



## **KZN BeeBall Starter Pack:**

### **Section One - General:**

- BeeBall is played in two age groups: BeeBall Rookie 4-6 year olds and BeeBall Majors 7-9 year olds. The player cannot turn 7 or 10 during the season and if so, the players would need to advance to the next age group.
- Schools can enter one team for BeeBall National Championships however to qualify each school would need to produce a round robin within the school weekly during term 2 for at least 2 teams. We suggest house teams versing each other. You can enter each house team into the National Champs or one team from your school.

### **Section Two – Age:**

Players are required to remain in the age groups as above in section one. Any player turning 10 during Term 2 will not be able to participate at the BeeBall National Championships on Saturday 8 June at Queensmead

### **Section Three – The Playing Field:**

- Rookie League – The infield is a triangle, with base distance 15 metres apart. In this league (Rookie League) there are only 3 bases and catcher’s plate from where the batter hits from is base 1.
- Major League - The infield is a square, with base distances at 18.30 metres apart. In this league (Major League) there are 4 bases, on each point of the square.

Internal school fixtures = 3 team round robin = 2 teams playing a game and one team practicing.

Internal School fixtures = 4 teams allow 2 games taking place each week and one other day practicing.

**Tip:** Divide your players into the school houses to play against each other. They will usually have colour t-shirts and this can be your uniform on school game days.

### **Section Four – The Bat:**

- Rookie League softball/baseball bats can be made up of foam or plastic bat can be purchased from KZN Schools Association at a cost of R\_\_\_\_\_
- Major league softball/baseball bats can be made up of aluminium, wood or plastic bat



### **Section Five – The Ball:**

- Rookie League: Tennis balls
- Major League: Soft touch 8 inch balls

### **Section Six – Length of the game:**

- Rookie League: Each team bats for 12 minutes and fields for 12 minutes to complete 1 game. We advise a 10 minute break between games. Each player will be required to bat in the same order and even if they are out, they continue to follow that order throughout the 12 minute batting.
- Major League: Same as Rookie League

### **Section Seven – BeeBall Competition Rules:**

**This applies for Rookie Leagues 4-6 year olds:**

#### **The batter – Rookie League:**

1. No infield fly rules apply.
2. Fielding players may be changed an unlimited number of times and changes can be made in between pitches but not as a batter is about to swing/hit.
3. The batting order must be maintained at all times. Our suggestion is to place number tags/labels on each player numbered 1- 7 for example and especially for the 4-6 year old age group.
4. The batter gets an unlimited number of attempts from the batting tee or cone OR...
5. The batter gets three attempts to hit from the coach-pitch short delivery. If s/he fails, s/he may hit from the batting tee until the ball is hit into the field.
6. In coach-pitch, the coach tosses the ball underhand from a safe place (front toss).

#### **The Runners – Rookie League:**

1. A runner may not leave his or her base until the ball has been hit.
2. Play is stopped when the lead runner on base has been tagged with the ball. (Tagged means the ball is in the fielders hand or glove and this fielder proceeds to touch the runner with the ball in either their hand or glove in between bases, the runner is out).
3. At that point, other runners may not continue and must return to the last base they reached.
4. The teams will change over (offense becomes defense) after all players have had a turn to bat.

**This applies to BeeBall Major League 7-9 year olds:**

#### **The Batter – Major League:**



1. The batter gets three attempts to hit from a coach-pitch long delivery. If not, s/he has one chance to hit from the coach-pitch short delivery. The coach tosses the ball underhand from a safe place (front toss).
2. If the batter is unable to hit the last ball from a short delivery, the batter is out. Please note, should this batter come up in the line-up, the batter can bat again as long as all batters remain in order in the batting line up.
3. No infield fly rules apply.
4. Fielding players may be changed an unlimited number of times and changes can be made in between pitches but not as a batter is about to swing/hit.

#### **The Runner – The Major League:**

1. A runner may not leave his or her base until the ball has been hit.
2. Play is stopped when the lead runner on base has been tagged with the ball in between bases.
3. At that point, other runners may not continue and must return to the last base they reached. The ball is returned to the coach of the batting team to continue the pitch-hit.
4. The teams will change over (offense becomes defense) after all players have had a turn to bat.

#### **Catching – The Major League:**

The coach-pitch must be assessed by the umpire (coach colleague) and be received by a catcher in full protective gear.

#### **Explanations – The Major League:**

Batting – After two strikes (miss of a ball or a ball thrown over home plate between the chest and knee cap and not swung out which counts as a strike) the usual softball rules apply regarding foul balls hit. A foul ball therefore results in a renewed attempt to hit.

#### **Protection of Players**

- a. Boys in Major League are required to wear a protective cup.
- b. In BeeBall competition and games, shoes with metal spikes or metal studs are prohibited. We suggest takies or soccer boots.
- c. A batter/runner must wear a helmet with ear protectors.
- d. Sliding into bases is prohibited. One warning per team and next time the next person will be called out.
- e. The catcher – Major league: The catcher is required during the game preparation, between innings and during the game to wear the following protective equipment; a



catcher's helmet with a mask, throat protector, body protector and leg guards. In Rookie League, the catcher must wear a helmet with face protection during the game.

Teams will score runs the same way they score runs during a regular softball game (i.e. touching home plate). Once a runner touches each base and crosses home plate, the team is awarded one run. Teams will also have the opportunity to earn points or runs on defense. A point can be earned by catching a fly ball, or by throwing a runner out at a base on a force play. The scoring system is easy only marking 111111 and we suggest each team has a scorer sitting together and making sure everyone has the same score.

To throw a runner out, the ball can be thrown to any base before the runner reaches 1<sup>st</sup> base. An out at 1<sup>st</sup> base can only be made by running to and touching 1<sup>st</sup> base before the hitter.

There are no walks, no strikeouts; no base stealing and runners can advance only on batted balls. Sliding is prohibited and bunting is not allowed.

With hitting being the most fun part of the game, the program has been designed to help players hit the ball no matter what the skill level. Three different formats can be used:

Each player can choose the format they wish to use, depending on their development stage. All 3 formats can be used during a game:

Batting Tee/Short pitch coach/Long pitch coach

Ball in Play:

Rookie League = Tee (Unlimiting attempts) or Coach Pitch short distance (3 attempts and 1 back up tee attempt)

Major League = Coach Pitch Long Distance (3 attempts, excluding foul balls, 1 back up attempt short pitch).

We encourage at least two games per team at every game day.

**Would you like a few lesson planners to get you started? Download your lesson planner here:**

### **BeeBall Championships – Saturday 8 June**

**Registration Fee:** The cost for the day which includes a BeeBall cap is R300 **per team not school, maximum of 8 player per Rookie Team and 12 player per Major League team!** Fixtures will be sent out once all team entry forms are received by Friday 24 May. We cannot accept forms any later than this. So be prepared and plan well. You can enter as many teams from your school as you like. To register your team/s please [beeball@kznschoolssoftball.co.za](mailto:beeball@kznschoolssoftball.co.za)



1. Each team will need to be dressed exactly the same as each member of their team in both shirts and shorts/or sumi's or PE Gear. Sumi's is an official softball pants and you can locate our preferred suppliers on our Apparel page on our website.
2. Each team will be required to arrive 40 minutes before the first game scheduled on the fixtures. Ourou buzzing bees in suits will warm up all children to music prior to their first games.
3. Tournament rules will be exactly played as above rules played within schools.
4. All Schools should have a responsible teacher per team.
5. We will have a level 3 first aider on hand should any injuries occur. We cannot be held responsible for any injuries on the inflatables for the day.
6. Each participant will receive a certificate of participation.
7. Only the Major League winning teams will receive a trophy which is returnable prior to the next BeeBall league the following year.
8. Photos will be on sale immediately through our Photo station.
9. Do you want to advertise the championships at your school to teachers or flyers to parents or place the information on D6, please email [beeball@kznsoftball.co.za](mailto:beeball@kznsoftball.co.za) for some advertising material.