

# Liverpool Zone By-Laws For T-Ball

*Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:*

- *Convenors have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.*

## 1. DRESS – School sports uniform

## 2. SUPERVISION –

- 2.1 Standard teacher Duty of Care applies at all times for all teachers regardless of the school that teacher attends.
- 2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.
- 2.3 Remind students to use school toilets before leaving for PSSA fixtures.
- 2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.
- 2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

## 3. EQUIPMENT

- 3.1 Bats – aluminium junior size bat (**Recommended Size 26-28inch**). All bats must have a grip on the handle.
- 3.2 Tee – A lightweight tee should be used and moved when runner is running home.
- 3.3 Balls – **10.5 inch Easton Soft Training Neon Ball**
- 3.4 Diamond – A diamond is set up with four bases (**16m apart**) *It is recommended to carry a long piece string with the increments of 12m, 16m & 18m marked on it. Measurements are to be taken from the back of home plate (ie furthest point from the pitcher)*
  - The pitching plate is placed **12m** from home plate.
- 3.5 First Aid Kit
  - \*See appendix for field set up and how to score.

## 4. SAFETY

- 4.1 Fielders must wear a glove on their non-throwing hand
- 4.2 All fielders must wear shin pads
- 4.3 All runners and batters **must** wear a helmet at all times
- 4.4 The catcher must stand with the umpire and wear a chest plate, mask, helmet and a throat protector. Leg guards are **not** required.
- 4.5 A safety base is required at first base to minimise the risk of the runner and first base fielder colliding. Yellow to outside, white to inside (Runner to yellow & fielder to white)

## 5. VENUES

Daruk Park  
Hammondville Oval  
Jacquie Osmond Reserve

## 6 TEAMS

- 6.1 The competition will be divided into two divisions – T-Ball for juniors and softball for seniors
- 6.2 Seniors - Years 5 and 6  
Juniors - Years 3 and 4 - Yr 5&6 Special Needs Students can play T-ball if appropriate.
- 6.3 The batting line up will include all 12 players, however only 9 may take the field. An innings will conclude after 3 outs or 9 batters. (See appendix for game examples).
- 6.4 A team may take the field with no less than 7 players. A missing player is deemed out when they should have batted – unless two are missing together from the batting order and then is counts as only one out.
- 6.5 A batting order list must be established on the official score sheet prior to the commencement of the game. (See appendix for official scoresheet and examples of how to fill it out)
- 6.6 If there is a mixed team they are to play in the Boys competition

## 7. DURATION OF MATCHES

- 7.1 T-Ball and Softball games to be played concurrently.
  - One teacher to umpire the whole T-Ball game.
  - Games to be a maximum of 1 hour and completed by 11:15am
- 7.2 **Declaration / mercy rule:** If, after two complete innings a team is 10 or more runs ahead **the game is declared a win** for that team.  
(eg The score at this time may be 14-4). This is recorded as the final score and friendly play continues for the remainder of the game. This time is spent coaching both teams in regards to strategy, understanding the rules and technique. **The maximum score difference at the conclusion of a game should be 10 (ie. some scores will need rounding down).**
- 7.3 A result is decided on **completed** innings (see Softball Terminology) within the specified time limit. In the case of an incomplete innings when time is called, the score reverts to the last completed innings. The final score of an incomplete innings will stand if the team batting second has overtaken the score of the other team.  
*NB: Please email scoresheet to convener if you are unsure of a result.*

## 8. UMPIRING CONDITIONS

- 8.1 Base coaches may coach the runner
- 8.2 A team will have no more than two coaches to give words of assistance and direct them while batting. One will be stationed at 1<sup>st</sup> and the other at 3<sup>rd</sup>
- 8.3 Parents can NOT umpire unless both coaches agree prior to the start of the game and can produce a verified "Working With Children Check".  
(Not permitted for finals).

## 9 RULES:

- 9.1 The fielders take position on the field. The batter takes batting position.
- 9.2 The catcher places the ball on the Tee.
- 9.3 The pitcher must have **BOTH** feet on the pitcher's plate prior to the ball being hit.
- 9.4 No fielder may stand closer to the batter than the pitcher.  
(See appendix for field positions)
- 9.5 In a loud clear voice the umpire calls 'play ball' to start play. 'Play ball' is called prior to every hit.
- 9.6 When all play has stopped the umpire calls and signals 'Time' with both arms in the air.
- 9.7 Play stops when the ball is overthrown by a fielder into **the dead ball territory** and runners may proceed to the next base. (***Dead ball territory** is the area 8m past the 1st and 3rd base lines or behind home plate. On an enclosed ground, if the ball goes under, over or through the fence on a pitch or overthrow, the umpire shall call dead ball and runners are awarded a base*).
- 9.8 Time is called when the ball is:
  - a) Returned to the pitcher in the diamond, or
  - b) Controlled by a fielder within the diamond and making no attempt at a further play.
- 9.9 The ball is then thrown back to the catcher who places it on the Tee for the next batter.
- 9.10 A run is scored when the batter advances safely around the bases to home plate.
- 9.11 A batter is allowed 3 swings to hit the ball.
- 9.12 A strike is called when:
  - a) The batter swings at and misses the ball on the Tee.
  - b) When a full force swing isn't used, (ie bunting is not acceptable).
  - c) When a foul ball is hit:
    - (i) Hitting the ball into **foul territory**. (See appendix)
    - (ii) Hitting the tee
    - (iii) The ball doesn't travel beyond a **3m arc** from the tee (Point ii & iii will result in an out on the third attempt)
- 9.13 The batter is out if the 3<sup>rd</sup> strike does not hit the ball.
- 9.14 After hitting a fair ball the batter has to run to first.
- 9.15 Any runner off a base can be tagged out by any fielder
- 9.16 Free runners (stealing or not forced) must be tagged
- 9.17 A runner that over-runs 2<sup>nd</sup> and 3<sup>rd</sup> base may be tagged out

- 9.18 All bases must be touched as runner's progress around the diamond.
- 9.19 A base runner cannot overtake another runner or they are out.
- 9.20 If the fielder drops the ball, the runner is safe, unless he/she caused the fielder to do so by deliberately barging the tagger. The fielder has the right of way.
- 9.21 Any hit ball caught on the full by a fielder is out. Any runner who has left the base before the catch, must return to the base they came from (TAG UP) and can be played out by the fielding team returning the ball to that base before the runner gets back or by tagging the runner.
- 9.22 Runners may attempt to steal on an overthrow but can only take **ONE** extra base unless it is last batter.
- 9.23 If a batter has a foot on home plate and hits the ball, the batter is out.
- 9.24 Batting team is out when three outs have been made by the fielding team or when the batting team bats all 9 players. It is the duty of the umpire to inform the fielding team when the last batter is up. The umpire will call last batter and once the ball is hit all runners must try to run home before the fielding team gets the ball to home plate. **Time will be called when the ball is held by the catcher and home plate is touched by the catcher's foot.**
- 9.25 The Batter is not allowed to throw the bat. If the bat is thrown:  
a) First Offence - Warning  
b) Second Offence – Out.
- 9.26 A runner is out when a base is missed while running around the diamond and the fielding team returns the ball to the missed base.
- 9.27 A runner on a base is not allowed to steal or leave a base before a ball is hit  
(a) First Offence - Warning  
(b) Second Offence – Out.
- 9.28 Fielders cannot stand in the way of runners unless directly fielding the ball or making a tag.
- 9.29 Fielders cannot stand on the base or baseline and block the runner's path.
- 9.30 Fielders may touch the base once they have the ball in their hand or mitt to make a forced play.

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