

Tee Ball Player Positions



7 The Left Fielder

The left fielder covers the area beyond the baseline behind the third baseman and the shortstop. They also “back-up” any balls hit to centre field by running behind the centre fielder. This means that if the centre fielder misses the ball, their “back-up” will be able to field it.



8 The Centre Fielder

The centre fielder covers the area beyond the infield between the shortstop and the second baseman, catching or fielding fly balls or groundballs hit to that area. Centre fielders have to run fast because it is their job to back up both the left fielder and the right fielder.



9 The Right Fielder

The right fielder covers the area beyond the baseline behind the second baseman and the first baseman. If the right fielders are fast enough they can make outs at first base by fielding the ball and throwing it to the first baseman before the batter touches first base.



6 The Shortstop

Standing between second base and third base, the shortstop needs to be very fast to pick up ground balls hit to that area. Also, because the shortstop fields so far from first base, he needs a strong throwing arm. The shortstop and the second baseman work together to make outs at second base and to make “double plays”. When the second baseman fields a ball, the shortstop “covers” second base.



4 The Second Baseman

Instead of standing on second base, the second baseman fields up the baseline – about a third of the way to first base. It is the job of the second baseman to field balls hit between the pitcher and the first baseman. Second baseman can also feature in what are called “double plays”. A double play occurs when a runner, forced to run to second base, is put out and the ball is relayed, by the second baseman or the shortstop, to first base before the batter running to first can reach it.



5 The Third Baseman

The third baseman usually has the strongest throwing arm in a Tee Ball team. Apart from the pitcher, the third baseman stands closest to the batter, so the balls hit to this area are usually traveling the fastest. The third baseman also has the furthest distance to throw to first base, so your third baseman should be quick and strong.



1 The Pitcher

While the pitcher in a Tee Ball team doesn't have to throw the ball to the batter, the pitcher will make most of the outs. This is because most of the balls are hit to the pitcher's fielding area. The pitcher needs to be on his toes every minute of the game. It helps if a good fielder on your team fields in this position.



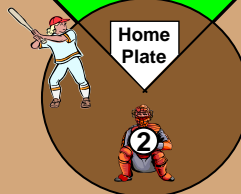
3 The First Baseman

Most of the outs made in a game of Tee Ball are made by fielders picking up and throwing hit balls to first base before the batter can run to it. It helps if your first baseman is tall so she can stretch. To make an out, the first baseman must touch the base with her foot, while she holds the ball, before the batter touches the base. The first baseman also has to field any balls hit in her direction.



The Batter

The batter tries to hit the ball past or over the fielders. When the batter hits the ball, she runs as fast as she can to first base. She has to get to first base before the fielders can pick up the ball and throw it to first base. Each batter who advances around all the bases in turn and back to home scores a run for the batting team.



2 The Catcher

The catcher in a baseball game wears all sorts of strange stuff to protect him from the balls thrown by the pitcher and by balls “fouled off” by batters. Because Tee Ball is played a little differently to baseball, the catcher in a Tee Ball game doesn't need all the protection. The catcher's job in Tee Ball is to place the ball on the Tee, catch the ball and to tag out runners trying to score runs at home base.



Tee Ball Concepts and Rules

UMPIRES

As in all sports, there has to be someone in charge. In Tee Ball, the person in charge is called the umpire. No matter what happens, you should never argue with the umpire. A lot of what Tee Ball is about is good sportsmanship – the umpire's word and his decisions, no matter what you think, should be final.



TEE BALL TALK

Batter: The batter is the person who is about to hit the ball from the tee.

Baserunner: After the batter has hit the ball into fair territory, they become a base runner.

Fair Ball: A ball hit by a batter into fair territory.

Foul Ball: A ball hit by a batter into foul territory. When a foul is hit, it doesn't count.

Force Play: When a runner is forced from the base they are on to the next base by a fair hit. The fielding side only has to stand on the base they are running to with the ball to get them out.

Home Run: When a batter hits the ball and runs around all the bases in turn before the fielding side can get the ball home.

Innings: When both teams have batted and fielded for three outs each, or the batting side has used all its batters.

Double Play: When two outs are made from the one fair ball hit.

Ground Balls: Fair balls hit along the ground. **Fly Balls:** Fair balls hit into the air.

BASES

When you run to first base, there is no need to stop. This is because you always have to run flat out to first base.

When you run to second base, you have to stop and keep touching the base – otherwise you might be tagged out. You might want to slide into second base to avoid over-running it. The same applies to third base, you have to keep touching it so that you won't be tagged out. When you run from third base to home, run flat out again.

RUNNING

After you hit the ball you become a base runner. That means you have to try to run around all the bases in turn. Sometimes, the runners can choose not to run, but other times they are forced to run by other runners coming up behind them. Remember, you can not have two people on one base! You run the bases until you make it back to home and score a run for your team.

BATTING

The purpose if the batter is to try to hit the ball to advance the runners on base or to get on base yourself. The easiest way to remember what to do is to use a three count. Start by placing your feet in the right position. Then it is 1,2,3.

1. Place you bat over your shoulder.
2. Step forward with your foot
3. Swing the bat at the ball

The last thing you do is run as fast as you can to 1st base.

OUTS

You're out if...

- you hit the ball and start running to first base and the fielding side gets the ball to first before you get there.
- you hit the ball into the air and one of the fielding side catches the ball before it hits the ground.
- you're forced to run from the base you're on to the next one and the fielding side gets the ball to that base before you.
- you're tagged with the ball while you're a runner and you're not touching the base.

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