

## SOFTBALL 2022

### Sport Information

Softball is played in Term One as a weekly sport.

Divisions are Senior (Year 11 & 12), Intermediate (Year 9 & 10) and Junior (Year 7 & 8).

The fixture will be determined based on team entries, aiming to maximise participation.

### General Softball Information

#### Uniform for School Teams

School Polo Shirt/Shorts/Sports Hat

Metal cleats or spikes are not permitted

Mouth guards are highly recommended when infield fielding and batting

#### Field Requirements

It is the duty of the first named school to provide a suitable match venue. The distance between bases shall be 18.30 metres. A back net is recommended. If a net is unavailable, a passed ball line must be marked. A safety base at first base is to be provided. Refer to Section 2/Sport Operations/Facility Requirements of the GSV Handbook for a summary of the recommended field requirements.

Distances	Pitching	Between Bases
Senior	12.2 metres / 40 feet	18.30 metres / 60 feet
Intermediate	12.2 metres / 40 feet	18.30 metres / 60 feet
Junior A	12.2 metres (or by agreement be reduced to 11.2 metres)	18.30 metres / 60 feet
Junior B & C	11.2 metres / 35 feet	16.76 metres / 55 feet

#### Match Equipment

Each school is to provide a complete kit including all essential protective equipment, bats, gloves, 12" yellow leather ball. All equipment is to be clearly labeled. Refer to Section 2/Sport Operations/Protective Equipment of the GSV Handbook for recommended protective equipment.

#### Umpires

The first named school is to provide one qualified plate umpire, or a competent official, per grade, who will take total control of the game. **The plate umpire must officiate from behind the pitcher.** If possible, schools should also provide a line umpire.

Umpires are to wear correct protective equipment. They are required to officially time the match and are not permitted to coach whilst the ball is in play.

In the event that an umpire/referee is not available, by mutual agreement the staff and/or coaches involved will officiate the game.

#### Scoring & Timekeeping

Schools are to use GSV score sheets and provide one proficient scorer. It is expected that scorers agree on scores at the end of each innings. Schools should exchange a copy of a scoresheet listing full names of players prior to the start of the match. These should be kept on file at the school for the duration of the term. Reminder coaches are to sign scoresheets at the conclusion of match.

#### First Aid

Schools are to address the First Aid needs of their own students and staff. A school First Aid kit is required for all matches. It is the duty of the first named school to ensure there is an operable phone at the competition venue(s) and that there is an emergency procedure set for the venue(s) hosting the nominated fixture (refer to Section 5/Policies & Procedures/Risk Management of the GSV Handbook).

## **SOFTBALL 2022 WEEKLY SPORT**

### **RULES AND REGULATIONS**

Softball is to be conducted under the rules and regulations of Softball Australia. The following local rules and regulations will apply.

#### **Team Requirements**

1. The maximum number of players per team is 14.
2. A maximum of 9 players are permitted to take the field.
3. A team may play with a minimum of 7 players. Anything less constitutes a forfeit and a scratch match is to be played. Schools are to negotiate redistribution of players.
4. If there are less than 9 players there will be blanks in the batting order at positions 9 and/or 8. These blanks will be 'outs' when the blank position has a turn to bat.
5. Players who are late can take up the positions for the blanks.
6. When a side playing with seven players is fielding, the pitcher and catcher must take up their correct position and the other players may be placed anywhere on "fair" ground.
7. Prior to the commencement of the game, players' names, initials and order of play must be entered on the score sheet.

#### **Match Requirements**

1. Matches are to commence at 4.15 with the call of 'play ball'.
2. Matches will be of 70 minutes duration or seven innings.
3. Prior to the commencement of the game the two captains meet with the umpire at home plate for the toss to decide who bats first.
4. Warm up pitches start at the one minute mark.
5. Should a school not be ready to commence play 15 minutes after the scheduled start time, the offending team will forfeit the match. Coaches, in consultation with the umpire/referee, will organise for a scratch match to be played in the time remaining.
6. The forfeit score shall be recorded as 14 – 0.
7. Should a team arrive in between the recommended start time and the forfeit time, and a full match cannot be played, coaches shall mutually agree on the format of the match that best maximises the time remaining. For example, 55 minutes duration or five innings.

#### **Sport Specific Playing Conditions**

For all games a fast and non-time wasting attitude should be displayed. To facilitate this, the following rules should be observed.

- At the beginning of each half innings or when the pitcher is replaced by another, no more than one minute may be used to deliver a maximum of five pitches to the catcher or another teammate.
- Catchers should leave their catching equipment on until they are the next batter in the on deck circle and keep their leg guards on and remove them just before they take their place in the batting box.
- The catcher hurry up rule will be enforced. When the batting team has two out in an innings and the catcher is safe on a base she must be replaced by the player who was last out in that innings. This allows the catcher to change into her protective gear and avoids wasting time between innings.

#### **Junior C – Introduction of Tee Ball Stand at Ball 3**

When a pitcher has pitched 3 balls, the batter may take the option of hitting from a Tee Ball Stand. The 'Tee' may be of any suitable material, of any suitable construction and should be adjustable. It must not have any sharp edges or protuberances. It must be light enough to be easily moved. It must be placed with the stem over the centre of the front of the Home Plate.

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.

#### **Coaches/Teacher in Charge**

Coaches are to stay in the coaching box as marked for the batting side and behind the foul/dead ball line when fielding.

Coaches are responsible for ensuring that:

- Catchers are wearing full protective gear at all times when on the diamond.
- Bench and equipment is tidy and well behind the dead ball line.
- Only one batter at a time swings warm up.

- If the coach is under 18 years of age, the above responsibility must be of a teacher in charge.

### **Protective Equipment**

- Catchers must wear a helmet, chest protector, a mask with a throat protector attached and leg guards.
- Batters must wear batting helmets with double ear protection until they are out or until the run is completed.
- Any person under 18 whilst in the coaching box or on the field of play must wear a helmet.
- Any person under 18 who is catching warm up for the pitcher must wear a protective mask, helmet and chest protector.
- Any fielder is permitted to wear a protective helmet.

### **Seventh Run Rule**

- The **seventh** run rule is played in every innings and takes effect when a batting team scores **seven** runs in a single innings.
- As soon as the **seventh** run is scored the batting team automatically declares regardless of how many runners are left on base.

### **Infield Fly Rule**

- The batter is out if they hit a fair fly ball, which can be reasonably handled by an infielder when both first and second bases are occupied, or when all bases are occupied.
- This rule can only be applied if there are none or one out in an innings.
- The umpire shall call "infield fly – out".

### **Live off the Net Rule**

It is recommended that schools provide a net to avoid time wasting and to improve playing standards and conditions. If a net is not available then the passed ball rule will apply. This rule allows all runners on base to advance one base each time the catcher allows the ball to cross the passed ball line.

### **Designated Player**

- Each team may have a designated player that may bat or field in the place of a nominated player when that team is batting or fielding.
- The designated player must be on the team list prior to the start of the game.

### **Declaration & Results**

A team may declare its innings closed at any time during the game.

When time and game is called by the umpire during an incomplete innings the following rules will apply:

- If the team who batted first draws level or gets in front during the incomplete innings the score reverts to that of the last complete innings.
- If in the incomplete innings the team that batted second draws level or gets in front the score stand.
- For an innings to be complete both teams must have completed their turn at bat. i.e. the top and bottom of the innings are completed.
- There can be a regulation tie game that occurs if the score is equal when the game is called at the end of three or more completed innings or if the team that batted second equaled the score of the first team to bat in an incomplete innings.
- In the event of a washout occurring during play, a result will stand if at least half the match has been played, that is, at least 35 minutes of play and at least one equal innings completed. In this instance, only the runs scored in the completed innings are to be counted.

### **Mercy Rule**

If after three complete innings a team is 15 or more runs ahead, time and game will be called. If after 4 complete innings a team is 10 runs or more ahead, time and game will be called. If after 5 complete innings a team is 5 runs or more ahead, time and game will be called.

### **Player Eligibility**

A student who has played more than two matches in a grade/in a team within the same grade is not permitted to play in a lower grade/another team within the same grade in the same sport. In addition, a student can only play finals in only one grade/one team.



## **Finals**

### **Cross Over and or Semi Finals:**

1. If at the completion of time or 7 innings, and the game is tied, then the tiebreaker rule will be played.

### **Tiebreaker Rule**

1. The team that is ahead after equal innings of the tiebreaker rule will be deemed the winner.
2. If there is still a draw after 2 completed innings of the tiebreaker rule, then the higher ranked team will progress.

### **Grand Final:**

1. If at the completion of time or 7 innings, and the game is tied, then the tiebreaker rule will be played.

### **Tiebreaker Rule**

1. The team that is ahead after equal innings of the tiebreaker rule will be deemed the winner.
2. If there is still a draw after 2 completed innings of the tiebreaker rule, joint Premiers will be declared.

*\*The Premier Senior A Grade Softball team currently represents GSV in the SSAV competition. In the event of a joint Premiership being declared in the Senior A Grade Competition, the higher ranked team will be chosen to represent GSV in this case.*