

# Tee Ball - For all

**Tee ball** - Tee Ball is an adapted version of softball/baseball that also enables disabled and non-disabled players to participate together.

## **Age Range**

School-age

## **What you need**

- Tee ball bat, ball and tee. Other types of bat and ball may be needed to provide options for players who have different abilities. A batting tee can be used (or improvised from a cone or marker disc).
- Base markers – flat, rubber throw-down strips or discs are safer than hard rubber or wooden cones, skittles or stumps.

## **How to play – game basics**

- Teams can be 6–9 per side.
- Every batter should be given 1 good hit or 3 strikes to hit the ball off the tee.
- Only 1 fielder is allowed inside the bases.
- The umpire gives the bat to the incoming batter and places the ball on the tee as necessary.
- Only run on 'good' balls, hit between the angle of home, first and third base. No hitting behind the tee.
- After hitting the ball off the tee, the batter must drop the bat before running (the bat must not be thrown).
- After the ball is hit, the umpire removes the tee from hitting area (to protect the incoming runner).
- If a fielder in possession of the ball touches the base that a batter is moving to then the batter is out (there is no 'tagging' of players as in baseball).
- Players who have reached another base can move to the next base when 'good' balls are hit.
- Only one batter can occupy a base.



## **Something to think about**

Good communication between players, whether batting or fielding, can help the team and individuals to perform better.

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BESO can be applied to adapt or modify the activity as in these examples.

## **tegeBar (Task)**

- Some players can choose to have a 'runner' who runs the bases after the ball has been hit from the tee; however, see the Tee Ball games on these cards for other positive alternatives.
- Players can strike a softer ball using their hand; or a glove-bat or improvised alternative can be used to attach the bat to a player's hand or arm if holding the bat is a problem.

## **hEzebe (People)**

- Some wheelchair players may have someone help push them around the bases; other players, such as players who have vision impairment, can have a support person who shadows or guides them around the bases.

## **quSaquse (Equipment)**

- Provide a range of bats and balls from which players can choose.
- Change the equipment to help balance the game; for example, challenge competent batters by using a larger ball – harder for them to hit a distance and easier for fielders to handle.

## **bOta (Space)**

- The distance between the bases can be reduced for mobility-impaired players; or a reduced diamond within the main area can be used for some players.
- The distance between the fielders and the bases can be increased to give batters more opportunity.
- Create a zone in the 'in field' (in front of the tee). Fielders are not allowed into this area to field the ball and must wait until the ball stops or passes through the zone. This allows more time for some players to reach first base.

## **Safety**

- Base players or fielders must not stand in front of the incoming runners and runners must not run at base players.
- Bats must be dropped not thrown!
- Backstop must not stand too close to the batter. Waiting batters to remain in safety zone to the rear.
- Umpire removes tee from home base after the batter has hit the ball.

## **How to improve**

- Fielders should move towards where they think the ball is travelling to and not wait for the ball to come to them.
- Batters should look to see where best to hit the ball depending on the positions of the fielders.

## **Extension game – Zone Tee Ball**

- Instead of running around the bases, the batter scores by hitting the ball into scoring zones.
- The number of bases a mobile player moves is dependent on the zone scored, e.g. zone two allows you to move two bases.
- Hit counts in which zone the ball first bounces, or alternatively, in the zone the ball is stopped/fielded (teams agree before game).
- Every batter should be given 1 good hit.