# Teeball Bylaws & Ground Rules at Chidlow Recreation Reserve

## General Game Rules

* The first team mentioned in the fixtures is the home team and has the responsibility of supplying the plate umpire.
* The second team mentioned in the fixture is the away team and the responsibility of supplying the field umpire.
* Players are to play in the area in which they live or attend school. If for any other reason, such as insufficient numbers or over enrolment, a transfer must be organised and sanctioned by the committee.
* Home team and spectators sit between home plate and first base. Away team and spectators sit between home plate and third base.
* Home team fields first, away team bats first.
* The Plate Umpire can cancel the game at which they are umpiring on the grounds of safety.
* The Chief Umpire is the only person who can cancel an entire day of play on the grounds of safety (e.g. excessive heat, lightning).
* Games must commence within 10mins of the scheduled start time. At 10 mins after the scheduled start time if a team cannot field a full team, coaches agree to share players and the game will commence as per standard game procedures.
* The score cards from games shall be completed with all players first and surnames, correct scores and umpires signature. Place the completed cards in the box at the canteen straight after the end of the game. Incomplete cards will void team score. Penalty 9-0 forfeit.
* The umpire shall not permit any player out of uniform, without proper cause, to participate.
* Aggressive behaviour will NOT be tolerated. Ejection from all games and playing area will occur until tribunal hearing will result from:
  + A player striking another player, or
  + Abusing an umpire; or
  + Striking an umpire.

## Field Interactions

The Chidlow recreation reserve nominally has four diamonds on the main oval (one in each corner) and two on the smaller oval. Diamond 1 and Diamond 3 are played as both teeball and baseball diamonds. Interactions between the outfield of the diamonds can occur in the following circumstances:

* Junior baseball is playing on diamond 1 and teeball being played on diamond 4
* Teeball being played on diamonds 3 & 4

In each of these instances the **outfielders will play with helmets** to protect them from fly balls from the other playing fields. The following ground rules will apply to balls hit into other playing fields to avoid fielders being put in danger by entering other active playing fields:

* **Teeball** from Diamond 4 hit past the yellow cones and into the live playing are of **baseball** in Diamond1. Fielder not to enter the playing zone, umpire to call “Time” and award the appropriate base to the batter, typically a 3 base hit but should be a home run if the ball travels into diamond 1 infield.
* **Ball hit into the OUTFIELD** area of diamonds 3 or 4. Umpire of diamond which the **ball has been hit into** calls “Time” and allows fielder to field the ball as normal and does not recommence play until the other games’ fielder is safely out of the active fielding zone.
* **Ball hit into the INFIELD** of the other diamond, TIME is called on both diamonds and the batter who hit the ball is awarded a home run.
* **If a ball hits a player from the other diamond both umpires IMMEDIATELY call TIME**, the player is attended to and the respective umpires decide on the appropriate base for the batter (nominally the based they are running to +1).

NOTE: Any team who used the ‘home run’ rule as a deliberate strategy will be deemed to be “**exploiting the game rules” under Rule 1.1g with both the coach and player subject to removal from the game and playing field.** Deliberately hitting into the opposing game puts the fielders at risk and will not be tolerated as a playing strategy.