).**
- **Schools are to share umpiring on the day**

An innings is complete when the batting teams has 3 out or when a side has 7 runs. Teams may have up to 12 batters in a team but only 9 fielders. It is suggested that initially all kids get the chance to bat but you stop scoring as soon as 3 batters are out.

Fielders – Only 2 players allowed inside the diamond – one in pitcher position and one at short stop.

Batting Order - All players have a chance to bat – scoring stops after 3 players are out.

Scoring Runs - Forced outs apply. At the end of the game, the team with the most runs wins.

- The ball is placed on the tee and the umpire calls “Play ball”. The batter tries to hit the ball off the tee into fair territory, past the fielders. A ball must be hit 4.5m to be viable.
- When the ball is hit into fair territory, the batter must run to first before the fielders can retrieve the ball and throw it to first, or before a fielder can tag the batter. Of course, runners can advance past first if they wish. Hitting the t-stand is a foul.
- Regardless of whether the tee falls to the ground or not, if the ball is hit into fair territory then it is play on.
- If the batter swings and misses or if the ball is hit into foul territory, the umpire calls a strike. Fouls count as strikes and after three strikes the batter is out.
- One swing at the ball once the bat reaches the batter’s shoulder.
- Bunting is not allowed. Players should be encouraged to take a full swing.
- After 3 strikes – Batter is out (Cannot run to first base)
- Base stealing is not allowed and base runners must be touching their base when the ball is hit off the tee.
- Runners on bases are forced to run to the next base when the base behind them is occupied. The batters who hit the ball into fair territory are always forced to run to first base.
- Base runners are permitted to over-run first without being put out but at second and third runners have to remain in contact with the base.
- When the umpire feels that no runners can advance bases, he/she calls ‘Time’ and the ball is returned to the catcher who places it on the tee for the next batter.
- Base runners cannot leave bases, when ball has been returned to pitcher or catchers’ gloves who holds the ball in the air. Other in-field players CANNOT do this.
- Only one base is permitted on any overthrow which goes into dead ball territory.
- Two base runners cannot occupy the same base at the same time.
- A Fielder must tag the runner when the run is ‘not forced’. Can remove if tagging is taken out.
- Place the tee back from the base to ensure that the catcher and runner can quickly and safely get to the base.
- **Once the ball reaches the base or pitcher then the ball is dead and runners cannot run an extra base.**