



SCHOOL SPORT VICTORIA

TEE-BALL - PRIMARY

These rules apply to State, Region and Division competitions. Any variations to these rules at Region and Division levels will be found on the relevant page on the SSV website.

Match Format: For Regions and Division match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.

State Format: Split Round Robin, Final

State Match Schedule: There will be a Pre-Championships Briefing for all teams prior to the first round of matches.

See the Tee Ball Draw, on the SSV website, for the Match Schedule.

State Match Format: Matches to be played over 7 innings or 60 minutes.

State Round Robin Winner: At the conclusion of each game in the Round Robin, teams will be awarded 4 points for a win, 2 points for a draw and 0 point for a loss.

If two teams are tied on match points then the team that won the face-to-face match between the two tied teams will be the winner. If their face to face match was a draw then total percentage from all their games will be used to determine a winner.

If more than two teams are tied on match points then the percentages of the matches between only the tied teams only will be used to determine places.

State Final Winner If the final is tied when time is called, or at the end of the 7 innings, extra innings will be played until one team scores more than the other in an equal number of innings.

Conditions: See School Sport Victoria's 'General Conditions of Competition'.

All players, teachers, spectators and officials are bound by the 'SSV Codes of Conduct'

A girl cannot play in a girls' team and a boys/mixed team in the same sport.

The level of competition chosen by a student at District level remains binding through to Division, Region and State levels.

Team Size: A maximum of twelve (12) players may be used in one day.

Teams are permitted to bat through the line up to the maximum of twelve (12) players.

Nine (9) players are only permitted to field with up to three (3) substitutes to be named for each game. Substituted players are permitted to return to the field of play.

Only twelve (12) SSV medallions plus one (1) for the team coach will be awarded to placegetters.

Extra medallions will NOT be available.

Rules: The rules for Tee-Ball have been formulated in conjunction with Softball Victoria.

Please see the [SSV Primary Schools Resource Manual](#) for more useful sport specific information.

Ball: The 11" (eg. Easton Softcore ball or Ausport Primary Softball) Synthetic leather softball (with SOFT polycore centre)] for all games.

Playing Area: The field is to be marked as follows:

Baselines is to be 18 metres (60 feet)

The Pitching Plate is to be 10.7 metres from the apex of the Home Plate.

On open grounds, a field limit line should be drawn parallel to and 7.6 metres to 9.1 metres (30') outside the Home/Third Base line. The players' benches are to be outside this area.

Place the tee in FRONT of home plate and the catcher uses the tee, the runner must touch the actual home plate to score.

Team Composition:	<p>A team is to consist of nine (9) players with three (3) substitutes</p> <p>Substituted players are permitted to return to the field of play..</p> <p>Re-entry and designated hitter (DH) rules are not applicable.</p> <p>The ball is not pitched in Tee-Ball - instead it is batted from a Tee.</p>
General Playing Rules:	<p>For the purposes of Tee-Ball, unless otherwise specified in these rules, a reference in the Official Rules of Tee Ball (Softball) to:</p> <p>'The time of the pitch' shall read as 'the time the batter hits the ball'.</p> <p>'The next pitch' shall read as "the batter's next swing at the ball, whether hit or not".</p> <p>'The batter swinging at the pitched ball' shall read as "the batter's swinging at the ball on the Tee".</p> <p>An innings is complete when either three outs have been made or 7 runs have crossed the plate.</p>
7 Run Rule:	<p>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.</p>
5 Minute Rule:	<p>Once an innings is started it is to be completed.</p>
Batter	<p>The Umpire should ensure that the tee is adjusted to the batter's satisfaction before calling 'PLAY BALL'.</p> <p>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.</p> <p>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.</p> <p>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.):</p>
Catcher:	<p>The catcher must be behind home plate, in the catcher's box until the ball is hit.</p>
Strike:	<p>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.</p> <p><u>When the batter swings at the ball on the tee and misses.</u></p> <p>When the batter swings and hits the tee but not the ball, or if the ball SETTLES within the 4.5metre arc.</p> <p>A strike is called, for each foul ball when the batter has less than two strikes; if the batter has two strikes, any subsequent foul balls are simply a dead ball and the umpire calls 'foul'. The only time a batter can be called 'out' on a foul ball is if it's caught by a fielder.</p>
Fair Ball:	<p>Settles, or is touched, on fair ground between Home and First Base or between Home and Third Base</p> <p>Bounds past First or Third Base on or over fair ground</p> <p>Touches First, Second or Third Base</p> <p>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,</p> <p>The Batter hits, and the ball SETTLES beyond the line of the 4.5 metres arc</p>
Foul Ball:	<p>A foul ball is a legally batted ball which:</p> <ul style="list-style-type: none"> • 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:	<p>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.</p> <p>A base runner who leaves a base as a result of the batter:</p> <ul style="list-style-type: none"> • Swinging and missing the ball, or • Hitting the tee but not the ball <p>shall 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.</p> <p>'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.</p> <p>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.</p> <p>There is NO 1/2 (half) way rule in Tee-Ball, runners can attempt to make any base in a run down play.</p>
Fielding Positions:	All fielding players, except the pitcher, must stand outside the baselines, in fair territory, until the Umpire calls 'Play Ball'.
Scoring:	<p>Tied Scores: Extra innings are played until a result is obtained.</p> <p>Team Coaches and the Umpire are required to sign the score sheets at the conclusion of each game.</p>
Officials/Coaching:	<p>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.</p> <p>The Umpire should place the ball on the tee and adjust the height to suit the batter.</p> <p>The tee must be removed by the Umpire whenever necessary so that players will not be obstructed or injured.</p> <p>All interferences and obstructions must be called, thus teaching children how to play properly and position themselves correctly, both fielding and base running.</p> <p>The Umpire shall not call 'Time' until all possible play has ceased.</p> <p>When the ball becomes dead, the Umpire should call and signal 'Dead Ball' to prevent further plays taking place.</p> <p>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.)</p> <p>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.</p> <p>The wearing of helmets by base officials/coaches near the diamond is compulsory.</p>
Dress:	<p>All teams must wear matching school sport uniforms. No jewellery is to be worn. Navel rings must be taped.</p> <p>All batters and base-runners must wear approved helmets.</p> <p>The Catcher must wear a helmet & mask. Throat & chest protectors and shin pads are highly recommended.</p> <p>Players not correctly dressed will not be permitted to compete.</p>
Lateness Penalty:	<p>If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.</p> <p>If a team is more than 10 min late without notice or communication or in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one run for every 10 minutes late, or part thereof.</p>

Equipment to Bring:

The 11" (eg. Easton Softcore ball or Ausport Primary Softball) Synthetic leather softball (with SOFT polycore centre)] for all games.

Match Balls will be supplied for State Finals, teams will need to bring their own practice balls
All playing and protective equipment, including Tee-Ball stands & bats, which must be official size and can be Softball or Baseball bats.

[Tee Ball Score Sheet](#) and a competent scorer.

A first aid kit - Competing schools are responsible for ensuring that reasonable provision is made for the treatment of injuries. All schools participating in SSV Team Sports final are required to bring their own applicable first aid kit (appropriate to the location as there is potential for sporting activities to be some distance away from emergency services) – For more detailed information: [First Aid for Students & Staff](#) & [First Aid Kit Contents Checklist](#).

Sports Tape MUST be supplied by the student/competing team. Strapping for injury prevention as required MUST be performed by the student/competing team. NB. The First Aid Responder attending the state finals are NOT permitted to perform strapping.

NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.