GAMES

- Each game period lasts 25 minutes, allowing for two 10 minute halves with a break between innings and 10 minutes to move to the next diamond and prepare.
- Scorers must keep accurate time so that each innings is exactly 10 minutes.
- If a game starts late, both innings must be reduced in time accordingly, to finish on time.
- Each team bats for 10 minutes and fields for 10 minutes.
- Teams do not change after 3 outs.
- Teams try to score as many runs as they can while batting and try to make as many outs as they can while fielding.
- A coin toss at start of game will decide which team bats first and which team fields first.

SCORING

- One point for every run scored and one point for every out made.
- When “Time” is called, any current/active play is allowed to finish and any runs or outs will count. There shall be no more pitches after time is called (ie current batter does NOT get to finish their turn).
- The winning team for the day (in each grade) will be the team scoring the highest total points for all matches. There are no finals.
- Each team to score on the scorecards provided. Scorecards must be filled in correctly.
- Scorecards must AGREE at the end of the game. Scorers and timers should sit together to simplify scoring and facilitate accurate timing.
- The winning team MUST deliver the envelope to the official table immediately after each game.
- Undefeated teams get a 20 point bonus to ensure win trophy.

TEAMS

- Eligible players are those who play regularly for their school in the SAJSA Saturday morning competition. Players may move up divisions to fill teams.
- Each team may play up to 15 players...9 on the field but all players must bat in rotation.
- Schools fielding 2 or more teams may not interchange players without official permission.
- A forfeit is scored 20-0. If a substitute team can be formed, forfeit points will not apply. Carnival rules will therefore apply to the newly formed team.
- If there is a year 7 in the team then the team must be entered into A1. Otherwise, if there is a year 6 in the team the team must be in A2. In ‘B’ grade a team may be entered into a division where the majority lies.

RULES

- Pitchers in A2 may move forward up to 1.5m by mutual agreement between Coaches and the Umpire, should the pitcher be having trouble reaching the strike zone.
- Pitchers and field changes may be made quickly during an innings but no warm-up pitches are allowed.
- Batters must hurry in to bat. If a batter has to be called a second time and is still not ready within 20 seconds, she should be called out.
- The “Infield Fly” rule does not apply.
- “Dropped Third Strike” rule always applies in the A Grades only:
  - Batter may run on Strike 3 if 1st base is unoccupied.
  - If 1st base is occupied the batter is automatically out on 3rd strike.
- Time wasting is forbidden and may result in a forfeit being called by the Umpire.
- Tees are not to be used in any matches.
B GRADE MODIFIED RULES

- The adult may only pitch, not field or bat. She/he must make a genuine effort to get out of the way of play when the ball is hit. The coach may enter the field while her/his team is fielding to direct on field play.

- Fielders must return the ball to a team-mate (pitcher’s helper) adjacent to the pitching circle before a succeeding pitch may be delivered. If there is no pitcher’s circle marked, the pitcher’s helper must remain close to the pitcher.
  - The ball is “dead” when returned to the pitcher’s helper. Runners must stop on the base they are running to.
  - The catcher must return the ball to the pitcher’s helper after she fields a pitch.

- The adult pitcher may coach her/his own batting side during play.

- Strike 3 the batter is “Out” and the ball is “Dead” i.e. No other plays.

- Ball 4 – the ball is “Dead”; the batter is not awarded a walk on that or any subsequent pitch. Batter continues batting until she hits a fair hit or strikes out. No Walks are to be awarded.

- Should a batted ball touch the adult pitcher, the ball is “Dead”, runners shall return to the last legally held base before the pitch and the pitch shall be replayed.

- Should a thrown ball touch the adult pitcher the ball is “Dead” and runners return to the last legally held base at the time of the throw.

- Runners may not steal home.

- No run may be scored as a result of a pitched “Passed Ball” but can be scored on a fielded pass ball.

- The adult pitcher may pitch from the front of the pitcher’s circle or closer at the discretion of the umpire.

SAFETY / INJURY

- “Time held”, can only be called by the umpire in the event of injury or in the interest of safety.

- If a child is seriously injured in a game or may require an ambulance, inform the officials immediately (all games may have to be delayed).

- For minor injuries, play stops on that diamond only.

- Schools are to provide their own First Aid Kits and person to administer First Aid.

- Spectators are to remain well clear of playing areas during games.

- Cancellation due to bad weather:
  - Decision is to be made at the ground on the day.
  - If cancelled after round 3, leading teams will win.

PRESENTATION

- Please gather quickly in front of the Official’s Tent following the final game.

- Teams are asked to sit together with their coaches.

- Captains are to accept the trophies and be prepared to say a few words.

GARBAGE

- All teams must supply and use their own garbage bags (and dispose of rubbish).

SHADE TENTS

- All Teams are encouraged to bring a Shade Tent, set it up for their first match, and leave it set up until the final match has been completed. This will provide all teams with shade without the need to move shade tents at the end of each game. Please contact Carnival organiser if you cannot supply a tent.