

# U\9 T-BALL RULES SUMMARY

Base Distance	60 Feet (18.29m)
Pitching Rubber Distance	46 Feet (14.02m)
Game Duration	60 minutes
End to an Innings	3 out or 5 runs
Stealing Bases	Not permitted.
Dead Ball	On any play where ball is thrown to 1st or 3rd base in an attempt to make an out, the play will be deemed dead and runners will not advance if the ball crosses the foul line or the dead ball line. This rule is enacted to encourage players to attempt to make outs.
Infield Fly	Not permitted
Runner Scoring From 3rd	Only on Batted ball
Bunting	Not permitted
Number of Players	Up to 14 on a game roster. Teams will bat through the full line up. All players to receive equal game time.
Helmets	May be used for outfielders if risk from nearby diamonds
Bats	2 1/4' max diameter & max 31' in length
Time	When an Infielder has "control of the ball" and the Umpire considers no further play is about to occur, then the Umpire shall call "TIME". After "TIME" is called the ball is dead and Runners are to be directed to a base by the Umpire, starting with the Lead Runner. The intent is to make T-ball emulate a live pitch game with fielders who can throw & catch sufficiently well to stop runners advancing bases where they would not in a usual game of baseball.

## GAME DURATION & TIME

Each game is 60 minutes. In the event equal innings are not completed at the end of 60 minutes, the scores will revert to the last completed innings, unless the team batting second is ahead. In this case all runs scored will count in determining the winner. The game will be played until the hooter is sounded. There is NO TEN MINUTE rule applying for this tournament.

Games will start and finish at the sound of the hooter except, the batter in the box shall complete their time at bat, or if there is a batter just entering (stepping into the batting box), the batter will complete their time at bat. The objective of this rule is to be clear about what is to happen if the hooter sounds while a play is in progress.

A maximum of 1 minute change over time between innings applies and we would expect all teams to abide by this rule to make the day fast and full of action.

A legal game is one that has continued for a least half the scheduled playing time, or one that has completed at least 3 equal innings (or 2 1/2 innings if the team batting second is leading).

## SUSPENDED GAMES

Where play is suspended during a game (at the discretion of the Umpire due to bad weather conditions or for some other reason) and is not resumed, the score shall revert to the last completed innings unless the team batting second is ahead in which case all runs scored count in determining the winner.

# UMPIRES & SCORERS

Each team is required to provide an umpire for the event.

Home team is 1st mentioned on the draw and will occupy 3rd base line. If a team occupies the same diamond on the game prior, then it is not necessary to change dugouts if they are listed differently on the draw. However the draw for home and away stands. Home team bats 2nd.

Each team will be required to provide a scorer and score book for reference if required.

## RESULTS

Scorers for each team shall sit together behind home plate and shall agree on the score at the end of the game. The official result sheet will be completed and signed by the Umpires and each team's Coach or Manager and Scorer. The Manager of each home team (the first named in each game of the draw) will be responsible for the delivery of the result sheet to the Tournament Headquarters at the PBC Clubhouse, immediately upon the completion of each game. This may include the scorebook if it is deemed necessary by the Umpire of the game, or is called for by the Tournament Director so that it may be vetted before the declaration of a winner of any game.

## POINT SCORES

WIN	2 Points
DRAW	1 Points
LOSS	0 Point

## TEAM PLACINGS

The format for the day including any playoff games will be listed on the 'Pools and Game Times' document that will be distributed to each participating team. PBC reserves the right to make changes to the format and draw right up until the start of play if it is deemed necessary.

When teams are required to be ranked after 'Pool' or 'Round' games the following methods will be used to rank the teams:

1. The number of points the team earns (set out above). If teams are tied on points then:
2. The winner of the 'head to head' match between those two teams. If this match was a draw or if more than two teams are tied on points then:
3. By percentage (total runs scored in pool games divided by total runs against in pool games). If this method cannot determine a result then:
4. A coin toss will be used

If teams are tied and they did not play each other in 'Pool' play the following methods will be used to rank the teams:

1. By percentage (total runs scored in pool games divided by total runs against in pool games). If this method cannot determine a result then:
2. A coin toss will be used

If teams are tied at the end of a playoff game where a winner needs to be determined for a further match, the following will apply:

1. One extra inning will be played in order to determine a result. If the game is still tied after the extra inning then:
2. Percentage (total runs scored in pool games divided by total runs against in pool games) will be used to determine the team to advance. If this method cannot determine a result then:
3. A coin toss will be used

If for any reason, a game is not played (e.g. called off due to weather) or does not become a legal game it will be declared a 'NO GAME' and each team will be awarded 1 point.

# TEAMS

There is no provision for a late start. Therefore, any team that is unable to field at least 8 eligible players by the scheduled Start Time will forfeit the game and be recorded as a 6-0 loss.

If a team only has 8 players they will field with only 8 players and when the 9<sup>th</sup> batter is reached in the batting order an automatic out will apply.

# PLAYER PARTICIPATION

It is intended that all players in the team participate equally in the tournament. The penalty for not abiding by this is: Disqualification of the team.

# CLOTHING

Shoes	Only soft moulded shoes are permitted. Metal cleats, screw-in studs, hard plastic or nylon cleats are not permitted.
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Helmets	Each team must provide an adequate number of ABF Approved double eared helmets. To be worn by the batter, a batter on deck, a base runner, a bat person and any Base Coach if not an adult.
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Box	A protector box should be worn.
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# NO COLLISIONS

Any runner who in the opinion of the Umpire deliberately charges a fielder will be given an out and may be excluded from the game. Players are required to avoid a collision. Fielders are not to obstruct a runner unless in the act of making a play on a runner or a batted ball.

# BALLS

PBC will supply 1 baseball to each team at the 8.00am tournament briefing. These balls are to be used for games.

# HOME TEAM

The team mentioned first in the draw shall be the Home Team and will occupy 3rd base bench. The Home team will bat second. The Home team will be in their defensive positions ready to play when the hooter sounds to start the game.

# INNING CHANGEOVER

The time between innings is one 1 minute.

# PROTESTS

No protests will be permitted on judgement decisions made by the Umpire.

Protests may only be made in relation to breaches of these Playing Rules, or an Umpire's decision that is in breach of the Rules of Baseball.

Any protest to be lodged must be done so by the Manager or Coach to the Umpire by calling for "TIME" after the play, or the situation under protest occurs. The protest must take place before play resumes. It is to be noted in the score books showing the position of the game, and be signed by the relevant Umpire, Scorers and Protesting Manager or Coach.

Details of protests together with the game score sheets are to be delivered to the Tournament Director immediately after the completion of the game, for adjudication by the Protest Committee. The Protest Committee will consist of the Tournament Director and 2 other PBC Committee Members.

A Tournament penalty of the loss of 1 point may be imposed, if the matter under protest be deemed frivolous.

The Protest Committee shall be the sole and final authority, and the decider of the penalty if any is to be imposed.

## UNSEEMLY BEHAVIOUR

Behaviour or conduct of 'an un sportsperson like nature' or prejudicial to the game of baseball reported to the Tournament Director shall be dealt with by the PBC Committee in a manner appropriate to the level of misconduct, up to and including expulsion of the offender's team from the Tournament. Such penalties as are determined shall not be subject to further protest.

## TIME RULE

When an Infielder has "control of the ball" and the Umpire considers no further play is about to occur, then the Umpire shall call "TIME". After "TIME" is called the ball is dead and Runners are to be directed to a base by the Umpire, starting with the Lead Runner.

Calling of "TIME" and the directing of runners are Umpire Judgment calls.

Any Fielder stationed within, or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.

To be in "control of the ball" means the ball is in the immediate vicinity of an Infielder or in flight and about to be caught by an Infielder.

When applying the "TIME" rule the Umpire should bear in mind that the purpose of the rule is to try to make T-ball as near as practicable to a Baseball Game.

Coaches are not to encourage base running in the hope of forcing an error.

## PLEASE NOTE

The Tournament Director or the PBC Committee reserve the right to advise any amendments to these Rules, and/or additional rules prior to or on the morning of the Tournament.

# ZOOKA RULES SUMMARY

Base Distance	60 Feet (18.29m)
Pitching Rubber Distance	46 Feet (14.02m)
Zooka Distance	40 Feet (12.19m) and approximately 2 feet (61cm) off the centre line, between home plate and 2nd base.
Zooka Speed	40 - 43 mph (64.37km - 69.20km)
Game Duration	60 minutes
End to an Innings	3 out or 5 runs
Stealing Bases	Permitted, after ball crosses home plate but only if the ball passes by the catcher. Stealing home is NOT permitted even if the ball passes the catcher.
Dead Ball	On any play where ball is thrown to 1st or 3rd base in an attempt to make an out, the play will be deemed dead and runners will not advance if the ball crosses the foul line or the dead ball line. This rule is enacted to encourage players to attempt to make outs.
Infield Fly	Does not apply
Dropped 3 <sup>rd</sup> Strike	Batter is out
Foul Tip 3 <sup>rd</sup> Strike	A foul tip 3 <sup>rd</sup> strike that is caught by the catcher is out.
Runner Scoring From 3rd	Only on Batted ball
Bunting	Not Permitted
Number of Players	Up to 14 on a game roster. Teams will bat through the full line up. All players to receive equal game time.
Helmets	May be used for outfielders if risk from nearby diamonds
Bats	AS per BNSW Bat Regulation
Time	When an Infielder has "control of the ball" and the Umpire considers no further play is about to occur, then the Umpire shall call "TIME". After "TIME" is called the ball is dead and Runners are to be directed to a base by the Umpire, starting with the Lead Runner. The intent is to make Zooka emulate a live pitch game with fielders who can throw & catch sufficiently well to stop runners advancing bases where they would not in a usual game of baseball.

## GAME DURATION & TIME

Each game is 60 minutes. In the event equal innings are not completed at the end of 60 minutes, the scores will revert to the last completed innings, unless the team batting second is ahead. In this case all runs scored will count in determining the winner. The game will be played until the hooter is sounded. There is NO TEN MINUTE rule applying for this tournament.

Games will start and finish at the sound of the hooter except, the batter in the box shall complete their time at bat, or if there is a batter just entering (stepping into the batting box), the batter will complete their time at bat. The objective of this rule is to overcome any arguments about the hooter sounding while a play is in progress.

A maximum of 1 minute change over time between innings applies and we would expect all teams to abide by this rule to make the day fast and full of action. The Pinch Runner speed up rule is to be applied.

A legal game is one that has continued for a least half the scheduled playing time, or one that has completed at least 3 equal innings (or 2 1/2 innings if the team batting second is leading).

# SUSPENDED GAMES

Where play is suspended during a game (at the discretion of the Umpire due to bad weather conditions or for some other reason) and is not resumed, the score shall revert to the last completed innings unless the team batting second is ahead in which case all runs scored count in determining the winner.

# UMPIRES & SCORERS

Team to provide own Umpires.

Umpire allocation is on the draw.

Home team is 1st mentioned on the draw and will occupy 3rd base line. If a team occupies the same diamond on the game prior, then it is not necessary to change dugouts if they are listed differently on the draw. However the draw for home and away stands. Home team bats 2nd.

Each team will be required to provide a scorer and score book for reference if required.

Every pitch is deemed a strike unless it is so low, so high or so wide that the umpire deems it a 'No- Pitch'. The umpire has the discretion to call a 'No-Pitch', if in his/her judgment, the pitch was so far out of the strike zone, that the batter did not have a fair chance to hit the ball.

If a batted ball hits the machine or passes through the machine legs, the ball is 'Dead'. The batter is awarded 1st base and any runners, if forced, advance to the next available base.

If a thrown ball hits the machine, the ball will remain alive and in play and runners may advance at their own risk.

In the event of a 'pop-up' fly not being caught, due in the umpire's judgment to the obstruction of the pitching machine, the batter will be given 'Out' and the ball will remain alive. Runners may advance at their own risk and without obligation to 'tag-up'.

# RESULTS

Scorers for each team shall sit together behind home plate and shall agree on the score at the end of the game. The official result sheet will be completed and signed by the Umpires and each Team's Coach, Manager and Scorer. The Manager of each home team (the first named in each game of the draw) will be responsible for the delivery of the result sheet to the Tournament Headquarters to PBC Clubhouse, immediately upon the completion of each game. This may include the scorebook if it is deemed necessary by the Umpire of the game, or is called for by the Tournament Director so that it may be vetted before the declaration of a winner of any game.

# POINT SCORES

WIN	2 Points
DRAW	1 Points
LOSS	0 Point

# TEAM PLACINGS

The format for the day including any playoff games will be listed on the 'Pools and Game Times' document that will be distributed to each participating team. PBC reserves the right to make changes to the format and draw right up until the start of play if it is deemed necessary.

When teams are required to be ranked after 'Pool' or 'Round' games the following methods will be used to rank the teams:

1. The number of points the team earns (set out above). If teams are tied on points then:
2. The winner of the 'head to head' match between those two teams. If this match was a draw or if more than two teams are tied on points then:
3. By percentage (total runs scored in pool games divided by total runs against in pool games). If this method cannot determine a result then:

4. A coin toss will be used

If teams are tied and they did not play each other in 'Pool' play the following methods will be used to rank the teams:

1. By percentage (total runs scored in pool games divided by total runs against in pool games). If this method cannot determine a result then:
2. A coin toss will be used

If teams are tied at the end of a playoff game where a winner needs to be determined for a further match, the following will apply:

1. One extra inning will be played in order to determine a result. If the game is still tied after the extra inning then:
2. Percentage (total runs scored in pool games divided by total runs against in pool games) will be used to determine the team to advance. If this method cannot determine a result then:
3. A coin toss will be used

If for any reason, a game is not played (e.g. called off due to weather) or does not become a legal game it will be declared a 'NO GAME' and each team will be awarded 2 points.

# TEAMS

There is no provision for a late start. Therefore, any team that is unable to field with at least 8 eligible players by the scheduled Start Time will forfeit the game and be recorded as a 6-0 loss.

If a team only has 8 players they will field with only 8 players and when the 9<sup>th</sup> batter is reached in the batting order an automatic out will apply.

# PLAYER PARTICIPATION

It is intended that all players in the team participate equally in the tournament. The penalty for not abiding by this is: Disqualification of the team.

Catchers: A player is permitted to catch a Maximum of 30 defensive outs in the position of catcher on the day. They may play in other positions in the field once the 30 defensive outs at catcher has been completed. Catcher defensive outs are to be recorded on the Result Sheet. Breach of this rule may result in loss of points for the game during which the breach occurs.

# PINCH RUNNER RULE

THIS IS A MANDATORY RULE and applies to the catcher (for the next inning) only.

When the catcher reaches base safely on their play, and as soon as play stops the catcher is to be replaced by a Pinch Runner (the last batter over the plate or out). The catcher will then immediately put on their full protective equipment in readiness for the inning change.

As this is a timed Game Tournament, it will speed up the change of inning. Umpires are required to enforce this rule.

# CLOTHING

Shoes	Only soft moulded shoes are permitted. Metal cleats, screw-in studs, hard plastic or nylon cleats are not permitted.
Helmets	Each team must provide an adequate number of ABF Approved double eared helmets. To be worn by the batter, a batter on deck, a base runner, a bat person and any Base Coach if not an adult.
Box	A protector box should be worn.
Catcher	All catchers are required to wear leggings, a properly fitted breast plate, face mask with helmet, throat guard and protective box.

# TIME RULE

When an infielder has control of the ball and the Umpire considers that no further play is about to occur, the Umpire shall call "TIME". After "TIME" is called the ball is dead and runners are to be directed to a base by the Umpire, starting with the lead runner.

Calling of "TIME" and the directing of runners are Umpire Judgment calls.

Any Fielder stationed within, or immediately adjacent to the infield may be considered as an "Infielder" for the purpose of the rule.

To be in "control of the ball" means the ball is in the immediate vicinity of an infielder or in flight and about to be caught by an infielder.

When applying "TIME" rule, the Umpire should bear in mind that the purpose of the rule is to try and make Machine Pitch Zooka as near as practicable to a Baseball game.

If the Umpire considers runners would make no further attempt in a normal game of Baseball, then they should call "TIME".

Coaches are not to encourage base running in hope of forcing an error.

# NO COLLISIONS

Any runner who in the opinion of the Umpire deliberately charges a fielder will be given an out and may be excluded from the game. Players are required to avoid a collision. Fielders are not to obstruct a runner unless in the act of making a play on a runner or a batted ball.

# BALLS

PBC will supply 2 baseballs to each team at the 8.00am tournament briefing. These balls are to be used for games.

# HOME TEAM

The team mentioned first in the draw shall be the Home Team and will occupy 3rd base bench. The Home team will bat second. The Home team will be in their defensive positions ready to play when the hooter sounds to start the game. If the same team on the game prior occupies the opposite dugout, moving is not necessary, home and away rule still apply.

# INNING CHANGEOVER

The time between innings is one 1 minute. The Coach/Manager will ensure that the catcher is ready to go at the start of each inning.

# PROTESTS

No protests will be permitted on judgement decisions made by the Umpire.

Protests may only be made in relation to breaches of these Playing Rules, or an Umpire's decision that is in breach of the Rules of Baseball.

Any protest to be lodged must be done so by the Manager or Coach to the Umpire by calling for "TIME" after the play, or the situation under protest occurs. The protest must take place before play resumes. It is to be noted in the score books showing the position of the game, and be signed by the relevant Umpire, Scorers and Protesting Manager or Coach.

Details of protests together with the game score sheets are to be delivered to the Tournament Director immediately after the completion of the game, for adjudication by the Protest Committee.

A Tournament penalty of the loss of 1 point may be imposed, if the matter under protest be deemed frivolous.

The Protest Committee shall be the sole and final authority, and the decider of the penalty if any is to be imposed.

# UNSEEMLY BEHAVIOUR

Behaviour or conduct of 'an un sportsperson like nature' or prejudicial to the game of baseball reported to the Tournament Director shall be dealt with by the Protest Committee in a manner appropriate to the level of misconduct, up to and including expulsion of the offender's team from the Tournament. Such penalties as are determined shall not be subject to further protest.

# PLEASE NOTE

The Tournament Director, Tournament Committee or Tournament Planning Team reserve the right to advise any amendments to these Rules, and/or additional rules prior to or on the morning of the Tournament.