SSATIS

Softball Regulations

GRADES/ROSTERS:

1. Grades played include 1st, 2nd, Year 9, Year 8 and Year 7. There may also be divisions if there are too many teams for one roster.

GAMES/MATCHES:

1. Softball shall be conducted under the rules of the Australian Softball Federation except as stated.

2. Match format

   a. 1st and 2nd Grade play five complete innings or 75 minutes and the next complete innings thereafter, whichever comes first. HOWEVER, if after three or more complete innings a team is ten or more runs ahead, time and game will be called.

   b. Grades 7-9: A game shall consist of five (5) even innings or 60 minutes and to the completion of any innings begun.

   c. For Year 7-9 teams the "Nine Batter" rule will apply. i.e. a team shall only have a maximum of 9 batters in any one innings.

      i. Interpretation: Where a team has a full nine batters each play shall bat in their nominated position. All players are entitled to bat unless 3 outs have been made in the innings. At the beginning of the next turn at bat the order of batting should begin with the player whose turn it would have been had the previous innings continued. It does not go back to the top of the list.

      ii. Interpretation: Where a team has less than nine players it must chose where it will have an automatic out, or outs if there are less than eight players. If an automatic out occurs where the ninth batter would have batted it is important to remember that the second last batter is not treated as the ninth batter. i.e. she walks on Ball 4, fielders do not throw home to get her out. The ninth batter must take her place in the batter's box for the special condition to apply. i.e. When the ninth batter is batting on Ball 4, all base runners advance one base and the count reverts to strikes only.

   d. Year 7 batting tee ruling applies:

      When a batter has 3 balls and less than 2 strikes the Tee is brought out. If a batter has a full count i.e. 3 balls and 2 strikes the Tee is not used(to allow the pitcher the opportunity to strike the batter out). This does not apply to the 9th batter. The home team provides the Tee.

   e. The minimum number of players allowed on the field to start a game is seven. Absent players will be called out when called to bat.

   f. Pitching distances:
i. 1st and 2nd: 40 feet or 12.91m

ii. Year 7-9: 35 feet or 10.67m

g. Changeover between innings

i. Teams must be ready to begin an innings or half innings within two minutes of the completion of the previous innings or half innings. If not, the following penalties will apply:

ii. Batting: After the two minutes the umpire is to call up the batter. The batter must be in the batters' box within 10 seconds or a strike will be called.

iii. Fielding: If the fielding team is not ready within thirty seconds of the scheduled start of play the batter will be awarded first base and this will continue, at thirty second intervals, for each subsequent batter.

h. Umpires

i. Each team must provide an umpire and a scorebook which must be filled out prior to the commencement of the match. If a school fails to provide an umpire able to umpire the "plate" they will forfeit the match.

ii. For all grades umpires will be appointed where possible.

i. If in the final innings the side first at bat fails, in their turn at bat, to pass the score of the second team at bat from the last complete innings, then the game shall be called and the team second at bat will be declared the winner. If during the final innings the side second at bat, during their turn at bat, passes the score of the team first at bat, the game shall be called and the team second at bat declared the winner. The score shall be taken from the time the winning run crosses home plate. No succeeding run shall score.

j. Match ball.

Green optic softballs are to be used for matches in all grades. (12 inch)

i. Catchers must wear full protective gear during diamond warm-ups and match play. The correct protective gear is as follows:

Skull cap, Face Mask, Throat protector, Chest protector and Leg guards.

k. All infield players should wear mouth guards and shin pads.

l. Safety

i. Should any reason arise that coaches and or umpires deem conditions to be dangerous to the safety of the players or officials, or would interfere with the conduct of a game of a reasonable standard, the plate umpire shall call the game. If two or more innings have been completed at the time the umpire calls the game the score shall be taken at the last complete innings. If less than two innings have been completed the game shall be a draw.

ii. A safety base must be used in all games.
iii. Bases must not be pegged and when bases are not fixed the sliding base rule shall apply.

FINALS PROCEDURE

a. A neutral plate umpire will officiate in each game.
b. Umpires for Grand Finals – minimum of 2 neutral umpires in 1st and 2nd grade and a neutral plate umpire should officiate in each game for Years 7-9.
c. 1st and 2nd Grade - The games will consist of seven complete innings or 90 minutes and the next complete innings thereafter, whichever comes first. The ten run rule will apply after 5 innings.
d. If at the completion of the final the result is a draw, the following TIEBREAKER will take place. Starting with the top of the 6th inning, and each half inning thereafter, the offensive team shall begin its turn at bat, with the player who is scheduled to bat ninth in that respective half inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.
e. Years 7, 8, 9 and 10 - The game is to be played for 60 minutes and to the end of the next complete innings, whichever comes first. In the event of a draw the premiership will be shared.