

DETAILS

Venue:- Gilbert Park
Ferntree Gully Rd, Knoxfield

Fixture:-

9.45am – Teams arrive and introduction to venue and competition

Round	Diamond					Bye	Start	Finish
	#1	#2	#3	#4	#5			
1	1 v 2	3 v 4	5 v 6	7 v 8	9 v 10	11	10.00am	10.35am
2	1 v 3	2 v 5	4 v 6	7 v 9	8 v 11	10	10.45am	11.20am
3	2 v 4	1 v 5	3 v 6	8 v 10	7 v 11	9	11.30am	12.05pm
4	3 v 5	1 v 4	2 v 6	9 v 11	7 v 10	8	12.15pm	12.50pm
5	2 v 3	4 v 5	1 v 6	8 v 9	10 v 11	7	1.00pm	1.45pm

Teams:-

POOL A

- 1 – Upwey South
- 2 – Tecoma #2
- 3 – Belgrave South
- 4 – St Thomas More
- 5 – Ferntree Gully North #1
- 6 – St John the Baptist

POOL B

- 7 – Upwey
- 8 – Tecoma #1
- 9 – Belgrave Heights
- 10 – Upper Ferntree Gully
- 11 – Ferntree Gully #2

Special Notes:-

- **35 minutes is allocated to each game. Match conditions are listed in the rules attached.**
- There will be 10 minutes allocated to swap over (eat, drink, toilet, warm up etc.).
- All members of the squad can bat.
- Maximum of 9 fielders.
- At the conclusion of each round, results must be given to the teacher in charge.
- **Nadja Wood (Upwey)** is the convenor of the competition.
- **The top placed team in each pool will advance to the SSV Dandenong Ranges Division Finals**

VENUE MAP



SSV SHERBROOKE/BORONIA DISTRICT

WINTER INTERSCHOOL SPORTS

T-BALL

TALLY

School	W	L	D	Pts	RF	RA	%	Pos
POOL A								
Upwey South								
Tecoma #2								
Belgrave South								
St Thomas More								
Ferntree Gully North #1								
St John the Baptist								
POOL B								
Upwey								
Tecoma #1								
Belgrave Heights								
Upper Ferntree Gully								
Ferntree Gully North #2								

W = Wins

L = Loses

D = Draws

Pts = Points (4 - win, 2 - draw, 0 - loss)

RF & RA = Runs For & Runs Against (from each individual game)

% = Runs For/Runs Against x 100

Pos = Final Position (ie. 1st 6th)

RULES

(Adaptations for SSV Sherbrooke/Boronia District – for more detailed rules see SSV manual)

Regulation Game:

The time limit for the completion of three innings shall be 45 minutes. If three innings are not completed within these times, the game will be decided on the number of runs scored in equal innings by each side. Any innings in progress when time has elapsed shall be completed if it so affects the result of the game.

Batter

- The Umpire should ensure that the tee is adjusted to the batter's satisfaction before calling 'PLAY BALL'.
- The batter shall be permitted to level the bat with the ball with only one movement. Any additional movement of the bat towards the ball shall be called a strike.
- The batter shall take a normal full forceful swing when striking the ball. Bunting is not permitted. A violation shall be called a foul ball and a strike.
- The batter shall take a set stance adjacent to the home plate. The back foot is not permitted to be lifted off the ground after 'Play Ball' is called. (Front foot movement is permitted.):

Catcher

- The catcher must be behind home plate, in the catcher's box until the ball is hit.

Strike

- Each time the back foot is moved, 'Foul Ball' is called and one strike is recorded on the batter. Once a Foul Ball is called, the ball is dead and play stops. If the batter hits before 'Play Ball' is called, the ball is dead and a strike is recorded on the batter.
- When the batter swings at the ball on the tee and misses.
- When the batter swings and hits the tee but not the ball, or if the ball SETTLES within the 4.5metre arc.
- For each and every Foul Ball (all foul balls are counted as strikes, and after 3 strikes the batter is out).

Fair Ball

- Settles, or is touched, on fair ground between Home and First Base or between Home and Third Base
- Bounds past First or Third Base on or over fair ground
- Touches First, Second or Third Base
- While on or over fair ground touches the person or clothing of an Umpire or player then falls on fair ground beyond First or Third Base. A fair fly must be judged according to the relative position of the ball and the foul line
- The Batter hits, and the ball SETTLES beyond the line of the 4.5 metres arc

Foul Ball

A foul ball is a legally batted ball which:

- Settles on foul ground between Home and First Base or between Home and Third Base;
- Bounds past First or Third Base on or over foul ground;
- First touches on foul ground beyond First or Third Base;
- While on or over foul ground touches the person or clothing of an Umpire, or player, or is blocked;
- Settles, or is touched, within the 4.5 metre arc;

- Touches a fielder in the 4.5metre arc and the ball drops to the ground - any bunt shall be called a foul ball, regardless of where the ball lands or is fielded.

Base Running

- No two runners may occupy the same base simultaneously.
- Once touching a base the runner can't return to the previous base, however, a runner who almost touches a base may return to the previous base if they wish.
- A runner must wait until the ball is hit before leaving the base. A runner who leaves the base before the ball is hit is out. The ball is dead. The batter returns to bat again and that Strike Call is cancelled.

NOTE: A base runner who leaves a base as a result of the batter:

- Swinging and missing the ball, or
- Hitting the tee but not the ball shall be called **Not Out** but must return immediately to the base.
- Also, the base runner may over-run First and Home Plate only. Anytime a base runner is off the base he/she can be tagged, regardless of whether he/she is forced or not.

Forced Play

If forced to run (eg. Running to 1st base or being forced on by a runner directly behind), the runner can be put out by having the ball held on the base directly in front of them or be tagged out.

If not forced (eg. A runner elects to try and get to 3rd base on a hit) the runner must be tagged out and can't be put out by having the ball held on the base in front of them.

Fielding Positions

All fielding players, except the pitcher, must stand outside the baselines, in fair territory, until the Umpire calls 'Play Ball'.

Officials/Coaching

- Umpire calls 'Batter'- then 'Play Ball' for each batter and after every strike, foul ball and dead ball. Call 'Time' at the end of each play.
- The Umpire should place the ball on the tee and adjust the height to suit the batter.
- The tee must be removed by the Umpire whenever necessary so that players will not be obstructed or injured.
- All interferences and obstructions must be called, thus teaching children how to play properly and position themselves correctly, both fielding and base running.
- The Umpire shall not call 'Time' until all possible play has ceased.
- When the ball becomes dead, the Umpire should call and signal 'Dead Ball' to prevent further plays taking place.
- Unless appealed to, the Umpire does not call a player out for having failed to touch a base or batting out of order. (Umpires shall not give any indication of an appeal play situation.)

SSV SHERBROOKE/BORONIA DISTRICT

WINTER INTERSCHOOL SPORTS

T-BALL

T-BALL – SCORESHEET

SCHOOL												
INNINGS	SCORE							RUNNING TOTAL	OUTS			
1	1	2	3	4	5	6	7		1	2	3	
2	1	2	3	4	5	6	7		1	2	3	
3	1	2	3	4	5	6	7		1	2	3	
4	1	2	3	4	5	6	7		1	2	3	
5	1	2	3	4	5	6	7		1	2	3	
6	1	2	3	4	5	6	7		1	2	3	
7	1	2	3	4	5	6	7		1	2	3	
TOTAL SCORE												

SCHOOL												
INNINGS	SCORE							RUNNING TOTAL	OUTS			
1	1	2	3	4	5	6	7		1	2	3	
2	1	2	3	4	5	6	7		1	2	3	
3	1	2	3	4	5	6	7		1	2	3	
4	1	2	3	4	5	6	7		1	2	3	
5	1	2	3	4	5	6	7		1	2	3	
6	1	2	3	4	5	6	7		1	2	3	
7	1	2	3	4	5	6	7		1	2	3	
TOTAL SCORE												