

MWSA LOCAL T-BALL RULES 2009-2010

All games start at 8:45 & finish at 9:45

MWSA will endeavour to supply a Plate Umpire for each game.

Teams are to supply 1 base umpire each

1. A batter must have a full swing to contact the ball
2. A batter is not out if on the 3rd strike an "air swing" occurs
The batter continues and should be encouraged to hit the ball
3. No foul ball circle (4.5mt)
4. A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate
5. On a full swing if the ball travels in fair territory (1 metre), the batter must attempt to reach 1st base (the orange base)
6. If the ball & tee are hit at the same time the umpire will call "Foul Ball"
there is no limit to the number of foul balls on a batter
7. Runners are forced under the standard rules of softball on a fair ball hit by the batter
8. A runner may only be "tagged out" while running between bases
NOT if they have over run the base
9. On "Deadball" (overthrow) runners advance to the base they would normally be heading to ie 1 base only, unless runners are forced
10. "Time" is called when the ball is in the infield and under control by any player — umpires discretion
11. When a fly ball occurs — Umpire calls "Fly Ball" (a safety rule to get the girls to watch the ball) If caught, batter only is out, all runners return to previous base held (safely) & cannot be put out
12. A Fly ball "not caught" all runners advance until Umpire calls "Time"
"Deadball" or a runner is put out
13. If a base runner is hit by a batted ball, the Umpire calls time & ALL base runners return to the last base they occupied.
The batter returns to the TEE to bat again

Remember T-BALL should be fun for everyone — players & parents!