



WOODLAND DIVISION

Tee Ball Finals

Friday 27th July 2018

10.00am – 1.45pm

Jack Ginifer Reserve

Carrick Drive, Gladstone Park, 3043

CONVENER

Scott Woolcock

EVENT BRIEFING

10am - 10.10am

COMPETITION STRUCTURE

- One group of 3 teams
- Each team plays each other once
- 4 points for a win, 2 points for a draw, 0 for a loss
- Team on Top of the Ladder is the winner and will proceed to the Northern Metropolitan Region Finals
- If teams are tied on points, the team with a better percentage will advance

PLAYING CONDITIONS

As per the School Sport Victoria Playing Conditions, listed below:

- Matches are to be 1 hour, revert to equal innings at time.
- Teams will need to be warmed up and ready to take the court at the scheduled times.
- Umpires will be provided on the day

SCHOOLS NEED TO PROVIDE

All schools are required to supply the following:

- Own equipment, including bats, balls, tees, full catchers gear, bases and any other safety equipment.
- Provide Scorer

FIRST AID

Schools must bring their own first aid kits for bus travel and to further support first aid on the day. Schools must bring their own ice packs to the event. If required, schools must bring their own students epipens and asthma kits to the event. Schools are responsible for their own student's anaphylaxis and asthma equipment and cannot rely on first aid here.

FURTHER INFORMATION

- Northern Metropolitan Region Finals, 9.15am-2.15pm, Tuesday 21st August 2018, Mill Park Softball Diamonds (Morang Drive, Mill Park)

Best wishes to everyone involved in the Woodlands Tee Ball Finals,

Scott Woolcock

NMR Woodlands Coordinator



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GIRLS FIXTURE

TEAMS		
1. Craigieburn	2. Greenvale	3. Sunbury
FIXTURE		
	Diamond 1	
10.15am – 11.15am	1 v 2	
11.20am – 12.20pm	2 v 3	
12.30pm – 1.30pm	3 v 1	
1.30pm	Presentation	

MIXED FIXTURE

TEAMS		
1. Craigieburn	2. Greenvale	3. Sunbury
FIXTURE		
	Diamond 2	
10.15am – 11.15am	1 v 2	
11.20am – 12.20pm	2 v 3	
12.30pm – 1.30pm	3 v 1	
1.30pm	Presentation	



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Tee Ball Finals

Rules

General Play Rules:

- The ball is not pitched in Tee-Ball - instead it is batted from a Tee.
- For the purposes of Tee-Ball, unless otherwise specified in these rules, a reference in the Official Rules of Tee Ball (Baseball) to: 'The time of the pitch' shall read as 'the time the batter hits the ball'.
- 'The next pitch' shall read as "the batter's next swing at the ball, whether hit or not".
- 'The batter swinging at the pitched ball' shall read as "the batter's swinging at the ball on the Tee".

7 Run Rule:

- An innings is complete when either three outs have been made or 7 runs have crossed the plate.

5 Minute Rule:

- If at the conclusion of equal innings from the call of 'side out' there is less than 5 minutes before the scheduled end of the game, a further innings will not be played.

Batter:

- The Umpire should ensure that the tee is adjusted to the batter's satisfaction before calling 'PLAY BALL'.
- The batter shall be permitted to level the bat with the ball with only one movement. Any additional movement of the bat towards to ball shall be called a strike.
- The batter shall take a normal full forceful swing when striking the ball. Bunting is not permitted. A violation shall be called a foul ball and a strike.
- The batter shall take a set stance adjacent to the home plate. The back foot is not permitted to be lifted off the ground after 'Play Ball' is called. (Front foot movement is permitted.)

Catcher:

- The catcher must be behind home plate, in the catcher's box until the ball is hit.

Strike:

- Each time the back foot is moved, 'Foul Ball' is called and one strike is recorded on the batter. Once a Foul Ball is called, the ball is dead and play stops. If the batter hits before 'Play Ball' is called, the ball is dead and a strike is recorded on the batter.
- When the batter swings at the ball on the tee and misses.
- When the batter swings and hits the tee but not the ball, or if the ball SETTLES within the 4.5metre arc.
- For each and every Foul Ball (all foul balls are counted as strikes, and after 3 strikes the batter is out).

Fair Ball:

- Settles, or is touched, on fair ground between Home and First Base or between Home and Third Base
- Bounds past First or Third Base on or over fair ground
- Touches First, Second or Third Base
- While on or over fair ground touches the person or clothing of an Umpire or player then falls on fair ground beyond First or Third Base. A fair fly must be judged according to the relative position of the ball and the foul line
- The Batter hits, and the ball SETTLES beyond the line of the 4.5 metres arc

Foul Ball: A foul ball is a legally batted ball which:

- Settles on foul ground between Home and First Base or between Home and Third Base;
- Bounds past First or Third Base on or over foul ground;
- First touches on foul ground beyond First or Third Base;
- While on or over foul ground touches the person or clothing of an Umpire, or player, or is blocked;
- Settles, or is touched, within the 4.5 metre arc;
- Touches a fielder in the 4.5metre arc and the ball drops to the ground - any bunt shall be called a foul ball, regardless of where the ball lands or is fielded.

Base Running

- A runner must wait until the ball is hit before leaving the base. A runner who leaves the base before the ball is hit is out. The ball is dead. The batter returns to bat again and that Strike Call is cancelled.
- A base runner who leaves a base as a result of the batter:
 - ◆ Swinging and missing the ball, or
 - ◆ Hitting the tee but not the ballshall be called Not Out but must return immediately to the base. Also, the base runner may over-run First and Home Plate only. Anytime a base runner is off the base he/she can be tagged, regardless of whether he/she is forced or not.
- 'Time' shall be called when, in the opinion of the Umpire, all possible play has ceased; i.e. when an infielder ahead or at the place of the lead runner has control of the ball OR the ball has been returned to the catcher.
- When the ball is overthrown and becomes 'dead': i.e. goes into the bench or beyond the limits of the playing field (7 metre line) or hits a person not engaged in the game, etc. the Umpire calls 'Time' and all runners (including batter) advance to the next base plus one from the moment at which the ball became dead; i.e. crosses the line. Any base runner can return to their original base if they are not forced.
- There is NO 1/2 (half) way rule in Tee-Ball, runners can attempt to make any base in a run down play.

Fielding Positions:

- All fielding players, except the pitcher, must stand outside the baselines, in fair territory, until the Umpire calls 'Play Ball'.

Officials/Coaching:

- Umpire calls 'Batter'- then 'Play Ball' for each batter and after every strike, foul ball and dead ball. Call 'Time' at the end of each play.
- The Umpire should place the ball on the tee and adjust the height to suit the batter. The tee must be removed by the Umpire whenever necessary so that players will not be obstructed or injured.
- All interferences and obstructions must be called, thus teaching children how to play properly and position themselves correctly, both fielding and base running.
- The Umpire shall not call 'Time' until all possible play has ceased.
- When the ball becomes dead, the Umpire should call and signal 'Dead Ball' to prevent further plays taking place.
- Unless appealed to, the Umpire does not call a player out for having failed to touch a base or batting out of order. (Umpires shall not give any indication of an appeal play situation.)
- Each team, when batting, may place one coach/player, near third base, and one coach/player, who can be a pupil of the school, near first base to coach their side. They must not be nearer than 3 metres from the diamond or touch the runners as they go by.