SAJSA RULE SUMMARY 2016/17 SEASON

1. NOMINATION, AFFILIATION & PROGRAM:

• All teams to be nominated by a date specified by the Committee
• Affiliation fees to be paid at a date specified by the AGM
• Once a term’s program has been drawn up there will be no changes to it except for a bye to be filled or a team to drop out.

2. ASSOCIATION WEATHER POLICY:

• 8:30am games are to be held irrespective of the forecast temperature unless the school’s hot weather policy comes into affect. The coaches will make a decision to modify/reduce game time on the day.
• 9:45am games are automatically cancelled if the forecast temperature in Friday’s Advertiser is 38’c and above.
• If rain is forecast or occurs, teams are to attend and the coaches will make a decision as to whether play is to occur.

3. RULES:

• All matches to be played in accordance with the Official Rules of the Australian Softball Federation, except where S.A.J.S.A. modification rules differ.

4. PLAYERS GRADING & BALL:

• A1 – Yr7’s 11” Hard Cover Ball
• A2 – Yr6’s 11” Hard Cover Ball
• B1 – Yr5’s 11” Soft Core Ball
• B2 – Yr4’s 11” Soft Core Ball
• B3 – Yr3’s 11” Soft Core Ball

(Year 2 students who turn 8 during or before the competition, may play)

• Teams are expected to give equal opportunities to players to play all positions; ie. Not use the same Pitcher & Catcher every week when other players show a desire to have a go.
• No individual may Pitch &/or Catch (combined) more than two innings in the same match. For example, if a player has pitched two innings they are not allowed to catch during any innings.
• Composite teams should enter the grade where there is a majority, but older players should not be placed in a situation where they create an advantage for their side over an opposition.
5. BEGINNING MATCHES:

• Any team not ready to start within 15 (fifteen) minutes of any scheduled or agreed starting time forfeits the match.
• Coin toss or similar decides which team bats and fields first. Home team calls.
• Teams line up on 1st & 3rd base and run together and line up in front of Umpire, who is at home plate, to toss coin or bat.

6. MATCH PLAY:

• The minimum length of a Softball Game shall be 55 minutes from the first pitch. Once an even innings has been completed after 55 minutes into the match, no new innings may be started. Once any new innings has been started it must be played to completion regardless of time or score.
• Each team may play up to 15 players.....9 on the field but all players must bat in rotation.

7. SCORING:

• Score sheets to show Christian name of all players who played in each match.
• Match scorers to check scores at the end of each innings. Where scores differ by one run, match is drawn; by more than 1 run, higher scores are taken.
• Check batting rotation; Batting Order is set on Score Sheet and batters bat in rotation regardless of whether they field or not. Batters found to be batting out of order are called out.
• Scoresheets are not forwarded to the association. Results and premiership points are not recorded.

8. IN-FIELD FLY RULE:

• The In-Field Fly rule does not apply. All batted balls must be caught for a batter to be out, base runners must return to their original base, and can be tagged out if not on the required base.

9. DIMENSIONS & BALL USE:

• A1 & A2 Base paths: 18.28m (60ft)
• B1, B2, B3 Base paths:15.24m (50ft).
• A1 & A2 Pitching distance: 11.58m (38ft)
  ➢ If a player in A2 needs to move forward to pitch they may.
• B1, B2 & B3 Pitching distance: 10.67m (35ft).
• Pitcher’s circle: 2.44m (8ft) diameter.
• Diagonals: 21.55m (70ft10”).
• Pass Ball Line: 5m from the Base lines
10. HOME TEAM:

- First named team to be Home team.
- Home team to provide:
  - Appropriate grounds (marked as per 9 above)
  - Umpire (not a joint role with the coach)
  - ALL plate umpires are required to wear a protective facemask as a minimum. The home team is to provide this equipment.
  - A2 – must provide a tee for access by both teams
- Any team failing to comply will be subject to a $10 fine should there be a protest ensuing from matches.

11. SPECTATORS / COACHES

- No adult (other than B grade pitcher) is permitted on the playing arena at any stage during play; unless attending to an injury. Coaches of the batting team may stand near 1st and/or 3rd bases between the foul line & pass-ball line. Coaches of the fielding team must remain behind the pass-ball line and in their team area.

12. RULE MODIFICATIONS

END OF INNINGS

- A1 & A2
  - Innings to be declared closed after 7th runner crosses home plate safely or 3 outs are made.
- B1 & B2
  - Innings to be declared closed after 5th runner crosses home plate safely or 3 outs are made.
- B3
  - Innings to be declared closed after each batter has had a batting attempt. Where teams have an uneven number of players, the number of batters per innings is determined by the team with the larger number. This will mean some batters in the smaller team will bat twice in one innings. However the next innings should commence with who was the next batter due to bat, not re-start the batting line up again.

PITCHED PASS BALL

"Pitched Pass Ball" is when the Pitcher delivers the pitch and is not contacted by the Batter. The Catcher either drops the ball or misses it completely and the ball rolls outside of the Pass Ball Line. (If the ball is dropped but stays between Pass Ball Line & Base Lines, the ball is still alive)

- All Grades
Players may advance to the next base (to 2\textsuperscript{nd} or 3\textsuperscript{rd} Base only) without penalty
- A1 & A2
  - Players may advance to Home Base from 3\textsuperscript{rd} Base without penalty
- B1, B2 & B3
  - Players may not leave 3\textsuperscript{rd} Base on a Pass Ball, thus not running to home/scoring

FIELDED PASS BALL

“Fielded Pass Ball” is when the ball has been thrown by a fielder in general play (from a legal hit) and the ball is thrown beyond the Pass Ball Line. Once the ball crosses the line, the ball is deemed dead (fielding team can not obstruct base runners from advancing).

All Grades

- Players may advance one complete base. Example, If the runner was between 1\textsuperscript{st} & 2\textsuperscript{nd} base when thrown into Dead Ball Territory, the Base Runner may advance to and no further than 3\textsuperscript{rd} Base. If a player was standing on a base, the advance to the next complete base run (ie. Standing on 1\textsuperscript{st} Base when the ball exits the Pass Ball Line, they advance only to 2\textsuperscript{nd} Base as this is the advance of a complete base).

All Grades

- A Runner can score (advance to home) on a Fielded Pass Ball, provided they have already ran beyond 2\textsuperscript{nd} Base.

STEALING BASES

All Base Runners must not leave their base whilst the Pitcher has possession of the ball in the Pitchers Circle. Once the ball has left the Pitchers hand, then base runners may advance towards the next base.

- All Grades
  - Players can not ‘steal’ on a Foul Ball, must return to their original base.
- All Grades
  - Players can ‘steal’ one base from 1\textsuperscript{st} & 2\textsuperscript{nd} Bases on a “Strike” or “Ball”
- A1 & A2
  - Players can ‘steal’ Home base from 3\textsuperscript{rd} Base on a “Strike” or “Ball”
- B1, B2 & B3
  - Players can not score a run from a “Strike” or “Ball”, must remain on 3\textsuperscript{rd} Base.
THIRD STRIKE

- **A1 & A2**
  - The Catcher MUST catch the pitch on a 3rd Strike for the Batter to be deemed out. If the ball makes contact with the ground (ie dropped or missed by the Catcher) then the play is still alive and the Batter can attempt to run to 1st Base, and can be run out just as if they had hit the ball into legal territory.

- **B1, B2 & B3**
  - Batter is given “Out” on a 3rd Strike, regardless if Catcher does catch the ball or not. Hint to Umpires: Rather than saying “3 Strikes, you’re out” maybe use “That’s your 3rd try, it’s the next persons turn”. At this point, the ball is dead and players must return to their original base (ie. Similar to a Foul Ball or Fly-Ball).

4th BALL RULE

- **A1**
  - The Batter advances to 1st Base without obstruction

- **A2**
  - At the call of ball four upon a batter, the batter shall be required to hit the ball into play from a standing tee and travel a minimum of four metres when hit.
    - The batter may take THREE opportunities to hit the ball into play, and then the game shall proceed as usual. The batter can be deemed ‘Out’ if caught, and base runners can also be ‘Run Out’. The Batter is “Out” if they miss the ball (or don’t hit the ball the required distance) on their 3rd attempt.
    - The batter and all base runners may advance a maximum of two bases, if hitting from the tee.
    - The batter MUST make contact with the ball off the tee, not just hit the tee and have the ball forced forward as a result.
    - It is the responsibility of the home team to provide a tee.
    - When the tee comes into effect, the fielders are to remain in standard fielding positions with the exception of the pitcher who may move backwards up to 2 metres if required.
    - A team may choose to use an adult pitcher (ie. Coach) similar to that used in B’grade, however the batter has a maximum of THREE attempts to legally get the ball into play (regardless of the pitch outcome; foul, strike, ball).

- **B1, B2 & B3**
  - There is no “Ball” count. Each pitch from the adult should be aimed at
being delivered in the hitting/strike zone on ALL occasions. The Batters turn will not cease on a Ball Pitch. Pitchers should make every honest attempt to ensure pitches are hittable on each occasion (ie. no deliberate ‘ball’ pitches on the first attempt so base runners can run a base)

WARM UP PITCHES

- **A1 & A2**
  - A new Pitcher may have a maximum of 3 practice pitches to the Catcher before play resumes. Any returning Pitcher is not entitled to practice pitches.
- **B1, B2 & B3**
  - No adult pitcher is entitled to any practice pitches (but could have a practice to someone whilst waiting for the Catcher to get into position).
- **B1**
  - If a team chooses to use a peer pitcher during Term 4 while introducing the skill, the Pitcher is entitled to 3 practices such as A grade ruling.

EXTRA GRADE MODIFICATIONS/CONSIDERATIONS:

- **A2**
  - There shall be no penalty if a batter steps outside of the batting box when hitting the ball.
  - Pitchers may be moved forward a maximum distance of 1.5m but only after she has shown an inability to consistently pitch the full distance. This can only be done with the mutual agreement of both coaches.
- **B1, B2 & B3**
  - The coach or another adult is to pitch while his/her team is at bat. 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. During Term 4 competition, a peer (team-mate) may be used as a means of introducing the skill of pitching in a game-situation.
  - Fielders must return the ball to a team-mate (“Pitcher’s Friend”) adjacent to the pitching circle before a succeeding pitch may be delivered. The ball is “Dead” only after the Pitcher’s Friend has control of the ball.
  - The adult pitcher may coach her/his own batting side during play.
  - Should the batted ball touch the adult pitcher, the ball is “Dead”, runners shall return to 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.
  - The adult pitcher may pitch from the front of the pitcher’s circle or closer at the discretion of the umpire.
  - The presiding umpire must be informed of any intention to protest.