

COACHES BOOKLET

**2021 / 2022
SEASON**

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2021 / 2022 Committee

President	Stacey Geerlings
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Vice President - Softball	Marie Peak
Secretary	Kerry Roberts
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Treasurer	Leanne Mahoney
TBAWA Delegate	Deb Taylor, Stacey Geerlings
Umpires Coordinator	Jerome Wilson/Liam Wilson
Coaches Coordinator	Erin Hunter
Canteen Manager	Linda Wilson
Sponsor Coordinator	
Uniform Coordinator	Erin Hunter
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 For general correspondence and contact with the club

This booklet has been written and prepared by Cloverdale Comets Diamond Sports Association (tee-ball).



Introduction – 4 F's of tee-ball

Welcome to the 2021 / 2022 tee-ball season and thank you for taking on the role of Coach.

Tee-ball provides a lot of fun, opportunity for rapid improvement in ball skills, hand-eye coordination and general confidence, as well as one hour of fast-moving exciting involvement during the game itself.

The Tee-Ball philosophy is best remembered by the "Four F's" of:

FUN: Every child who plays Tee Ball should walk away from training and games with a smile.

FAIR PLAY: Parents, Coaches and Committee should be committed to ensuring equal involvement of all players in training and games.

FAMILY INVOLVMENT: Parents are expected to be involved with their child's sport through coaching, scoring, base coaching, umpiring, and any other team jobs.

FUNDAMENTAL SKILLS: Players are encouraged and coached by all involved with the club to develop their basic throwing, catching and running skills.

The main objectives of tee-ball, as per the rule book are:

- a) To introduce children to a diamond based team sport environment where enjoyment and success can be achieved by simple participation
- b) To encourage and promote good health through exercise.
- c) To promote and encourage good sportsmanship.

THE COACH AND THE GAME

Remember why you are coaching

1. To help the kids enjoy themselves and learn new skills, and
2. To provide a safe environment in which to do so.
 - Don't get into confrontation with the opposition coaches or any umpires.
 - If you do hold the game up for any reason, don't turn your back on the kids.
 - Face them while you have the game stopped - it will remind you why you are on the ground.
 - Recognise good play - and don't put down average or poor play.
 - All players deserve to play in all positions. Don't hide your weak players in the field - they might surprise you.

THE COACH AND TRAINING

- Keep your training session interesting - provide variety.
- Don't be afraid to admit your drills aren't working - change the drill for something that does work.
- Remember you don't have to do it all—it's OK to ask for help from the parents. Family involvement is one of the philosophies of tee-ball!
- There are some fantastic websites available with lots of training and coaching ideas. YouTube is also a great resource with a lot of videos demonstrating skills.
- Most coaches' train for one hour per week and the Club will assist you in a variety of ways including coaching clinics, training manuals and advice. For more information regarding this booklet or for advice / ideas / help contact the Coaches Co-ordinator.

THE COACH AND THE PARENTS

- Talk to the children's parents at the beginning of the season - tell them what you expect of them.
- Tell the parents what your approach for the season will be - it will make your role easier.
- Check with the parents on the children's health. Find out about poor eyesight, hearing, asthma, allergies etc. The kids won't tell you about these problems.

New players

If your team is short (less than 12 players) it is possible to recruit a new player. However, the Manager must first check with the Registrar before letting a player participate in any training session or game. If a player withdraws from your team please contact the Registrar as there may be a waiting list for some age groups.

Grounds

All tee-ball games are played at the Redcliffe Park on Saturday mornings.

Please note there may be twilight games for Junior or Senior teams, as per the fixtures.

REDUCED SIZED DIAMONDS

The Minis teams will play on reduced sized diamonds of approximately 3/4 the size of the standard tee-ball diamond.

Game Day Procedures and Information

The HOME TEAM is mentioned first in the fixtures, sits on first base line and is responsible for completing the game card and giving it to the plate umpire (who will return it to the canteen)

The AWAY TEAM is mentioned second in the fixtures and sits on third base line.

Equipment

The game day equipment – bases, tee, bat stand, benches, and shade shelters for players – will be available. Coaches will need to get the bats, helmets and catchers' equipment from their kit bag.

Umpires

The Club will supply a plate umpire in most instances. If one is unavailable, a volunteer is required so the game can commence on time.

The HOME TEAM is responsible for supplying a base umpire unless one is supplied by the Club.

Game day duties – both teams

Minis – parents/carers to help set up diamond and team shade shelters, remove minis foam bat to kit bag after game

Juniors – parents/carers to pack up diamond and pull-down shade shelters, take all equipment to storeroom

Seniors - parents/carers to set up diamond and team shade shelters. After the game ensure all equipment is removed quickly after their game to ensure the next team access.

Equipment

All teams will receive a full set of bases and pegs for training, age-appropriate bats, helmets (juniors and seniors), catcher's chest plate and helmet (juniors and seniors) and tee-balls (minis and juniors) and baseballs (seniors). It is all labelled with the team number, so please ensure it goes back into the correct bag and that you take only your labelled bag for training and game days.

Please look after the equipment, as it is expensive to replace.

Please bring equipment bags back to the grassed area outside the equipment shed after training and on game day.

If you need anything replaced, please speak to the equipment officer.

Helmets

If helmets are supplied in the equipment for your age group then it is club policy that each **batter, catcher and pitcher** wear a helmet during **every game** and at **each training session**.

Mouthguards

Players can wear mouthguards, if desired, particularly in Seniors playing with baseballs.

Local rule modifications

There are some rules that are modified in the Cloverdale Comets competition.

- Minis are modified with reduced team sizes and simplified rules to enhance player involvement, and still encourage team work.
- Juniors and seniors have rules modified to enhance safety and the flow of the game.

SAFETY BASES

Safety Bases will be used all age group games on Saturdays. The safety base is for the batter and the white base is for the fielder.

AUTOMATIC OUT RULE – Junior and Senior teams

There will be NO automatic out when there are less than nine players at the start of game. For those ages, the batting will continue until the ninth batter has had their turn at bat, or there are three outs. This will mean that one or more players will receive a second turn at bat during an innings that goes to the ninth batter.

In instances where the coach removes a player temporarily or for the remainder of the game for disciplinary reasons, the batter removed will be deemed out.

Players from younger age groups may play up to make up the nine players, however they must have ability and skills to do so safely.

Coaches can accommodate less than nine fielders on the diamond by:

- Younger age groups - not having a centre field position
- Older age groups – go without a pitcher.

Opposition coaches, please do not take advantage of gaps caused by teams fielding reduced numbers but instil a sense of fair play into the attitudes of our children. Please make the game enjoyable for all involved and accommodate those teams that may have reduced numbers for whatever reason. You may also 'lend' a player to teams with less than nine if you have sufficient to do so.



Three strikes rule - juniors

For the first three weeks of the season, players will not be given out for three strikes. After three attempts of hitting the ball resulting in strikes (including foul balls, hitting the tee and missing the ball) the coach should assist the player to hit. From the fourth game the third strike rule applies.

Club policy – rotation of players

There will be a compulsory rotation of all players through different fielding positions so that they play infield, outfield and sit off (if there are more than nine players) during the game.

Players cannot play in the same position again until they have played all other positions. Players cannot be rostered to sit off more than once a game until all other players have sat off. This does not apply to state championship teams.

The exception to this is for behaviour management for players – if you are having issues with a player's behaviour or attitude, and have tried to deal with this yourself first, with the parents, and the issue still remains, please speak to a committee member.

Cancellation of games due to weather

The Club will use its discretion whether to cancel games due to bad weather. In the event of bad weather, where possible coaches will be advised early, and are responsible for communicating with their team. A cancellation notice will be posted at the canteen on game day.

Hot weather is not a reason for automatic cancellation of the game, and appropriate safety precautions should be taken. Players should stay in the shade as much as possible, drink water and wear sunscreen.

Cancelling training

If you are unable to take training one day, please try to organise another parent to take training, so players don't miss out. If training is cancelled, please ensure all players are aware, AND advise a committee member so we know what is happening. Please advise players that they are still welcome to come and train with another team if their team training is cancelled.

Committee assistance

The Coaching Coordinator is available to assist coaches with training or development needs. Courses for coaches will be offered throughout the season to improve their knowledge and skills.

With so many teams playing tee-ball, communications can be difficult, so please take the initiative and contact the appropriate Committee person if you have any issues. Conversely, would you please help by actively encouraging support of the Club's committee and programs. Please remember that the committee is made up entirely of volunteers and always treat them with respect.

Communication with parents

We have supplied you with the contact details of players. We ask that you maintain the confidentiality of the details. If emails are sent, ensure you bcc to everyone.



Please make sure all parents/carers have your contact number so they can advise if the player is not going to make training or the game.

To make your role easier, you should ask that players are at games 30 minutes before the start time to allow you to finalise the line-up and warm the players up. Insist that parents advise you as early as possible if their child will not make the game. It will take time to organise the line up to be fair and it causes delays if players do not show up or are late.

Parent/Carer help

It is not expected that you do everything yourself. Other parents/carers need to help. Recruit parents to be team manager, scorer, base coaches and umpires. Hopefully you will have parents within your team who will volunteer to help, however you may need to set up a roster to include all parents.

If you are having difficulties getting parents to help, please speak to a committee member.

Canteen roster

Each team will be allocated a Saturday, when they will be responsible for having two people (over 15 years old) in the canteen, between 8am and 11.30am. They will be working with the canteen manager. Duties will include taking orders and money, serving drinks, snack food, icy poles and hot food (the canteen manager will do the cooking). The first shift will help with set up and the last shift will help with clean up at the end of the day.

The duty should be shared between parents /carers, to represent each player. This roster will mean that each team will likely only have to do one duty throughout the season. The team manager should help recruit parents for this duty.

Scorer's clinic

If required, we will run a scorer's clinic to teach parents to score.

State Championships

Selection trials for state championship teams will be in November 2021. These teams will compete in the State Championships that are held at Langley Park over the March long weekend in 2022. There will also be a number of pre-state carnivals in January and February 2022.

Trials will be open to all players. If you think there are players in your team that could be considered to represent Cloverdale Comets, please speak to a committee member. Age groups of team(s) will not be determined until after trials.

Coaches must be Level A accredited. Further details will follow.

TBAWA Warren Lake Carnival (Previously - Yokine Carnival)

Each year, TBAWA runs a carnival for fun and participation for all players at Yokine Reserve. It is usually held in the first week of December on a Sunday. The date is yet to be confirmed by TBAWA.

Teams (U10 and above) are on Saturday morning teams and are not elite squads. Coaches will be asked if they want to enter their team into the carnival. We will enter teams into age groups, based on the oldest player in the team (U10, U11, U12 or U13s). Two players can be borrowed from one other team (if that team is not going to the carnival) – the Committee will help to coordinate this.



U9 teams can be made up of any age eligible players. We will be asking for nominations of players and a coach. This is a great opportunity for all players to attend a carnival.

Coaching clinics

There are several TBAWA accredited Level A Coaching Clinic for all new and non-Level 'A' Coaches to be run during the first part of the season. It is a very comprehensive course and coaches of all levels will find it extremely valuable. Coaches will learn the correct way to teach children the skills of Tee-ball (correct execution, common faults and training drills), how to organise a training session, and strategies of the game.

It is a full day course with the emphasis on practical involvement of the participants. Please come along suitably dressed with sneakers, hat and glove if you have one and bring pen, lunch and drink, hat and sunscreen

Costs of this course are covered by the Cloverdale Comets. Those wishing to attend please advise the coach's coordinator as soon as possible.

Umpire Clinics

TBAWA hold umpiring clinics for Level 1 accreditation. The club will pay for coaches and parents to attend the clinic. This will help coaches to understand the rules, so that they can be taught to players.

The umpiring clinics are approximately 3.5 hours – to watch TBAWA training video (online) and attend a 2 hour practical session (9am) at one of the clinics that are outlined on the TBAWA website.

Umpires who attend the TBAWA Level 1 umpire clinic will be provided with an easily identifiable green coloured shirt. Level 1 umpires will be part of a mentored program with more experienced umpires.

As with all other sports Tee-Ball faces the problem of a continuing decline in the number of umpires being recruited or staying in the system. Harassment, abuse and lack of respect have been identified as major causes in the decline of the number of people prepared to umpire. As such, TBAWA has introduced the following policy:

NO TOLERANCE TOWARDS HARASSMENT OF GREEN SHIRT/CAPPED UMPIRES

All club and association officials along with Level 2 and above umpires have a responsibility to remove anyone from a game who treats or addresses a "Green Shirt" umpire in an aggressive manner (physical, verbal or implied).

If you are having problems with an umpire, please speak to the Umpire Coordinator (or Stacey or Katherine).



Weekly awards

Your team has been issued with Player of the Day Certificates. Teams are required to present one of each of these awards to a player after the game EACH WEEK. At some stage during the season, each team member are to receive the award for recognition of their achievement during the game e.g. top catch, good sportsmanship, good fielding, best bat person, home run, listening to the coach or any other special talents.

The Manager or Coach must fill in the tear-off slip with each child's name and they can bring it to the canteen for a reward (sausage sizzle or icy pole) on the day.

EACH PLAYER RECEIVES THE AWARD DURING THE SEASON.

Should you have any queries regarding these awards, please contact the Registrar.

Trophies

The Club provides all players with a "participation" trophy at the conclusion of the season. There are also trophies awarded for game milestones (50 games, 100 games etc), and we include tee-ball game counts from other clubs.

Appendix 1 – Coaches Code of Behaviour

1. Coaches should always have at least one other adult present as both protection for them and the players.
2. If parents do not plan to stay and watch or assist with training, ensure they have discussed this with you first and you are comfortable with taking on that responsibility. Make sure you have an emergency contact number for them and ensure all players have been collected before leaving the ground. Do not leave children unsupervised.
3. Be reasonable in your demands on young players' time and energy.
4. Always think safety first.
5. Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of the players.
6. Avoid overplaying the talented player. The 'just-average' need and deserve equal time. Players should be rotated fairly and equally.
7. It is the coach's role to plan the rotation of players and provide this to the manager. If you are unable to do this, the manager may be able to assist, but please remember they also have their own responsibilities.
8. Follow the advice of a First Aid Officer when determining when an injured player is ready to recommence training or the game.
9. Know the Rules of tee-ball and ensure your players always play within those rules.
10. Create opportunities to teach appropriate sports behaviour as well as basic skills.
11. Develop team respect for opponents and officials. Do not abuse or ridicule players or officials and do not allow your players or parents to do so.
12. Ensure any discussions with umpires are kept below the level of argument. Remember, your players look to you for example, how you accept a decision will be reflected in your players.
13. Discipline should be fair and consistent. Ensure your players know what is expected of them at training and during games.
14. Do not tolerate players abusing equipment or misbehaving to the detriment of other players at any time.
15. Keep yourself informed of sound coaching principles and seek more skilled advice when necessary.
16. Remember your players are playing tee-ball for their enjoyment. Endeavour to make the learning process both pleasurable and informative.
17. Remember that players need a coach they can respect. Be generous with your praise when deserved and set a good example.
18. Foul language of any sort will not be tolerated.
19. No alcohol or cigarettes at training or any games.

Appendix 2 – Coaching tips

HITTING

- Batting -- the stance, swing and follow-through
- Adjust the tee with ball set even to the hitter's waist.
- Face tee with feet spread shoulder-width apart.
- Bend knees, body in slight crouch.
- Weight on balls of feet.
- Grip bat; hands together above knob.
- Hold bat firmly; don't squeeze.
- Bring bat up and away from the body.
- Keep shoulders level; bat and head steady.
- Eyes on the ball.
- Short step with the front foot at start of swing.
- Swing level and bring the bat through the centre of the ball.
- Watch bat hit ball; keep head down.
- Weight shifts to front foot; back foot stays on the ground.
- Extend arms and follow through; swing around.
- Drop the bat; do not throw it

Key points:

- eyes on the ball
- no cross-handed hold
- position of feet
- stride [weight shift]
- rotation
- the swing

FIELDING

Eyes on the ball. Watch the ball go into the glove. Cover the ball with the other hand

Ground Ball

- Stand legs apart, shoulder-width or wider.
- Bend knees.
- Get low. Lean forward.
- Run to the ball.
- Keep body in front of ball.
- Glove low to the ground.
- Scoop or catch the ball and cover it.

Fly Ball

- Run to where the ball is going.
- Call for the ball: "I've got it."
- Stop and wait for the ball.
- Hands together, fingers up, shoulder high or over the head.
- Watch ball into the glove and cover.

Thrown Ball

- Bend knees slightly.
- Watch the ball.
- On a ball thrown to player above the waist: Hands together facing out; thumbs up. Catch and cover.
- On a ball thrown below the waist: Hands together facing down; little fingers touching. Catch and cover.



THROWING

Grip and motion

- Thumb under the ball. Two or three fingers on top. Don't worry about the seams.
- Eyes on the target. Legs apart; foot on throwing arm side behind the body.
- Arm back and up, front shoulder turned toward target.
- Step toward target with foot opposite the throwing arm.
- Right-hander with left foot; left-hander with right foot.
- Push off on back foot as throw begins; end with weight on forward foot.
- Release the ball in front of body and follow through.

RUNNING

Base running

- Run on the balls of the feet.
- Pump arms back and forth.
- After the ball is hit run behind the tee, unless left-handed.
- Look at first base, not where the ball has gone.
- Run outside the foul line.
- Run straight through first base; don't jump on it or slow down.
- Watch and listen to coach for instructions.
- When on base keep one foot touching the base until the next batter hits the ball.
- Lean forward; when ball is hit, push off base.
- Know where the ball is.
- When passing a base, try to touch it on the side without stopping.

Sliding [not recommended for the younger players]

- Start about four to five feet from the base.
- Arms up, fingers bent, chin down.
- Bend one leg under the other.
- Lower leg hits the ground, then the butt and back.
- Top leg [the extended one] touches the base.
- No head-first sliding.

Appendix 3 – Rules to teach players

It is not expected that players will know these rules at the beginning of the season, however the basics should be taught from the beginning. Coaches should use opportunities that arise in the game to explain the rules, and training drills may help to practice scenarios.

GENERAL

- Correct uniforms must be worn during all games, including shirts tucked in and caps properly aligned.

BATTING

- The umpire is the only person to handle the tee and at the request of a player/coach adjust the tee height as required *[players should ask umpire politely if they would like tee adjusted]*
- If a member of the batting team indicates ninth batter then the batter is out (side away). This includes scorer, umpire, coach, manager, player or spectator by any verbal instruction or physical indication. *[I.E don't indicate ninth batter in any circumstances]*
- Fair or foul hit – it is where the ball first lands. The line is considered “fair” as it is part of the diamond and foul ball is not called until it hits the ground. *[Teach batters to run after the hit – the umpire will call the batter back if it is foul ball]*
- Strikes will be called if:
 - Batter hits foul ball
 - A full swing doesn't dislodge the ball
 - Batter hits more tee than ball
 - Batter doesn't take normal full forceful swing
 - Back foot movement after play ball to hit the ball in an appreciably different direction
 - Batting out of the box (the line is in)
- Make sure batters go up in the right order. *[For younger players, write their number on their hands, or have the team manager put them in order on the bench.]*
- Wait for the umpire to call play ball before hitting the ball. The umpire will call “Batter Up – Play ball”
- Do not throw the bat after hitting *[teach players to hit – drop – run]*. Batters will be given out.
- Bat must be dropped before halfway line to first base.

BASE RUNNING

- Teach runners to listen to their base coaches next to first and third base.
- Base runners cannot remove their helmet intentionally
- Runner must stay on the base until the ball is hit.
- The batter-runner is permitted to run through first base [yellow or orange safety base] providing they touch it and return straight to the base. Players should be taught to run through first base and turn right, towards the dead ball line, as they can be tagged out if they show intent to go to second base.
- Runners should be taught not to overrun second or third base, or they can be tagged out *[the only bases they can overrun is first and home]*
- Runners can't deliberately barge through a fielder – they will be given out for interference.



- If a batted ball is caught by a fielder, the runner must return to touch the base they originally occupied before they can run again if it is safe to do so.
- Runners cannot pass the runner in front of them.
- If a base is dislodged, runners should stay at the point there base originally was.
- Runners cannot deviate from the line they are taking to avoid a tag.
- Runners cannot interfere with a batted ball or with a fielder throwing a ball.

FIELDING

- When making close decisions the ball must beat the runner to the base.
- If a member of the fielding team indicates ninth batter then the batter shall be credited with a home run. This includes scorer, umpire, coach, manager, player or spectator by any verbal instruction or physical indication. *[I.E don't indicate ninth batter in any circumstances]*
- To be a catch the fielder must take secure possession of the ball in their hand or glove whilst in fair or foul territory – cannot use any part of uniform.
- Do not throw the glove or hat after the ball – if it hits the ball it will be a home run to the batter.
- Overthrows (over the dead ball line) will result in the runner being awarded the next base from where they were when the ball crossed the dead ball line.
- When tagging a runner – the fielder must have the ball in their glove (preferably) and hold it in with the other hand or hold in their hand and touch the runner with the hand or glove that has the ball.
- If a batted ball is caught, the fielder can touch the base a runner has left from, and if they beat the runner to the base, the runner is out.
- Once the umpire calls “play ball”, until the ball is hit, the fielders must stay reasonably still
- Fielders, except pitcher, cannot be in the diamond
- The pitcher must remain on the pitchers plate until the ball is hit
- If the fielder is not going to field the ball they should not be in the way of the runner (i.e. don't stand on the base if not being thrown to them)

Appendix 4 – Rules for coaches

The below are taken from the TBAWA Rule Book Edition 6. There are more rules, however these are common rules that will help coaches teach players the basics of game, and to maintain the flow of the game. All coaches (and parents) are encouraged to read the rule book. The rule book and interpretations manual is available to be downloaded from www.tbawa.org.au. You will be provided with a hard copy in your coaches pack.

If you require more information or explanation about a ruling, please speak to the Umpire Coordinator after a game.

Please remember that Cloverdale Comets is about teaching players the basics of diamond sports, and there may be some leniency of certain rules in some instances for the first few weeks. Some rules may be applied only for more advanced competitions, however all players should be made aware of the rules. Blatantly flaunting or breaking of the rules will not be allowed.

1.2 Making Decisions

Umpire's judgement decisions are final. However, an inquiry may be made on decisions based on rule interpretations, but **ONLY by the team coach** and directed to the **plate umpire** in a **respectful manner**. The plate umpire will then consult with the base umpire if it was his/her call

2.3 Player safety

- In games where baseballs are used, all batters, base runners and catcher **MUST** wear helmets [*NOTE Cloverdale Comets requires all junior and senior teams to follow this rule*].
- Pitchers in all games must wear helmets with face masks [*juniors and seniors*]
- Exposed jewellery such as wrist watches, bracelets, earrings and neck chains etc must not be worn during games. Medical Alert bracelets or Medical Alert necklaces are not considered jewellery, however if worn should be taped to the body leaving the tag free

Coaches

5.1 Positioning

- (a) When their team is batting, coaches are only allowed in the first and third base coach's boxes or in their team bench area. Coaches are permitted to assist and instruct a batter but must return to either the bench or Coach's Box before "Play Ball" is called. Coaches at first & third base must remain inside the marked lines of the coaches' box during play. Should the coach move outside the lines of the box and interfere with play the leading runner shall be given out.
- (b) When their team is fielding, all coaches must remain within the bench area. However, for nines or lower age teams, **one** coach may take a position anywhere behind the line of the outfielders to direct play. If a live ball touches any such coach, or he/she physically assists a fielder, the batter shall be awarded a home run.
- (c) If a coach who, whilst in the coach's box, intentionally handles a live batted/thrown ball, the umpire will call "Time, Dead Ball". The outcome of that play to be decided in consultation by both the plate and field umpire/s.

5.2 Contact By Coach

Batting coaches may not physically assist runners when in first or third base coach's boxes. Should the umpire consider any touching to be of assistance the runner shall be called out. Congratulatory physical contact is permitted; however, coaches' feet must remain inside the lines of the coach's box.

6.1 Injury During Play

If any player is injured during a play, an umpire shall **immediately call "Time"** to halt the game. After attending to the injured player, the plate umpire will then, in consultation with the field umpire, use discretion to decide the outcome of that play.

6.2 Injured player

(c) A player with an injury that is bleeding or open **MUST** be removed from the game and treated. All contaminated clothing and equipment must be replaced or cleansed of blood prior to the player being allowed to resume play, the wound must be covered. If bleeding reoccurs and cannot be controlled, the player may take no further part in the game.

6.3 Injured Batter

(a) A **previously injured** player may have a substitute runner once they reach first base. They can only be substituted at first base, and after "Time" has been called. (*They may not be substituted once they have run beyond First Base*)

(b) Any runner injured when safe at base may have a substitute runner at that base. (*In both cases the substitute must be the last batter who scored or was put out.*)

8 Violations and Penalties

Players, Coaches, Managers and Spectators, shall not make disparaging or offensive or insulting remarks to or about other players, officials or spectators. Umpires will not tolerate any conduct or allow verbal interference such that in the umpire's opinion the sport is brought into disrepute.

- (a) For a first offence, a coach, manager, spectator or player is liable at the umpires discretion to be removed from the game and the vicinity of the playing field if felt necessary. The umpire has the discretion to give a warning but on the second occasion by the same offender, they must be removed.
- (b) Failure to leave the vicinity warrants forfeiture of the game - in such case, the score shall be nine/nil in favour of the opposing team.
- (c) On all warnings, the umpire shall instruct the scorers to enter such, on the scorecard, with the offending members name, team and type of offence.

9.1 Game Duration

A regulation game shall be of nine innings or one (1) hour, whichever occurs first.

- a) No innings shall commence within five minutes of the scheduled finishing time. (*An innings is defined as commencing at the moment the bottom of the previous innings is completed.*)
- b) Once an innings has commenced, it must be played to completion, that is, both sides **must** bat.

9.3 Ninth Batter Indication

- a) At no time during a game shall anyone, that is, scorer, umpire, coach, manager, player or spectator make reference, by any verbal instruction or physical indication, to notify ninth batter is approaching.

- b) If a member of the batting team indicates ninth batter then the batter is out and the side is away.
- c) c) If the indication is made by the fielding team then the batter shall be credited with a home run. Such batter must still touch all bases legally.
Note: umpire must hear indication.

11 Calling “Time”

When the ball is hit, play proceeds normally until the ball is held by any player in an infield position and all runners are in close proximity to a base (only 1 runner may occupy a base). The umpire shall then call: **“Time”**. Close proximity is about 3 running strides.

12 Catches

It is a catch if:

- a) A fielder takes secure possession in his/her hand or glove of a ball in flight, whilst over fair or foul territory, providing the fielder does not use any part of their uniform to deliberately take possession.
- b) The fielder takes the catch then drops the ball while in the act of making a second play.

13 Foul Batted Balls and Strikes

13.1 Foul Balls

A foul ball is a batted ball which: -

- a) First lands in **any** foul territory. (see *Diagram 2*)
- b) First touches a fielder or umpire whilst in or over foul territory.

NOTE:

- (i) At all times it is the position the ball would have landed had it not been touched by a fielder or umpire
- (ii) For any foul batted ball (unless it is the third) the Umpire shall call “Time, Foul Ball” and return all runners to their bases. The Plate Umpire shall then call “... strikes on the batter” and have him/her bat again or call him/her “Out” in case of a third strike.
- (iii) A batted ball cannot be declared a foul until it touches the ground.

13.2 Strikes

The batter is out after three strikes. A strike is called against the batter:

- a) If the batter hits a foul ball.
- b) If a full swing fails to dislodge the ball.
- c) If, in the umpire's opinion, the batter hits more tee than ball when striking at the ball.
- d) If, in the umpire's opinion, the batter does not take a normal full forceful swing when striking at the ball.
- e) Back foot movement.
- f) Batting out of the box.
- g) If the batter steps on home plate whilst in the act of hitting the ball.
- h) If a batted ball settles within the Home Plate Arc

14 Fair batted balls

A fair ball is a batted ball that:

- a) First lands in fair territory.
- b) First lands on any Diamond line, Foul Ball line, Foul Ball Circle line or hits an umpire or fielder whilst on or over fair territory.
- c) Settles anywhere on the playing field having first landed fair
- d) Is caught anywhere on the playing field (*in fair or foul territory*).

16 Batting

16.1 Batting Line-up

a) Though only nine (9) players may field at any one time, up to twelve (12) players may be listed in the batting line-up, with only nine (9) to bat in any one innings. The next innings starts with the next listed batter.

16.2 Batting Order

- a) a player's position in the batting order is fixed when they have completed their turn at bat.
- b) Once all listed players have batted, no names can be added to the line-up, except in the case of substitution

16.3 Batting Out of Order

- a) When a batter is found batting out of turn, the umpire shall call "time" and nullify play by returning all runners to the bases where they were before the ball was hit by the improper batter. The proper batter will then take their turn at bat and any strike/s recorded on the improper batter will count for the proper batter. Any "Outs" made whilst the improper batter was at bat will count, against the proper batter.
- b) The rule shall apply from the call of "Play Ball" for the improper batter to bat, to the call of "Play Ball" for the next batter to bat.
- c) The improper batter becomes a legalised batter when "Play Ball" has been called for the next batter to bat. The next batter is then the batter named after the legalised improper batter.

16.4 Back Foot Movement

When the umpire calls: "Batter Up", the batter shall take a set stance in the batting box. From the call: "Play Ball", the batter is not permitted to reposition the back foot such that, in **the umpire's opinion**, the ball will be hit in an **appreciably different direction**. (Front foot movement is permitted.) The penalty for each back foot movement is "Foul Ball" and one strike is recorded on the batter. **NOTE:** Pivoting or dragging the back foot after contact is permitted.

16.5 Hitting Ball Early

If the batter hits before "Play Ball" is called, the ball is dead and no count is recorded on the batter

16.6 Batting Out of the Box

When hitting the ball, the batter shall incur a strike if, at the time of contact either foot is **completely** outside the batting box. **The ball is dead and runners may not advance.** Batting out of the box only occurs if contact is made with the ball.

16.8 Thrown Bat

The batter shall be given out for disposing of the bat in a dangerous manner. (It is considered dangerous when the bat is disposed of in a way that would allow it to make contact with another person). **The ball is dead and runners are returned to the base they occupied before the hit.**

16.9 Home Plate Arc (formally the Foul Ball Circle)

Any fair batted ball settling inside the Home Plate Arc shall be deemed "Foul".

16.10 Batt Disposal

The Batter shall be given out and the ball deemed dead if he / she has not disposed of the bat by the time they reach half way to First.

17 Base runners

17.3 Overthrows

Runners will be awarded the next base from where they were when any thrown ball crosses the Dead Ball Line. A base is not considered crossed till it has been touched.

17.4 Leaving Base Early

No runner may leave their base before the ball is hit. When a runner leaves the base before the ball is hit, both umpires shall call: "Time Dead Ball", and return all runners to their bases. The Umpire shall warn the runner who left the base early that if the same runner offends again in the same innings, the runner shall be called: "Out".

17.6 Running through First Base

Batter-runners are permitted to run or slide through first base provided they return immediately to the base. Runners are out if they display any **intent** to move towards second and are tagged while off base.

17.8 Tagging a Runner

Whilst the ball is live any runner may be put out by being tagged by a fielder whilst off base.

- (a) To be put out on a forced play the base may be tagged before the runner arrives or the runner may be tagged before they arrive at the base
- (b) To be put out on a non-forced play the runner must be tagged before they reach the base.

Note:

- i. Tagging a runner consists of touching the runner with the ball or the hand or glove containing the ball.
- ii. Tagging a base consists of touching the base with any part of the body whilst in control of the ball.
- iii. After the tag is made, the fielder must still have control of the ball.

17.9 Force Play

A force play is one in which a runner legally loses the right to occupy a base by reason of the batter becoming a runner.

17.10 Leaving Base Early (on a legal hit)

Runners are out if they leave the base before a batted ball is caught and they fail to re-touch that base before they or that base are tagged by a fielder with the ball.

17.11 Live Ball after Catch

On any catch, whether a fair hit or a foul hit, whether in fair or foul territory, the ball is live and runners may advance at their own risk.

17.12 Passing Runner in Front

A runner is out if, and when, they pass the runner/s in front of them before such runner/s are given out.

17.14 Suicide Running

Umpires should be aware of any attempt by runners to force errors by suicide running or barging. Any advantage gained by this practice shall be nullified and the runner returned to the base before this occurred. Any outs made shall stand. The umpire should at least warn any player they suspect might have committed this offence. In the more severe of cases where injury could have occurred, the umpire has the right to eject or give the player out.

17.15 Dislodged Base

- a) If the impact of a runner dislodges a base from its position, no play can be made on that runner at that base if the player had reached that base safely.
- b) Any following runner on the same play shall be considered as touching or occupying the base if, in the umpire's judgement the player touches or occupies the point marked by the dislodged base.

17.16 Avoiding A Tag

A runner is out if they deviate from the running line **they are taking** to avoid being tagged.

19 Fielders

19.2 Sitting out Consecutive Innings

No listed player will sit out two consecutive fielding innings unless at their request to the umpire.

19.3 Fielding Positions

When the batter is swinging at the ball:

- a) Fielders must field in orthodox fielding areas, approximately as shown below, while maintaining relative separation.
- b) Fielders should be reasonably set in their positions. Eg: out fielders should not be running
- c) The pitcher must be in contact with the pitching plate and must be the only infielder inside the diamond.
- d) The catcher must have their whole body to the side opposite the batter, outside, and behind, the back line of the batting box. Only an arm may extend forward of the back line **but not into the batting box**.
- e) No fielder, except the catcher, may be in foul territory.
- f) From the call of Play Ball until the batter swings, only limited movement is permitted within their orthodox fielding positions for all fielders except pitcher and catcher.
- g) When, in the umpire's opinion, the offending fielder **gains an advantage** from a violation of (b), (c), (d), (e) or (f) the umpire shall call: "Time, Dead Ball" and return all runners to their bases. On all occasions, the umpire shall warn the offending player.