



SPRINGDALE OVAL  
PO BOX 1002 ROLEYSTONE, WA 6111  
WWW.ROLEYSTONEDIAMONDSports.COM



## Welcome to Roleystone Diamond Sports Inc.

Roleystone Diamond Sports prides itself on providing a welcoming environment for players to develop their skills, learn good sportsmanship and fair play and most of all have fun. We hope that you enjoy the 2022 / 2023 Season.

This Information pack is to prepare new and existing parents and supporters for the fun and exciting season ahead. All parents and supporters of young players will find useful information enclosed to get you through the season.

We have included the following information that is suitable for all junior age groups including Little League:

- Club committee contact details
- Coaches details
- Sponsors
- Springdale Oval Training schedule
- Springdale Oval Diamond Map
- Kalamunda Rangers Diamond Map and information
- Season fixtures for each age group and league.
- Special Friday twilight games
- Important dates
- Player code of conduct
- Spectator/Parent/Supporter code of conduct
- TBWA Rules

If you have any question please feel free to speak to your team coach or one of our club committee who would be happy to help.

Important contact details for 2022-2023 Season:

POSITION	NAME	MOBILE	EMAIL
President	Glenn Bathgate	0438 568 114	<a href="mailto:roleysdpresident@gmail.com">roleysdpresident@gmail.com</a>
Vice President - Baseball	Glenn Bathgate	0438 568 114	<a href="mailto:roleysdpresident@gmail.com">roleysdpresident@gmail.com</a>
Vice President - Teeball	Jamie Wilkes	0427 001 057	<a href="mailto:roleysvpteeball@gmail.com">roleysvpteeball@gmail.com</a>
Treasurer	Katie Jackson	0418 128 143	<a href="mailto:roleysdtreasurer@gmail.com">roleysdtreasurer@gmail.com</a>
Secretary	Deborah Hertzfeld	0433 280 484	<a href="mailto:roleyssecretary@gmail.com">roleyssecretary@gmail.com</a>
Registrar	Carolyn Bathgate	0408 528 114	<a href="mailto:roleysdregistrar@gmail.com">roleysdregistrar@gmail.com</a>
Property Manager	Glenn Bathgate	0438 568 114	<a href="mailto:roleysdpresident@gmail.com">roleysdpresident@gmail.com</a>
Grounds Coordinator	Glenn Bathgate	0438 568 114	<a href="mailto:roleysdpresident@gmail.com">roleysdpresident@gmail.com</a>
Umpire Coordinator	Jamie Wilkes	0427 001 057	<a href="mailto:roleysvpteeball@gmail.com">roleysvpteeball@gmail.com</a>
Uniforms Coordinator	Gemma Poole	0407 200 812	<a href="mailto:roleysuniforms@gmail.com">roleysuniforms@gmail.com</a>
First Aid Officer	Sean Kenworthy	0400 207 447	<a href="mailto:Sean.kenworthy@baicommunications.com">Sean.kenworthy@baicommunications.com</a>

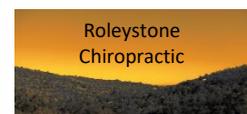
COACHES	TEAM	MOBILE	EMAIL
Kim Lukehurst	U8 DRAGONZ	0421 934 338	<a href="mailto:klukehurst@yahoo.com.au">klukehurst@yahoo.com.au</a>
Brendan Diss	U8 ROOS	0422 408 843	<a href="mailto:emmajdiss@gmail.com">emmajdiss@gmail.com</a>
Nathan Cleva	U8 CRACKERS	0459 300 722	<a href="mailto:Cleva.2007@outlook.com">Cleva.2007@outlook.com</a>
Sean Kenworthy	U8 ROCKETS	0400 207 447	<a href="mailto:Sean.kenworthy@baicommunications.com">Sean.kenworthy@baicommunications.com</a>
Sean Kenworthy	U11 SLIDERS	0400 207 447	<a href="mailto:Sean.kenworthy@baicommunications.com">Sean.kenworthy@baicommunications.com</a>
Brendan Diss	U11 SCORPIONS	0422 408 843	<a href="mailto:emmajdiss@gmail.com">emmajdiss@gmail.com</a>
Ryan Innes	U11 ROLLERS	0407 989 908	<a href="mailto:Ryaninnes1983@gmail.com">Ryaninnes1983@gmail.com</a>
Cameron Richins	U13 RED BACKS	0447 721 113	<a href="mailto:Silver_predators@hotmail.com">Silver_predators@hotmail.com</a>
Jamie Wilkes	U13 BRAVES	0427 001 057	<a href="mailto:roleysvpteeball@gmail.com">roleysvpteeball@gmail.com</a>
Jamie Willkes	LITTLE LEAGUE	0427 001 057	<a href="mailto:roleysvpteeball@gmail.com">roleysvpteeball@gmail.com</a>

2022-23 Club/Team Sponsors:

Major Sponsor:

**SWAT\*A\*PEST**

Team Sponsors:



Please support all our local sponsors as they continue to support your club!

## Player Training

Training is an important part of any sport, allowing players to learn skills and strategies for game day and to develop a good rapport with their teammates.

The allocated weekly training session for all teams are as follows:

	U8 Dragonz	U8 Roos	U8 Crackers	U8 Rockets	U11 Sliders	U11 Scorpions	U11 Rollers	U13 RedBacks	U13 Braves	LL Little League	C2 Softball C2	C3 Softball C3
<b>Coach:</b>	Kim	Brendan	Nathan	Sean	Sean	Brendan	Ryan	Cameron	Jamie	Jamie	Kelly	Glenn
<b>Training Day:</b>	Thursday	Tuesday	Thursday	Tuesday	Tuesday	Tuesday	Thursday	Wednesday	Thursday	Thursday	Thursday	Thursday
<b>Training Time:</b>	16:30-17:30	16:00-17:00	16:30-17:30	16:00-17:00	17:00-18:00	17:00-18:00	17:30-18:30	16:30-17:30	16:00-17:00	17:00-18:30	17:30-18:30	17:30-18:30
<b>4-6 Oct</b>	D1	D1	D2	D2	D2	D1	D1	D1	D3	D3	Main	D2
<b>11-13 Oct</b>	D2	D2	D3	D1	D1	D2	D2	D1	D1	D1	D3	Main
<b>18-20 Oct</b>	D3	D1	D1	D2	D2	D1	D3	D1	D2	Main	D2	D1
<b>25-27 Oct</b>	D1	D2	D2	D1	D1	D2	D1	D1	D3	D3	Main	D2
<b>1-3 Nov</b>	D2	D1	D3	D2	D2	D1	D2	D1	D1	D1	D3	Main
<b>8-10 Nov</b>	D3	D2	D1	D1	D1	D2	D3	D1	D2	Main	D1	D2
<b>15-17 Nov</b>	D1	D1	D2	D2	D2	D1	D1	D1	D3	D3	Main	D2
<b>22-24 Nov</b>	D2	D2	D3	D1	D1	D2	D2	D1	D1	D1	D3	Main
<b>29 Nov-1 Dec</b>	D3	D1	D1	D2	D2	D1	D3	D1	D2	Main	D2	D1
<b>6-8 Dec</b>	D1	D2	D2	D1	D1	D2	D1	D1	D3	D3	Main	D2
<b>13-15 Dec</b>	D2	D1	D3	D2	D2	D1	D2	D1	D1	D1	D3	Main
<b>19 Dec – 2 Jan</b>	<b>Christmas Holidays Break</b>										Main	D1
<b>3-5 Jan</b>											D1	Main
<b>10-12 Jan</b>											Main	D1
<b>17-19 Jan</b>											D1	Main
<b>24-26 Jan</b>	D3	D2	D1	D1	D1	D2	D3	D1	D2	Main	D2	D1
<b>31 Jan-2 Feb</b>	D1	D1	D2	D2	D2	D1	D1	D1	D3	D3	Main	D2
<b>7-9 Feb</b>	D2	D2	D3	D1	D1	D2	D2	D1	D1	D1	D3	Main
<b>14-16 Feb</b>	D3	D1	D1	D2	D2	D1	D3	D1	D2	Main	D1	D2
<b>21-23 Feb</b>	D1	D2	D2	D1	D1	D2	D1	D1	D3	D3	Main	D2
<b>28 Feb – 2 Mar</b>	D2	D1	D3	D2	D2	D1	D2	D1	D1	D1	D3	Main
<b>6<sup>th</sup> March. Labour Day Weekend – No Teeball or Little League games (Teeball States Weekend)</b>												
<b>7-9 Mar</b>	D3	D2	D1	D1	D1	D2	D3	D1	D2	Main	D2	D1
<b>14-16 Mar</b>	D1	D1	D2	D2	D2	D1	D1	D1	D3	D3	Main	D2

Training Days:

**RED** = Tuesday, **GREEN** = Wednesday, **BLUE** = Thursday

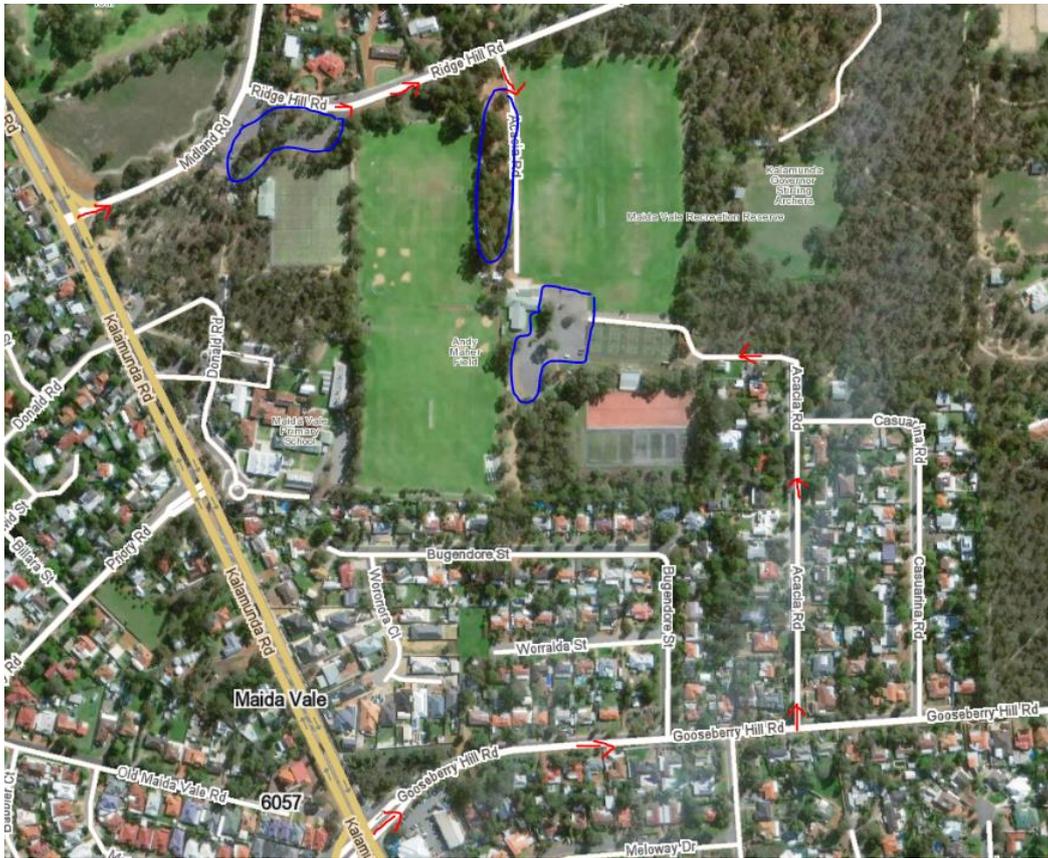
Main Diamond conditions:

- No Teeball to be trained or played on Main Diamond.
- Little League, Softball and Mens Baseball to use carpet protection over home plate.

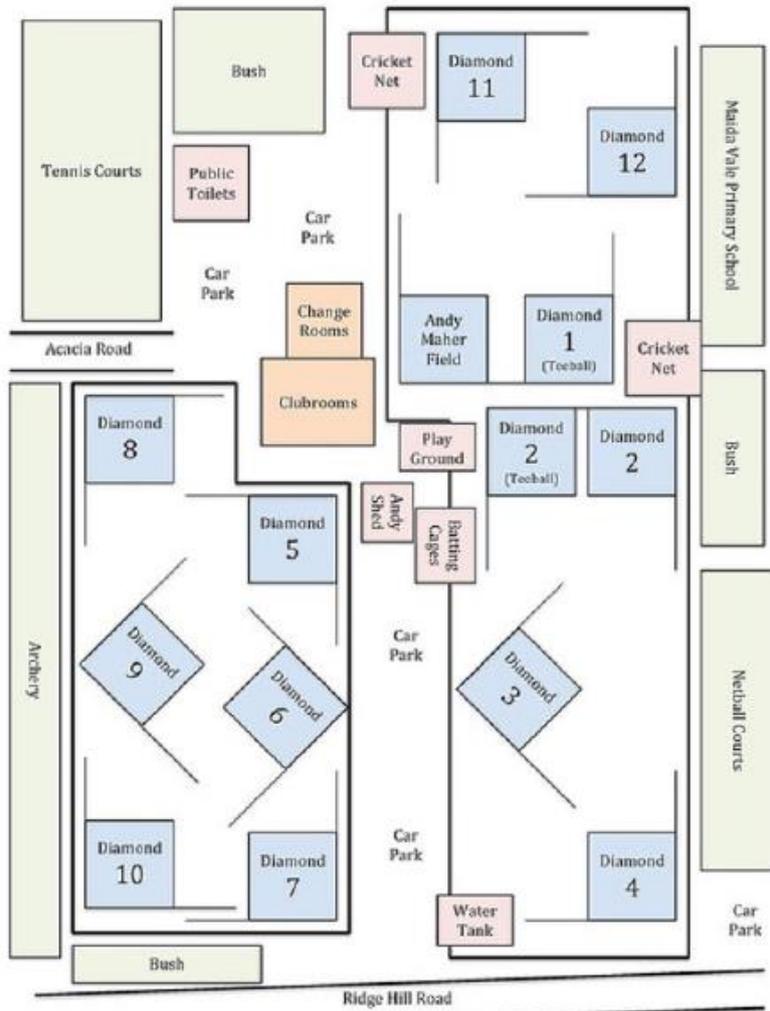
D1	Diamond 1
D2	Diamond 2
D3	Diamond 3
Main	Main Diamond

Springdale Oval MAP:





The Diamond layout at Maida Vale Reserve is shown below.



# 2022-2023

## Under 8's Fixtures

Games are held at Springdale Oval Saturdays 8.00am Start  
 Please note this year there will be 3 Friday Twilight Games  
 11<sup>th</sup> Nov 2022, 3<sup>rd</sup> Feb 2022 & 17<sup>th</sup> March 2022 5pm start

A big THANKYOU to our major sponsor

# SWAT\*A\*PEST

Date	Diamond	Team	Date	Diamond	Team
15 <sup>th</sup> October 2022	1 2	Rockets vs Dragonz Roos vs Crackers	17 <sup>th</sup> December 2022	1 2	Crackers vs Roos Dragonz vs Rockets
22 <sup>nd</sup> October 2022	1 2	Roos vs Dragonz Crackers vs Rockets	<b>Christmas Break Enjoy!!</b>		
29 <sup>th</sup> October 2022	1 2	Rockets vs Roos Crackers vs Dragonz			
5 <sup>th</sup> November 2022	1 2	Crackers vs Roos Dragonz vs Rockets			
<b>FRIDAY 11<sup>th</sup> November 2022</b>	1 2	<b>Rockets vs Crackers Dragonz vs Roos</b>	3 <sup>rd</sup> February 2023	1 2	<b>Rockets vs Crackers Dragonz vs Roos</b>
19 <sup>th</sup> November 2022	1 2	Dragonz vs Crackers Roos vs Rockets	11 <sup>th</sup> February 2023	1 2	Roos vs Rockets Dragonz vs Crackers
26 <sup>th</sup> November 2022	1 2	Roos vs Crackers Rockets vs Dragonz	18 <sup>th</sup> February 2023	1 2	Rockets vs Dragonz Roos vs Crackers
3 <sup>rd</sup> December 2022	1 2	Roos vs Dragonz Crackers vs Rockets	25 <sup>th</sup> February 2023	1 2	Roos vs Dragonz Crackers vs Rockets
10 <sup>th</sup> December 2022	1 2	Rockets vs Roos Crackers vs Dragonz	11 <sup>th</sup> March 2023	1 2	Crackers vs Dragonz Rockets vs Roos
			<b>FRIDAY 17<sup>th</sup> March 2023</b>	1 2	<b>Dragonz vs Rockets Crackers vs Roos</b>

Players to be at the diamond **30 minutes before** the start time. This ½ hr is used to warm up the players so please be on time. Team listed first has bench on the first base line, sets up diamond & provides a base umpire. First base line fields first. Team on third base line packs up diamond after the game. (Parents, setting up and packing up the diamond is your job!) Team Coaches and Assistant Coaches are to warm up their players ready for their game.

**• Fun • Fair Play • Fundamental Skills • Family Involvement**

INTERMEDIATE FIXTURES

ROLEYSTONE DIAMOND SPORTS

2022/23

Round 1	15 October	
Game Time	9:15am - 10:15am	
D5	Jets	v Crocodiles
D2	Giants	v Dragonflies
D3	Hotshots	v Steady's Dodgers
<b>RoleyHome</b>	Sliders	v Scorpions
BYE	Rollers	

Round 4	05 November	
Game Time	10:30am - 11:30am	
D5	Giants	v Rollers
D9	Scorpions	v Dragonflies
D3	Sliders	v Hotshots
D7	Jets	v Steady's Dodgers
BYE	Crocodiles	

Round 5	12 November		Lightning Carnival
Game Time	11:00am - 11:40am		Game 3
D9	Rollers	v Dragonflies	
D3	Scorpions	v Jets	
D7	Sliders	v Crocodiles	
D6	Giants	v Steady's Dodgers	
BYE	Hotshots		

Round 8	03 December	
Game Time	10:30am - 11:30am	
D5	Steady's Dodgers	v Rollers
D3	Crocodiles	v Sliders
D7	Jets	v Scorpions
D9	Giants	v Hotshots
BYE	Dragonflies	

Round 11	04 February	
Game Time	10:30am - 11:30am	
D5	Jets	v Dragonflies
D7	Sliders	v Hotshots
D3	Rollers	v Giants
D9	Steady's Dodgers	v Scorpions
BYE	Crocodiles	

Round 14	25 February	
Game Time	9:15am - 10:15am	
D5	Steady's Dodgers	v Hotshots
D2	Jets	v Giants
D9	Crocodiles	v Dragonflies
<b>RoleyHome</b>	Rollers	v Scorpions
BYE	Sliders	

Round 2	22 October	
Game Time	10:30am - 11:30am	
D5	Crocodiles	v Rollers
D9	Dragonflies	v Hotshots
D3	Scorpions	v Giants
D7	Steady's Dodgers	v Sliders
BYE	Jets	

Round 5	12 November		Lightning Carnival
Game Time	8:15am - 8:55am		Game 1
D5	Hotshots	v Rollers	
D6	Crocodiles	v Scorpions	
D9	Jets	v Sliders	
D2	Steady's Dodgers	v Dragonflies	
BYE	Giants		

Round 6	19 November	
Game Time	10:30am - 11:30am	
D5	Dragonflies	v Sliders
D9	Rollers	v Steady's Dodgers
D7	Hotshots	v Scorpions
D3	Giants	v Crocodiles
BYE	Jets	

Round 9	10 December	
Game Time	9:15am - 10:15am	
D5	Crocodiles	v Steady's Dodgers
D2	Hotshots	v Dragonflies
D3	Giants	v Jets
<b>RoleyHome</b>	Scorpions	v Sliders
BYE	Rollers	

Round 12	11 February	
Game Time	9:15am - 10:15am	
D5	Dragonflies	v Giants
D2	Hotshots	v Crocodiles
D3	Steady's Dodgers	v Jets
<b>RoleyHome</b>	Sliders	v Rollers
BYE	Scorpions	

Round 15	11 March	
Game Time	10:30am - 11:30am	
D5	Hotshots	v Sliders
D6	Dragonflies	v Jets
D7	Rollers	v Crocodiles
D9	Scorpions	v Steady's Dodgers
BYE	Giants	

Round 3	29 October	
Game Time	9:15am - 10:15am	
D5	Steady's Dodgers	v Crocodiles
D2	Jets	v Dragonflies
D3	Hotshots	v Giants
<b>RoleyHome</b>	Rollers	v Sliders
BYE	Scorpions	

Round 5	12 November		Lightning Carnival
Game Time	9:10am - 9:50am		Game 2
D2	Giants	v Sliders	
D6	Jets	v Rollers	
D7	Dragonflies	v Scorpions	
D3	Crocodiles	v Hotshots	
BYE	Steady's Dodgers		

Round 7	26 November	
Game Time	9:15am - 10:15am	
D5	Hotshots	v Jets
D6	Dragonflies	v Crocodiles
D2	Steady's Dodgers	v Giants
<b>RoleyHome</b>	Scorpions	v Rollers
BYE	Sliders	

Round 10	15 December		TWILIGHT GAME
Game time TBC			
TBC	Crocodiles	v Dragonflies	
TBC	Rollers	v Jets	
TBC	Giants	v Scorpions	
TBC	Sliders	v Steady's Dodgers	
BYE	Hotshots		

Round 13	18 February	
Game Time	10:30am - 11:30am	
D5	Giants	v Steady's Dodgers
D9	Scorpions	v Crocodiles
D7	Sliders	v Jets
D3	Rollers	v Hotshots
BYE	Dragonflies	

Round 16	18 March	
Game Time	9:15am - 10:15am	
D5	Crocodiles	v Giants
D2	Jets	v Hotshots
D3	Dragonflies	v Steady's Dodgers
<b>RoleyHome</b>	Sliders	v Scorpions
BYE	Rollers	

SENIOR FIXTURES

ROLEYSTONE DIAMOND SPORTS

2022/23

Round 1	15 October	
Game Time	10:30am - 11:30am	
D5	Snipers	v Blue Sox
D6	Stars	v Cobras
D7	Rams	v Braves
BYE	Redbacks	

Round 4	05 November	
Game Time	8am - 9am	
D7	Stars	v Blue Sox
D3	Rams	v Cobras
<b>RoleyHome</b>	Braves	v Redbacks
BYE	Snipers	

Round 5	12 November		Lightning Carnival
Game Time	11:00am - 11:40am		Game 3
D5	Stars	v Snipers	
D8	Braves	v Rams	
D2	Blue Sox	v Redbacks	
BYE	Cobras		

Round 8	03 December	
Game Time	8am - 9am	
D3	Rams	v Stars
D7	Cobras	v Blue Sox
<b>RoleyHome</b>	Braves	v Redbacks
BYE	Snipers	

Round 11	04 February	
Game Time	8am - 9am	
D5	Rams	v Cobras
D7	Snipers	v Blue Sox
<b>RoleyHome</b>	Redbacks	v Braves
BYE	Stars	

Round 14	25 February	
Game Time	10:30am - 11:30am	
D5	Blue Sox	v Cobras
D6	Stars	v Braves
D9	Redbacks	v Snipers
BYE	Rams	

Round 2	22 October	
Game Time	8am - 9am	
D7	Cobras	v Snipers
D9	Blue Sox	v Stars
<b>RoleyHome</b>	Redbacks	v Braves
BYE	Rams	

Round 5	12 November		Lightning Carnival
Game Time	9:10am - 9:50am		Game 1
D5	Cobras	v Braves	
D3	Redbacks	v Cobras	
D9	Rams	v Snipers	
BYE	Blue Sox		

Round 6	19 November	
Game Time	8am - 9am	
D6	Snipers	v Cobras
D7	Stars	v Blue Sox
<b>RoleyHome</b>	Redbacks	v Braves
BYE	Rams	

Round 9	10 December	
Game Time	10:30am - 11:30am	
D5	Snipers	v Braves
D3	Redbacks	v Rams
D7	Cobras	v Stars
BYE	Blue Sox	

Round 12	11 February	
Game Time	10:30am - 11:30am	
D5	Cobras	v Redbacks
D6	Stars	v Snipers
D7	Rams	v Blue Sox
BYE	Braves	

Round 15	11 March	
Game Time	8am - 9am	
D6	Snipers	v Rams
D7	Blue Sox	v Stars
<b>RoleyHome</b>	Redbacks	v Braves
BYE	Cobras	

Round 3	29 October	
Game Time	10:30am - 11:30am	
D5	Rams	v Redbacks
D6	Snipers	v Stars
D7	Cobras	v Blue Sox
BYE	Braves	

Round 5	12 November		Lightning Carnival
Game Time	10:05am - 10:45am		Game 2
D8	Snipers	v Braves	
D2	Blue Sox	v Rams	
D7	Redbacks	v Cobras	
BYE	Stars		

Round 7	26 November	
Game Time	10:30am - 11:30am	
D5	Blue Sox	v Snipers
D6	Braves	v Stars
D9	Cobras	v Rams
BYE	Redbacks	

Round 10	15 December		TWILIGHT GAME
Game time TBC			
TBC	Stars	v Redbacks	
TBC	Blue Sox	v Braves	
TBC	Snipers	v Rams	
BYE	Cobras		

Round 13	18 February	
Game Time	8am - 9am	
D7	Rams	v Stars
D9	Snipers	v Cobras
<b>RoleyHome</b>	Braves	v Redbacks
BYE	Blue Sox	

Round 16	18 March	
Game Time	10:30am - 11:30am	
D5	Rams	v Braves
D6	Snipers	v Blue Sox
D7	Stars	v Cobras
BYE	Redbacks	

SWAT\*A\*PEST

All Roley Home Games will be played at Springdale Oval on Saturday at 9:30am

SWAT\*A\*PEST

All Roley Home Games will be played at Springdale Oval on Saturday at 9:30am

## Game Day

U8 Games will be at Springdale Oval 8am to 9am. (All parents to arrive 30minutes early to help with setup of each diamond including

U11 and U13 Games will be held at both Roleystone and Maida Vale Reserve located at 20 Ridge Hill Road in Maida Vale.

All players to arrive at least 30 minutes prior to the start of the game to allow time for player warm ups (and for any players running late to arrive before the game).

Maida Vale Reserve - location of the reserve, red arrows indicate access routes and the blue areas show carparks.

The first game of the season will be on 15th October 2022. Fixtures are listed below for U8's, U11's and U13's. Please arrive 30 minutes before the start of the game for warm ups and parents to help with setup. After the game if no games to be played on your diamond then all parents and players to help with packup.

A team has 9 fielding positions and maximum 12 batting positions, each team has more than 9 players and players will find themselves on the bench periodically to allow all players opportunity to take the field.

In Tee-Ball and Little League we are focusing on skill development and game understanding, and we rotate players so that they have equal opportunity to play all positions throughout the season and each spend an equal time supporting their team from the bench.

On game day, players will need to wear their uniform, bring their gear and a drink bottle.

Players will remain with the team on the bench when not on the field, parents will sit along the sidelines to support their player.

## Part of the Team

At Roleystone we believe that it's not just the players that make up the team, it's our family and supporters too. We strongly encourage family and supporters to get involved with your team and with your club – together we achieve more.

Key roles for the team are:

- Coach
- Assistant Coach
- Bench Manager
- First Base Coach
- Third Base Coach
- Scorer
- Base Umpire
- First Aider
- Committee Delegate

If you are interested in volunteering for one of these roles, please let your coach know.

## Get Involved

Players love when their parents and supporters get involved. Ask your coach how you can help with training – even standing in the outfield to help catch stray balls, helping with equipment set up and pack away or throwing a ball with your player during warm ups is a

great way to show your player the importance and value of getting involved and helping others.

### Equipment Requirements

All Players have been provided with a team uniform which must be returned (washed) at the end of the season, lost or damaged uniforms will need to be replaced at your own expense.

The club provides a team kit bag which includes batting helmets, Catcher and Pitcher Helmets and Bats. Players will need to provide their own mitt (and may provide their own helmets and bats if desired).

### Get Kitted Out

We encourage wearing team colours on game day to show your support!

### Important Dates to remember are:

First Training Session	From 4 <sup>th</sup> October 2022
First Game	15 <sup>th</sup> October 2022
Photo Day	November 2022
Trophy Presentation and Windup	March 2023
Committee Meetings	19 <sup>th</sup> October 14 <sup>th</sup> November 14 <sup>th</sup> December 18 <sup>th</sup> January 15 <sup>th</sup> February 15 <sup>th</sup> March
AGM	March 2023

### Players Code of Conduct

- Learn the rules of tee-Ball and always play by them.
- Be a good sport. Applaud all good plays whether they are by your team or the opposition.
- Players must wear correct footwear, hats and be suitably attired.
- Treat all players as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
- Control your temper. Verbal abuse of officials or other players, deliberately distracting provoking an opponent is not acceptable or permitted in any sport.
- Never argue with an umpire, other players, coaches or officials. If you have a problem, discuss it with your coach and allow them to take the necessary action.
- Verbal abuse and/or deliberate physical interference with opponents will not be tolerated by your coach or umpires and will result in immediate removal from the game as per TBAWA rule book.
- Strive to play to your best ability at all times, both at training and during games.

- Respect the time and effort put in by your coaches and officials. They deserve your full support and commitment.
- Tee-Ball is a team game. Encourage your team mates even when they make mistakes.
- Remember every player makes errors and has off days. Never ridicule opponents or team mates.
- Accept that at all times you will be required to take equal turns on the bench. When on the bench, encourage your team and be prepared to play at all times.
- Respect your opponents and appreciate their good play. Without opposition you would not be able to play the game of Tee-Ball.
- Play for the fun of it and to improve your Tee-Ball skills, not just to please parents and coaches.
- Respect the equipment provided for your use. Tee-Ball equipment is very expensive and should be used responsibly. Abuse of equipment such as throwing helmets or bats is unacceptable.
- Always think of safety to avoid injuries to yourself and others.
- Foul language of any sort will not be tolerated.
- Players must still maintain their obligations to their club teams at both training and games.

### Parents Code of Conduct

- Children play tee-ball for fun. Accept any mistakes as part of their learning process.
- Remember they are playing for their enjoyment not yours.
- Encourage children to participate, do not force them.
- Don't leave your child at tee-ball. Stay and support them, volunteer to help and discuss your child's progress with the coach.
- Focus on the child's efforts and performance rather than winning or losing.
- Applaud good play from all teams. Applaud good play by all teams.
- Encourage your child to play within the rules of tee-ball and accept the umpires decision.
- Never ridicule, abuse or yell at your child for making mistakes or losing a game.
- Offensive behaviour from parents or spectators is not acceptable under the rules of tee-ball and stern action will be taken against offenders.
- Recognize the value and importance of the volunteer coaches and officials. They give of their time and knowledge to provide organized tee-ball for your child and deserve your respect and support.
- Tee-ball is a team game. Accept and understand that at all times your child may be asked to take a turn on the bench.
- Not all children can be champions. Do not force an unwilling child to participate in tee-ball or expect more from your child than their best efforts.
- Respect officials' decisions and teach children to do likewise. Remember children learn best through example.

- If you disagree with an official or coach, raise the issue through the appropriate channels rather than question the person in public.
- Foul language of any sort will not be tolerated.
- Support all of the team, not just your child, and remember the coach is there for the whole team and not individuals.
- As commitment to training is essential, the coach must be advised if a player cannot attend a training session. It is important to note that training for State Teams often take place throughout the Christmas break.
- Please advise the coach no later than the previous evening if their child is not going to be available through either injury or illness to enable changes to be implemented.
- Derisive comments aimed at the umpire or officials are unacceptable and only bring the club into disrepute.
- Show appreciation of volunteer coaches, umpires and officials. Without them, your child could not participate.

### Spectators Code of Conduct

- Remember that children play sport for their enjoyment, not yours.
- Applaud good performance and efforts from each team. Congratulate all participants upon their performance regardless of the games' outcome.
- Respect officials' decisions and teach the children to do the same.
- Never ridicule or scold a child for making a mistake. Positive comments are motivational.
- Condemn the use of violence in any form, be it spectators, coaches, officials or players.
- Show respect for your teams opponents. Without them there would be no game.
- Encourage the players to follow the rules and officials' decisions.
- Do not use foul language or harass players, coaches or officials.

## Game Rules

Tee-ball, like any sport, has a number of rules to which the game is played by. The rules are not designed to be restrictive, they are designed to ensure;

### **FUN • FAIR PLAY • FUNDAMENTAL SKILLS • FAMILY INVOLVEMENT**

The following is a sub-set of the main rule book and consists of the rules more commonly queried. Readers should ensure they consult the full rule book for more detail, that rule book

is available from the [TBAWA website](#).

#### **1.2 Making Decisions**

- When determining close decisions the rule is the ball must BEAT the runner to the base.
- 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.

- When more than one umpire is in attendance, umpires may consult with, but not overrule, each other. The initial question on a rule interpretation must be directed to the plate umpire.
- Umpires must discourage exploitation of gaps in the rules.

## **2.2 Parent Involvement**

The game is for all to enjoy and have fun in participating. Parents should become involved by coaching, scoring, umpiring, managing or being an equipment officer for a team or club. By being involved we ensure the children play team sport in a healthy family participating environment.

## **2.3 Player Safety**

- Correct uniforms must be worn during all games, including shirts tucked in and caps properly aligned.
- Shoes (enclosed type) must be worn at all times by anyone involved in a game.
- Screw-in studs, hard plastic and metal cleats are NOT permitted on the diamond.
- In games where baseballs are used, all batters, base runners, and catcher MUST wear helmets.
- Pitchers in all games must wear helmets with facemasks.
- Exposed jewellery such as wrist watches, bracelets, earrings and neck chains etc must not be worn during a game. The only jewellery permitted will be Medi Alert bracelets or Medi Alert necklaces and these must be taped to the body. A DOCTORS CERTIFICATE must support any request for exemptions.
- If glasses, (including prescription), are worn it is recommended they be approved sports glasses. (ASTM F803-2003).
- Chest plates are compulsory for 13's non-gender pitchers and are recommended for all other age groups.

## **5.1 Positioning**

- When their team is batting, coaches are only allowed in the first and third base coach's boxes or 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.
- 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 the fielder, the batter shall be awarded a home run.
- 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.

## **5.2 Contact By Coach**

Batting coaches may not physically assist runners when in first or third 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 coaches box.

### **6.1 Injury During Play**

If any player is injured during a play, an umpire will 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.

### **6.4 Injury Reports**

- Umpires will instruct scorers to record in the scorebook next to the appropriate players name any injury they feel could/may require some ongoing attention.
- Scorers should have the umpire fill out an incident report/s after the game.

## **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.

- or 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 for the same offender, they must be removed.
- 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.
- 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.

- 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.)
- Once an innings has commenced, it must be played to completion, that is, both sides must bat.
- Exceptions to Rule 9.1 may occur during Carnivals were time does not allow for full games

### **9.3 Ninth Batter Indication**

- At no time in the duration of the 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.
- If a member of the batting team indicates ninth batter then the batter is out and the side is away.

- 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.

## 10. Commencement of Play

When the batter is settled in the batting box, the umpire will call "Batter Up" then "Play Ball" for each batter and after every strike, foul, dead ball or when "Time" has been called.

- The umpire shall not call: "Play Ball" until all runners are in contact with their bases.
- All fielders are reasonably settled.

## 13.1 Foul Balls

A foul ball is a batted ball which:

- Settles on foul territory between home and first base and home and third base, without having touched a fielder in fair territory.
- Rolls or bounds past first or third base while on or over foul territory.
- First lands in foul territory beyond first or third base.
- Touches a fielder or umpire standing in foul territory.

NOTE:

- A ball that rolls or bounds over, or touches first or third base is a fair ball.
- At all times, it is the position of the ball (rather than the fielder) that determines a fair or foul ball.
- A batted ball should not 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:

- If the batter hits a foul ball.
- If a full swing fails to dislodge the ball.
- If, in the umpire's opinion, the batter hits more tee than ball when striking at the ball.
- If, in the umpire's opinion, the batter does not take a normal full forceful swing when striking at the ball.
- Back foot movement. Refer 16.4
- Batting out of the box. Refer 16.6

## 14. Fair balls

A fair ball is a batted ball that:

- Settles within the diamond.
- Bounds to the outfield.
- Touches or bounds over first, second or third base.
- First falls on fair territory in the outfield.
- While over fair territory touches a player or umpire.

Note: All lines are considered as in.

## 15. Dead Balls

Umpires must call "Time" and "Dead Ball" to stop play when:

- A thrown ball crosses the Dead Ball line (see 17.3).

- A ball enters the batter warm up circle (if it is occupied).
- In their opinion a player appears hurt and in need of attention.
- In their opinion any person on the diamond could foresee ably be entering into danger.
- In their opinion any person on the diamond could foresee ably be about to cause danger. In cases (b) to (e) the umpires will after calling time & dead ball rectify the situation and then in consultation with one another determine the outcome of that play.

### **16.1 Batting Line-up**

- 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.
- If less than three batters are out and nine (9) players have completed their turn at bat, the umpire shall declare "Side Away".
- A side with less than seven players shall forfeit the game 9-0. If the opposing team has more players, they may lend one or two players to the opposition and such players shall be deemed to be registered players for that team for the duration of the game.
- If only seven (7) or eight (8) players are available and no 'loan' players come forward, the game shall proceed normally except, when batters 8 and/or 9 are due to bat, they are "automatic outs". Scorers must notify umpire and coaches of "automatic outs".

### **16.2 Batting Order**

- a player's position in the batting order is fixed when they have completed their turn at bat.
- Once all listed players have batted, no names can be added to the line-up, except in the case of substitution (21.2)

### **16.3 Batting Out of Order**

- When a batter is found batting out of turn, the umpire shall call time, nullify all play, including "outs" (unless it is the third out) which took place whilst the improper batter was at bat, by returning all runners to the bases where they were before the ball was hit by the improper batter. The proper batter then takes their turn at bat.
- 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.
- 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.

### **16.6 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 cannot advance.

### **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, the umpire shall call: "Dead Ball", and return all runners to their bases and warn the runner who left the base early. If the same runner offends again in the same innings, the runner shall be called: "Out".(the fielding team shall not be disadvantaged by this rule)

### **17.5 Running to First Base**

Batters, running to first base, must run the second half outside the diamond. If not and a play is made between home and first base, the batter/ runner will 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.

### **17.7 Touching Bases in Order**

When running bases, a runner must touch each base in order. If a runner misses a base, the fielder may appeal by holding the ball whilst in contact with the missed base. The appeal will be allowed only if the umpire has seen the runner missing the base and they are identified on the first appeal. Runners are not entitled to return to an occupied base. When retouching bases, runners must do so in reverse order.

### **17.8 Tagging a Runner**

Whilst the ball is live any runner may be put out by being tagged whilst off base, by a fielder. The tag consists of touching the runner with the ball or the hand or glove containing the ball.

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**

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.

### **17.13 Runs on Third Out**

No runs can be scored on a play where the third out is made

- On the batter-runner before they have touched first base, or
- On a force play.

When the third out made is not as in (a) or (b) any runs scored before the third out is made will count.

### **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.

### **18.1 Interference on Batted Ball**

If a runner interferes with a fielder whilst in the act of fielding a batted ball, the runner is out, the ball is dead, and no players may advance unless forced.

### **18.2 Interference on Thrown Ball**

If a runner intentionally interferes with a fielder whilst in the act of fielding a thrown ball, the runner is out, the ball is dead and no players may advance unless forced.

### **19.1 Number of Fielders**

Nine (9) fielders occupy the field.

## **19.2 Sitting out Consecutive Innings**

No listed player will sit out two consecutive fielding innings unless at their request to the umpire. Should the umpire notice this infringement he/she shall give one warning to the coach. On the second occasion, the umpire shall remove the coach from the game.

## **19.3 Fielding Positions**

When the batter is swinging at the ball:

- Fielders must field in orthodox fielding areas, approximately as shown below, while maintaining relative separation.
- Fielders should be reasonably set in their positions. Eg: out fielders should not be running.
- The pitcher must be in contact with the pitching plate, and must be the only infielder inside the diamond.
- 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.
- No fielder, except the catcher, may be in foul territory.
- 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.
- 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: "Dead Ball" and return all runners to their bases. On all occasions, the umpire shall warn the offending player.

## **20. Obstruction**

Obstruction is the act of a fielder who, while not in possession of the ball and not in the act of fielding the ball, impedes the progress of any runner. If a fielder obstructs a base runner, the umpire shall invoke such penalty that will nullify the obstruction. NOTE: Base runners must advance at least to the next base.