

**North Shore District Softball
Association Inc.**

2019 COMPETITION RULES

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CODES OF CONDUCT

NSDSA aims to run softball competitions for all participants that are safe, friendly, inclusive, fair, competitive and free of any form of discrimination, harassment, bullying or abuse. It is important that everyone involved in our competitions is aware of and abides by our Codes of Conduct. Breaches of the Codes of Conduct may result in disciplinary action by NSDSA.

NSDSA is a member affiliate of Softball NSW (SNSW) and accepts and adopts the Codes of Conduct published by SNSW. Links to the SNSW Codes of Conduct, as listed below can be found on the NSDSA website.

- [Administrator's Code of Conduct](#)
- [Coach's Code of Conduct](#)
- [General Code of Conduct](#)
- [Official's Code of Conduct](#)
- [Parent/Guardian Code of Conduct](#)
- [Player Code of Conduct](#)
- [Spectator's Code of Conduct](#)

MEMBER PROTECTION

The safety and well-being of every member in the Australian softball community is integral to the future of our sport. We need to have practices and procedures that create safe, welcoming and enjoyable environments. Member protection involves:

- protecting members from harassment, discrimination, vilification, abuse and other forms of inappropriate behaviour
- ensuring the right people are involved in our organisation and in the sport

NSDSA is a member affiliate of Softball NSW (SNSW) and accepts and adopts the Softball Australia (SAL) Member Protection Policy as endorsed by SNSW. Links to the SAL Member Protection Policy can be found on the NSDSA website and below:

- [SAL Member Protection Policy](#)

This Member Protection Policy (Policy) aims to assist NSDSA to uphold its core values and create a safe, fair and inclusive environment for everyone associated with our sport. It sets out our commitment to ensure that every person involved in our sport is treated with respect and dignity and protected from discrimination, harassment and abuse. It also ensures that everyone involved in our sport is aware of their legal and ethical rights and responsibilities, as well as the standards of behaviour expected of them.

SMOKING PROHIBITED AT ST IVES GROUNDS

Ku-ring-gai Council's smoke free environment policy stipulates that smoking is prohibited **at all times** at sports grounds, all green areas including parks and reserves and within 10m of children's play areas in the Ku-ring-gai council area.

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SPECTATOR AND PARENT BEHAVIOUR POLICY

Our commitment

NSDSA is committed to providing a safe environment for participation. Aggressive, threatening or other inappropriate behaviour by members, their families, their friends, and other sporting personnel while attending a game or event will not be tolerated.

These behaviours are outlined in our Codes of Conduct and specifically include:

- using bad language
- harassing or ridiculing players, coaches, officials or other spectators
- making racist, religious, sexist or other inappropriate comments to players, coaches, officials or other spectators
- any threatening behaviour or physical altercation between spectators and players, coaches, officials or other spectators
- putting undue pressure on children, berating them or putting down their performance
- drinking at a game or training or being drunk at a club event.

What we ask you to do

- Help create a positive atmosphere for players, officials and other spectators by showing respect for players, officials and other spectators.
- Abide by our Codes of Conduct and refrain from using bad language, harassing or ridiculing others or behaving in a threatening or violent manner.
- General encouragement in barracking is good and helps the team (e.g. "Come on Club Name", "Well done Club Name").
- Loud groans or moans DON'T help.
- NEVER make derogatory comments about anyone.
- DON'T comment loudly on plays – you don't know what the Coach's instructions to the player were.
- NEVER call instructions to players.
- DON'T comment on Umpires' decisions.
- Stay still – don't distract players.
- If you are aware of inappropriate spectator behaviour and you feel confident to do so, speak with the person and ask them to stop. If there is a ground official or committee member present, ask for their assistance.
- Report any inappropriate spectator behaviour to an NSDSA Committee member or someone in a position of authority.

What we will do

- Provide members, their parents and other sporting personnel with our Codes of Conduct and make clear what is expected and the consequences of non-compliance.
- Reinforce messages of fair and respectful behaviour by displaying signs and posters around our facilities and providing information on our website, and through other club communication.
- Encourage our coaches and officials to complete training to develop their skills and confidence.
- Encourage the reporting of incidents and investigate inappropriate behaviours as outlined in this policy and take disciplinary or whatever other actions as are deemed necessary (e.g. appoint a ground official to monitor behaviour).

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DUTY OF CARE STATEMENT

Softball is like most other sports whereby an injury can occur to a player, an official and even to spectators. Therefore NSDSA has provided the following guidelines to remove or minimise the risk of injury.

As a sporting association NSDSA takes its duty of care seriously. So please review the guidelines and ensure that you are a part of the solution to preventing injury as opposed to being part of the problem

- **Approved clothing (uniform)**, including hats
- **Correct sports shoes, including cleats** (no metal cleats)
- **Removal of jewellery** - necklaces, earrings and bracelets must be removed.
- **Shin guards** - are compulsory for all junior age groups and recommended for seniors
- **Mouthguards** - highly recommended especially for juniors
- **Warm-up exercises** - essential to prepare your muscles and joints for strenuous exercise
- **Warm-down exercises** - essential to prevent cramps and tissue damage
- **Sunscreen** - a suitable (UV-Level) sunscreen properly applied and reapplied as often as necessary during training and play
- **Check of Club supplied equipment** - coach or equipment officer to regularly check condition of all items
- **Check of Player equipment** - coach/manager to do prior to any training session or game
- **Diamond condition prior to Play** - Association and or coaches/umpires to inspect diamond before training and playing
- **Umpires pre-game check** - of all player equipment, safety gear and diamond
- Everyone involved with softball should show a responsible attitude towards safety. If you see anything that could possibly injure someone either on or around the diamonds please do something about it or report it to an official or coach.

Your assistance in making the Sport of Softball safe is much appreciated.

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PREGNANCY IN SPORT

NSDSA supports every pregnant sportswoman's right to make the decision about whether, when and for how long a pregnant woman should continue to play sport, in consultation with their medical advisers.

The Association is committed to equal opportunity and the avoidance of discrimination, particularly where pregnant women are concerned, and resolves to put into place a policy that ensure that all members understands these policies and commitments.

The Association undertakes to provide a clear statement containing the content of this Association policy in the nomination form for all Representative female players/officials and require that selected players/officials sign an indemnity, disclaimer and/or waiver if they wish to continue to play whilst pregnant.

The Association is committed to ensure that these policies are continually updated.

In support of this policy, all members of the Association should:

- be aware that softball can involve strong contact with other players and equipment, and that any participant/official who believes she may be pregnant, takes part in any competition at their own risk.
- be aware that participation in softball during pregnancy can pose theoretical risks to themselves and their unborn child.
- respect and support the rights of women who wish to continue exercising while pregnant.
- be aware that NSDSA reserves the right to request evidence that the player/official has obtained medical advice in respect of her participation whilst pregnant.
- seek medical advice for their own health and safety and that of their unborn children, should they believe they may be pregnant.
- avoid giving advice that they are not qualified to give, and encourage pregnant participants/officials to obtain and act on professional medical advice, particularly about the risks of continuing to play and when to stop.
- support a woman's right to privacy by not requiring that a woman disclose that she is pregnant unless she should chose to do so.
- ensure that participants provide a pregnant player the same degree of duty of care as they would any other participant.
- ensure that coaches select participants on the basis of merit and capability, and that all players/officials are treated equitably at all times.
- advise all new female players/officials of the NSDSA Policy on Pregnancy In Sport.

All member Clubs should:

- provide a clear statement containing the content of this Association policy in their registration form, or in similar documents, and place where all will see it.
- ensure that their Club documents clearly outline their position on pregnancy in sport.
- ensure that their administrators obtain legal advice about the form and wording of documents to be used for these purposes.
- support the participant/official's right to make her own decisions about her health and her body, and her right to the benefits of an active life.
- encourage players/officials to seek medical advice for their own health and safety and that of their unborn children, should they believe they may be pregnant.
- ensure that coaches select participants on the basis of merit and capability, and that all players/officials are treated equitably at all times.
- ensure that administrators, officials and coaches do not give medical or legal advice themselves.
- ensure that other participants provide a pregnant player the same degree of duty of care as they would any other participant.

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ALL GRADES

Rule 1 COMPETITION - GENERAL

- 1.1 The Competition will be conducted under the official rules of softball as adopted by the Australian Softball Federation Inc. (ASF), Softball NSW. (SNSW) and under the competition rules published by North Shore District Softball Association Inc. (NSDSA).
- 1.2 The interpretation of the Competition Rules is the responsibility of the NSDSA Committee, hereinafter called the Committee.
- 1.3 The Committee reserves the right to vary any of the Competition Rules if special circumstances warrant such action. Any substantial variation to the rules will be notified to Club representatives.

Rule 2 COMPETITION - STRUCTURE

- 2.1 The competition will be played (usually on Saturdays) between commencing and finishing dates as determined by the Committee.
- 2.2 The competition will be conducted in four groups;
 - 2.2.1 Afternoon Competition - Open age
 - 2.2.2 Morning Competition Divisions 1,2 and 3 – 10yrs to 18yrs
 - 2.2.3 Morning Competition Division 4 and 5 - 8yrs to 11yrs
 - 2.2.4 Morning Competition Teeball - Under 9yrs.
- 2.3 Each group will be divided into divisions or grades and the Grading Committee shall grade each team into whatever division or grade they consider to be appropriate, regardless of any age or other determination.
- 2.4 Each team shall be drawn to play each other team in the same division or grade an equal number of times in the preliminary rounds. Unforeseen exceptions may occur including situations where teams are re-graded mid-season.
- 2.5 Matches shall be played at the time and place set down for play in the draw unless otherwise directed by the Committee or the VP Competition.
- 2.6 Players in Morning Competition must be aged as follows:
 - 2.6.1 Division 1 and 2 – Under 19yrs. at 31st December in the year of competition (i.e. cannot turn 19 in the year of competition)
 - 2.6.2 .Division 3 –10 to 15 yrs. at 31st December in the year of competition (i.e. cannot turn 16 in the year of competition).
 - 2.6.3 Divisions 4 and 5 - 8 – 11 yrs at 31st December in the year of competition (i.e. cannot turn 12 in the year of competition).
 - 2.6.4 Players turning 13 - years or less in the year of competition may not be registered into any softball grade above Division 3 without permission of the NSDSA Committee.
 - 2.6.5 Teeball - Under 9 yrs. as at 31st December (i.e. cannot turn 10 yrs. in the year of competition).
 - 2.6.6 Benny – aged between 4 years and 5 years as at 31 December (must turn 4, or 5 in year of competition)

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- 2.7 Ladies - Aged 35 or over as at 31st December in the year of competition (i.e. cannot be turning 34 or less in the year of competition).

THE INTENTION OF THE ABOVE IS TO PROVIDE A PATH FOR PLAYERS OF ALL STANDARDS.

NOTE: RULES 2.6-2.7 - In special circumstances the Grading Committee may waive age restrictions.

- 2.8 Three (3) competition points will be awarded for a win, two (2) for a draw or a bye and one (1) point for a loss. If a game is forfeited the team forfeiting receives no (0) points, the team receiving the forfeit receives three (3) points and the result of the game is 7-0. Games washed out by wet weather will be regarded as being a 0-0 draw and each team will receive two (2) points. A team scheduled to have a bye on a washed out round will receive two (2) points.
- 2.9 When two or more teams have an equal number of Competition points the rankings will be determined using a percentage system – i.e. Total Runs For divided by Total Runs Against multiplied by 100 – the team with the highest percentage being ranked above the team with the lowest percentage.
- 2.10 In all grades, except Teeball, the leading four teams at the conclusion of the preliminary rounds play in a Final Series to determine the premiers.
- 2.10.1 In the First (Major) Semi-Final first plays second with the winner proceeding directly to the Grand Final and the loser proceeding to the Final.
- 2.10.2 In the Second (Minor) Semi-Final third plays fourth with the winner proceeding to the Final and the loser being eliminated.
- 2.10.3 The winner of the Final proceeds to the Grand Final and the loser is eliminated.
- 2.11 The Teeball finals series makeup will be dependent upon the number of teams entered and grades formed.
- 2.12 In the event that rain or other conditions render impossible the playing of any Semi-Final, Final or Grand Final and the Committee are unable to reschedule, the following shall apply:
- 2.12.1 Semi-Finals - the team finishing as minor premiers shall be declared the winner of the First Semi-Final and the team finishing third will be declared the winner of the Second Semi-Final.
- 2.12.2 Finals - the loser of the First Semi-Final shall be declared the winner of the Final.
- 2.12.3 Grand Final - may be rescheduled by the Committee and if this rescheduled game cannot be played the winner of the First Semi-Final shall be declared the winner of the Grand Final.
- 2.13 Any team that forfeits a First or Second Semi-Final prior to the commencement of the match shall be deemed to have also forfeited the Final.

Rule 3 REGISTRATION OF TEAMS

- 3.1 For the purpose of Registration a team shall constitute no fewer than nine (9) players and no more than sixteen (16), a coach, a manager and a scorer. At least **one** coach taking the diamond must hold, as a minimum, a current Level 1 qualification.
- 3.1.1 For Morning competitions Teeball, Division 4 and Division 5 a team shall consist of no more than twelve (12) players.

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- 3.2 A composite team (with members from two clubs) may be accepted for registration following written submissions to the Committee prior to Registration Night. If approved, players in the composite team may wear their club uniform and players from lower graded teams in both clubs are eligible to play-up into this composite team.
- 3.3 Team entries shall be made on the Competition Team Summary Sheet published by the Committee and all conditions specified on the form must be complied with.
- 3.4 On the scheduled Registration Night Clubs must submit a Competition Team Summary Sheet for each team they wish to enter in the current season's competition. These Competition Team Summary Sheets must:
- 3.4.1 Have at least 7 players listed as well as team officials and their telephone numbers;
 - 3.4.2 Have all listed players' and officials' registration forms attached or spreadsheet listing this data as approved by the NSDSA Registrar if club is using online registrations; and
 - 3.4.3 Be accompanied by payment of fees in full for all listed players and officials and a letter from the club president or secretary confirming all online member registrations have indicated agreement to NSDSA age and indemnity clauses as per paper registration form.
- 3.5 Club Affiliation Fees and Bonds must be paid in full on Registration Night.
- 3.6 If less than 9 players are listed on the Competition Team Summary Sheet on Registration Night the remaining players' registration forms must be received by the NSDSA Registrar no later than 24 hours prior to the scheduled initial Grading Committee Meeting.
- Team registration may be declined if Rules 3.1 to 3.5 are not complied with.
- 3.7 Registration of players/officials or a request for movement of a player from one team to another may be made after the initial Grading Committee Meeting and prior to the competition start. Properly completed registration forms or a formal request for movement of a player must be received by the NSDSA Registrar no later than 5.00pm on the Wednesday prior to the opening round of competition to facilitate formal registration and review by the Committee. No player or official may take the diamond until receiving notification of approval by the Committee. Penalty - see Rule 7.8
- 3.8 The Committee reserves the right to refuse the entry of any team and/or the registration of any person.

Rule 4 REGISTRATION OF PLAYERS AND OFFICIALS

- 4.1 All players and officials must be registered with NSDSA before being allowed to participate in any competition games conducted by NSDSA. Officials include all Umpires, Team Managers, Coaches and Scorers and may include other Club Office-Bearers and Committee Members. A person registered as an Official is not eligible to play unless also registered as a player.
- 4.2 A person may be registered by submitting a properly completed registration form to the NSDSA Registrar in accordance with Rules 3 and 4. All players must provide proof of age to their club and notification of sighting of such proof must be indicated in the appropriate place on the player's registration forms by the club registrar. Fees are immediately due and payable.
- 4.3 No coach/assistant coach, manager/assistant manager of a JUNIOR team will be permitted to participate in any NSDSA Junior Competition unless their Working with Children Number is provided by their club to the NSDSA Registrar no later than 3 days prior to their participation in any NSDSA competition or event. Providing this number to the NSDSA Registrar confirms that the club representative responsible has checked and verified that the WWC number is valid and that the official is currently cleared to work with children.

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- 4.4 Late registrations of persons may be made after the opening round but will not be accepted after 5.00 pm on the Wednesday prior to the fourth last preliminary round and shall incur a Late Registration Fee in addition to the normal Registration Fee. Late registration forms must be received by the NSDSA Registrar no later than 5.00pm on the Wednesday preceding the weekend competition in which the player or official intends to participate to facilitate formal registration and review by the Committee. No player or official may take the diamond prior to receiving notification of approval by the Committee. Penalty - see Rule 7.8
- 4.5 Any registered person may officiate (i.e. coach, manage, score or umpire) for any Club. At least **one** coach taking the diamond must hold, as a minimum, a current Level 1 coaching accreditation. Penalty for fielding an unqualified coach will be a warning on the first offence for that team then the loss of any competition points earned in the game concerned for each additional offence.
- 4.6 All officials must complete the relevant "Play By The Rules" module. It is the club's responsibility to ensure their members have complied with this rule and to confirm this in writing to the Association Registrar and Association Secretary indicating such.
- 4.7 Only players in Morning Competition Division 1 and Division 2 may dual register and then only into Open A or A1 grades, except Division 2 non Representative Players who may dual register into Open B1.

Rule 5 CLEARANCES AND PERMITS

- 5.1 Club-to-Club Clearances within NSDSA:
- 5.1.1 Clearance from Club to Club is automatic unless a player or official has been declared unfinancial or a defaulter (i.e. has not returned Club equipment or Club uniform) by the Club with whom he/she was previously registered.
- 5.1.2 Clubs should notify the Committee of a defaulter or unfinancial member prior to the start of the season.
- 5.1.3 No person having been declared unfinancial or in default may be registered until their debt is paid or equipment returned.
- 5.1.4 Players may not change Clubs during the current season after their registration forms, or notification of registration via electronic approved spreadsheet, have been accepted by the NSDSA Registrar in accordance with Rules 3 and 4.
- 5.1.5 In disputed cases the Committee's decision is final.
- 5.2 Inter-Association Permits - Any person currently "first-registered" with a Softball Association other than NSDSA must submit a permission note from that Association in order to complete registration with NSDSA.

PENALTY: SEE RULE 7.8

- 5.3 Inter-Association Clearances - Persons currently "first-registered" with ASF-affiliated Softball Associations wishing to become "first-registered" with NSDSA must comply with the Rules of ASF and NSW. Such persons will be granted provisional registration while clearance formalities are being completed.

Rule 6 UNIFORMS

- 6.1 All players shall wear only the registered Club uniform. Any additional clothing required for warmth and wet weather shall be in Club colours. Jumpers with hoods must be worn with hoods tucked into the jumper for safety reasons.
- 6.2 All players in Teeball, and Morning Competition Divisions 1 to 5 are required to wear their shirts tucked in.

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- 6.3 All teams shall be allowed a maximum of three rounds after commencement of the season to have all players in the appropriate uniform of their Club unless special dispensation is received from the Committee.
- 6.4 New teams shall submit to the Committee the colour and style of uniform proposed and shall not proceed with such colour or style without first having obtained approval.
- 6.5 Changes may not be made to uniform colours without first having obtained the approval of the Committee.
- 6.6 Clubs will be allowed a two (2) year transition period when changing uniform colours or style, however, no player or Team will be allowed to wear any combination of old and new uniform.
- 6.7 Advertising or sponsorship on uniforms must comply with the guidelines issued by the Committee from time to time.
- 6.8 No person (player, umpire or team official) shall take the field or be on the bench unless wearing covered footwear.
- 6.9 Shoes with metal or screw-in studs, spikes or metal cleats are not permitted.
- 6.10 Softball shoes (commonly referred to as cleats, but not metal cleats) and similar style footwear may be worn by all players.
- 6.11 Applicable ASF Rule applies.

PENALTY RULES 6.1 TO 6.11 INCLUSIVE: A warning or request from a Committee member for player/s to adhere to this rule in the first instance, forfeiture of the match if such warning/request is not complied with.

Rule 7 ELIGIBILITY OF PLAYERS - PRELIMINARY SERIES

- 7.1 All Players and Team Officials participating in a match must be registered as defined in Rule 4 and cleared as in Rule 5 and meet the requirements of Rules 7.6 and 7.7.
- 7.2 A player registered with a particular Club must not play for another Club in the NSDSA competition except where two or more one-team Clubs have joined or a composite Team has been formed and the Committee has ratified the arrangement or in the case where the committee has approved play-up or play-down requests.
- 7.3 A player registered in a team after the grading of teams has been completed must not be of a higher standard (in the opinion of the Committee and/or Grading Committee) than the division or grade in which the team is playing (refer Rules 3.6 and 4.4).
- 7.4 After the grading of teams has been completed no player shall be allowed to transfer to a team in a lower grade except in exceptional circumstances and then only with the permission of the Grading Committee and/or the Committee.
- 7.5 No player shall be allowed to play more than four (4) times in total outside their registered team's, i.e. a player may "play up" four (4) times, "play across" four (4) times OR "play down" four (4) times; or any combination thereof totalling a maximum of four (4) e.g. "play up" two (2) times and "play down" two (2) times. This rule is to be read in conjunction with Rule 7.6 Play Down Rule and 7.7 Play Across/Play Up Rule.
 - 7.5.1 Exception 1 – When a player plays outside their registered team to cover a shortage caused by representative commitments this will not count towards the players total of four(4). However, this must be noted on the scoresheet with the name of the representative player they are playing for, otherwise it will be counted towards the player's total.

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- 7.5.2 Exception 2 – There will be no restriction to the number of play-ups into Open A Grade or Division 1 i.e. any play ups to Division 1 or A Grade do not count towards a players total of four(4). However, any player that plays up into Div1 or A grade must play in their registered team's scheduled matches for that day. This includes both scheduled matches for dual registered player
- 7.5.3 Exception 3 - C Grade players are now allowed a maximum of 8 play acrosses and 4 Play ups.
- 7.6 Play Down Rule - The lowest-graded team in a Club may borrow a maximum of three (3) players per match from another team in the Club in the grade above their grade(or another club team in the grade above their grade with approval from Committee) provided that the following conditions are met:
- 7.6.1 All grades:
- a player may not exceed the limits imposed in Rule 7.5
 - an individual player may not play down into the same team for two or more consecutive matches, irrespective of the time lapse between the matches when they last played down into that team;
 - the number of players in the augmented team does not exceed nine (9) for all matches, including finals series matches;
 - all borrowed players field in the outfield and bat in the line up after regular team players;
 - all age requirements of the borrowing team are complied with by the borrowed players;
 - borrowed players must be withdrawn and replaced if regular team members become available during the course of the match.
 - A written request for permission to use play-downs in any finals series match must be submitted to the Committee for approval prior to the match.
- 7.6.2 Ladies grades:
- All the above requirements remain except that where, because of the age requirements of this grade, a player of the correct age may not be available from the next highest grade, players may be drawn progressively from the next highest grade up to and including the lowest B Grade. This exception is only to be used in very unusual circumstances.
- 7.7 Play Across/Play Up Rule - A team may borrow any number of players from teams either within their own or another club in the same grade or lower grade, with the following provisions and exceptions:
- 7.7.1 Players in Morning Competition Division 1 or Open A are not allowed to play across within those grades.
- 7.7.2 Morning Competition Division 1 and Division 2 players can “play up” into Open Grades.
- 7.7.3 Players registered in Morning Competition Divisions 3, 4 and 5 or Teeball may not, under any circumstances, ‘play up’ into any Open grades.
- 7.7.4 Players registered only in Morning Competition Division 1 (i.e. are not dual registered) can play up into Open A1 and Open A only.
- 7.7.5 Players registered only in Morning Competition Division 2 (i.e. are not dual registered) can play up into Morning Competition Division 1 and Open B1 or higher.
- 7.7.6 A Division 2 player playing up in Open B1 is not allowed to pitch.

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- 7.7.7 Players registered in Morning Competition Division 1 or Division 2 and dual registered into Open A or Open A1 or Open B1 (if Division 2 and non Representative players) cannot play in a lower open grade than their registered open grade. E.g. a Division 2 player dual registered into Open A1 cannot play in Open B1 but can play up into Open A.

PENALTY RULES 7.1 TO 7.7 (inclusive) see Rule 7.8

- 7.8 The penalty for an unregistered or ineligible player or coach taking the diamond is forfeiture of the match.
- 7.9 'Playing' in the context of Rule 7 means the player has taken the field in offence and/or defence during the match. In relation to "coaching" it means taking a position in either Coach's Box.
- 7.10 A player may enter a match even though their name was not originally entered in the scorebook and on result card when, and only when, they meet all conditions of eligibility.
- 7.11 A player in a team receiving a forfeit will be deemed to have "played" providing a completed scorecard has been received.

Rule 8 MATCH RULES - PRELIMINARY SERIES

THE PLAYING FIELD

8.1

GRADE	DIAMOND SIZE	PITCHING DISTANCE	MATCH BALL SIZE
Open A / A1	18.29 metres (60 ft)	13.11 metres (43 ft)	12 inches in circumference
Open A2 to Ladies	18.29 metres (60 ft)	12.19 metres (40 ft)	12 inches in circumference
Morning Competition Divisions 1	18.29 metres (60 ft)	13.11 metres/12.19 metres (43 ft)	12 inches in circumference
Morning Competition Division 2	18.29 meters (60 ft)	12.19 meters (40 ft)	12 inches in circumference
Morning Competition Division 3	18.29 meters (60 ft)	11.58 meters (38 ft)	11 inches in circumference
Morning Competition Division 4	18.29 meters (60 ft)	9.14 metres (30 ft)	Reduced Injury Ball 11 inches in circumference
Morning Competition Division 5	18.29 meters (60 ft)	9.14 metres (30 ft)	reduced injury ball 11 inches in circumference
Morning Competition TeeBall	18.29 meters (60 ft)	12.19 meters (40 ft)	reduced injury ball 10.5 inches in circumference

EQUIPMENT

- 8.2 All teams must supply their own bats, helmets (with 2 ear flaps), playing equipment and a match ball, all of which must be in good condition. The plate umpire is the sole decider of the acceptability of match balls and helmets.
- 8.3 Shin guards must be worn by ALL Morning Competition players throughout the game. Mouthguards are recommended.
- 8.4 Helmets are compulsory for all YOUTHS (18 years and under) whilst occupying either coaches box or collecting bats from the playing field.

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PLAYERS AND SUBSTITUTIONS

- 8.5 A team competing in any grade except Teeball, Division 4 and Division 5 must have at least seven players available throughout any preliminary series game or a forfeit is declared. If at the appointed starting time there are less than seven players the umpire may wait five minutes to allow other players to arrive.
- 8.5.1 All grades except Open A, Division 1, Division 5 and Teeball- When playing with seven or eight players NO out is counted when batter 9 (or batters 8 and 9) would have been at bat. Late arrivals to the game can be added to the scorebook and take the next batting position to maximum of 12 batters.
- 8.5.2 Open A and Morning Competition Division 1, - When playing with seven or eight players ONE out is counted when batter 9 (or batters 8 and 9) would have been at bat. Late arrivals to the game can be added to the scorebook and take batting position 8 and/or 9.
- 8.5.3 Teeball, Division 4 and Division 5 - Teams may play with any number of players throughout the game and no forfeit will be declared. When playing with less than 9 players NO out is counted for any batter position not used in the lineup. Late arrivals to the game can be added to the scorebook and take the next batting position to a maximum of 12 batters.
- 8.6 Teams in grades other than Open Grades A and Morning Competition Division 1 may elect to bat through regular players listed in the scorebook to a maximum of 12. Morning Competition Division 1 may elect to bat through regular players listed in the scorebook to a maximum of 12.
- 8.6.1 When batting through up to 12 players if a batter/runner is injured that player may be substituted for that inning by a 'pinch' runner who is to be the last runner home before the replacement if no other legal substitute is available. In subsequent innings, if the player is unable to bat, they are skipped in the line-up, will not recorded as an out and the next batter listed bats.
- 8.6.2 There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order remains the same for the duration of the game. (Note: If electing to only bat 9 normal substitution rules will apply.)
- 8.7 A FLEX PLAYER can only be used in Open A and Morning Competition Division 1 grade if they elect to bat 9 with normal substitutions rather than bat through.
- 8.8 If a Team has more than 12 players registered, present at the game and able to play then:
- 8.8.1 the extra players are to be listed in the scorebook as "substitutes";
- 8.8.2 a substitute can only enter the game by substituting for one of the original 12 starting players who must leave the 12 man line up permanently for the rest of the game i.e a starting player once substituted takes no further part on offence or defence;
- 8.8.3 there are no re-entries under any circumstances ie once a player has been substituted out of the game they can not go back into the 12 man line up even to replace an injured player. If there is an injured player and all substitutes have entered the lineup then the injured player will be skipped in the lineup as per Rule 8.6.1;
- 8.8.4 the names of the extra players are to be provided to the other team's scorer before the start of the game and substitutions when made must be advised to the other team's scorer before they enter the team lineup and take the diamond in any capacity; and
- 8.8.5 substitutes that do not enter the game are not to be ticked as "played" on the match sheet.

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- 8.9 In the event of any player bleeding during a game they shall be allowed the current inning in play plus one full innings to return using a replacement player prior to a normal substitution being required. However, if a team has only seven players and one is withdrawn from the game due to bleeding, the team will be allowed to continue to play with six players until such time as this rule requires the injured player to be legally substituted. If no legal substitute is available the game will be forfeited.

THE GAME

- 8.10 Time of games - The starting and finishing time for a game is the time specified in the draw or as notified by the VP Competition. The game will end at the scheduled finishing time even if the game starts later than the scheduled starting time. A bell will be used to start and finish all games other than Teeball and Division 5. If there is a play in progress at the sound of the finishing bell then this will be completed.
- 8.11 There is no toss of a coin to determine which team bats first. The team listed first on the draw will occupy the first base dugout and bat first, the team listed second on the draw will occupy the third base dugout and bat second. This rule continues to apply during the Finals Series.
- 8.12 Each inning will be completed in the following ways:
- 8.12.1 For all Open grades (except Open A)- and Morning Competition Divisions 2 and 3 when either the third out is made or when the seventh run for the inning is scored.
- 8.12.2 For Open A and Morning Competition Division 1 grades, when the third out is made.
- 8.12.3 Morning Competition ~~Division 4 and~~ Teeball when either three outs have been made or 5 runs have crossed the plate, whichever occurs first.
- 8.12.4 Morning Competition Division 4 when either three outs have been made or 4 runs have crossed the plate, whichever occurs first.
- ~~8.12.48.12.5~~ Morning Competition Division 5 at the completion of 10 minutes regardless of the number of outs and with no run limit applied to end an inning
- ~~8.12.58.12.6~~ For all grades except Teeball and Morning Competition Divisions 4 and 5 where a declaration is made in accordance with Rule 8.16.
- 8.13 The Result of the Game shall be the score at the end of the last completed inning, **unless the team second at bat is at bat and is ahead, or has scored at least one run in the incomplete innings and has equalled the score of the team who batted first** when the bell sounds for the end of the game, in which case the result will be that of the incomplete inning. Refer Table below:

Once time is called by umpire and innings is incomplete	Result
First team batting has not completed their batting innings	Score reverts to last completed innings score
Second team batting has not equalled or passed the score of the team who batted first	Score reverts to last completed innings score
Second team batting is at bat and is ahead in the score	Score stands (First team keeps any runs scored in top of innings)
Second team batting has scored at least one run in the incomplete innings and has equalled the score of the team who batted first	Score stands (Draw)
Second team batting is at bat and has not scored any runs in the incomplete innings and scores are equal	Score reverts to last completed innings score

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- 8.14 For Open A and Morning Competition Division 1 grades the “Run Ahead” rule will apply whereby a game shall be called when a team is 15 runs ahead after 3 innings, 10 runs ahead after 4 innings or 7 runs ahead after 5 innings.
- 8.15 In the event of a tied score at the completion of the seventh innings and before the scheduled finishing time of the game, a tie-breaker shall be played. For all games the standard ASF Tie-Breaker Rule shall commence.
- 8.15.1 “Starting with the top of the eighth (8th) inning, and each inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half-inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules if team only batting 9.”

BATTING

- 8.16 In all grades except Teeball and Morning Competition Divisions 4 and 5 the offensive team may, by notifying the umpire at the completion of the batter’s turn at bat, declare their inning over. This is limited to one declaration per team per match.

PITCHING/CATCHING

- 8.17 In all grades except Teeball and Morning Competition Divisions 4 and 5, a pitcher will be allowed 5 warm-up pitches at the beginning of the game (to be taken prior to the starting bell for team fielding first) or when she initially enters the game to relieve the current pitcher. Between innings pitchers will only be allowed three warm-up pitches. A maximum of 60 seconds is available to deliver these pitches. Note: A pitcher returning to pitch in the same half innings shall not be entitled to any warm-up pitches.
- 8.18 All catchers must wear leggings, face mask, helmet and chest protector while catching during a game with the exception of Teeball who must wear a batting helmet.
- 8.19 A player must wear full protective gear (face mask, chest protector, helmet and leggings) while taking warm-up pitches (whether crouching or standing upright) either on or near the diamond. Any team official who takes warm-up pitches must wear at least a face mask.

PENALTY RULES 8.19 – 8.20 – Should a request from the umpire to comply be ignored, ejection from the game of the player / official will result.

- 8.20 For all grades (other than Morning Competition Divisions 4 and 5) the ASF definition of the strike zone applies, i.e. “that space over any part of home plate between the bottom of the batter’s sternum (breast bone) and the bottom of the batter’s kneecap when the batter assumes a natural batting stance.” The natural batting stance is the stance the batter takes after the release of the pitch when deciding whether or not to swing at the pitch.
- 8.20.1 Morning Competition Division 4 and Division 5 - The strike zone is over the area between the inside lines of the batter’s box between the batter’s shoulders and the bottom of the knees when assuming a natural batting stance. If any part of the ball enters this zone before hitting the ground or touching home plate the pitch is a strike.
- 8.21 Intentional walks will not be permitted in any grade.
- 8.22 Except for Teeball and Division 5 it is compulsory for a catcher on base to be replaced when there are two out.

UMPIRES

- 8.23 Umpires will be directed to apply the applicable ASF Rule which allows a game to be forfeited if a team employs tactics palpably designed to delay or to hasten the game.

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- 8.24 In the absence of official or nominated club umpires appointed to the match, each team is to provide a registered player/official to umpire. The plate umpire and base umpires will alternate unless the teams decide otherwise by mutual agreement.

MODIFIED RULES

- 8.25 Teeball – refer to Rule 20
- 8.26 Division 4 – refer to Rule 21
- 8.27 Division 5 –refer to Rule 22

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Rule 9 ELIGIBILITY OF PLAYERS - FINAL SERIES

- 9.1 All previous preliminary series Eligibility Rules apply with the following additions
- 9.2 To participate in the Final Series a team in all grades except Teeball, **Division 4** and Division 5 must contain at least six eligible players who have played in at least one third of the preliminary round matches played for that team.
- 9.3 To be eligible to play for a team in the Final Series, a player must have played in at least one third (rounded up/down) of the preliminary round matches played by their registered team.
- 9.3.1 Players who have not met this requirement due to overseas representation, studies or elite player commitments may ask via written request from their Club President for the Committee to consider dispensation, stating cause as to why this should be granted. Consideration will be given to requests particularly showing commitment to NSDSA as a player and in other aspects of the sport over a considerable period of time. The Committee's decision will be final.
- 9.4 A team may not use a play across/play up/play down player in any Finals Series match where eligible team members are available
- 9.5 play across/play up/play down as set out in Rules 7.5, 7.6 and 7.7 continue to apply and numbers of play across/play up/play down incurred during the regular season are still in place and are not reset eg if a player has played up/across/down 3 times during the regular season they can only play up/across/down once during the finals series excepting C Grade which is allowed 8 Play acrosses.
- 9.6 Except for Teeball, **Division 4** and Division 5 a minimum of nine players must participate for the whole of any Final Series match.
- 9.7 The penalty for a breach of any of Rules 9.1 to 9.6 inclusive is forfeiture of the match in which the breach occurs and exclusion from the remainder of the Final Series.

Rule 10 MATCH RULES - FINALS SERIES

- 10.1 All previous preliminary series Match Rules apply with the following additions/amendments:
- 10.2 Finals Series games excluding A Grade shall be regulation games or time limit games as set out in the draw and will start and finish at the sound of the bell. A Grade shall be a regulation game.
- 10.3 For all Final Series games a result must be obtained:
- 10.3.1 If, at the time of the finishing bell the team second at bat **IS AT BAT AND EQUAL OR BEHIND**, the game will continue until a result is obtained or the innings is completed.
- 10.3.2 If, at the time of the finishing bell, the team first at bat is at bat the score will revert to that of the last completed innings unless that score is tied, in which cases 10.3.3 will be applied..
- 10.3.3 If, at the time of the finishing bell, the team first at bat is at bat and the score would otherwise revert to the end of the last completed innings which is tied, the innings in progress will be completed. If the result is still tied then further innings should be played with the Tie Breaker commencing immediately.
- 10.3.4 If, at the time of the finishing bell, an innings has just been completed and is tied, further innings should be played with the Tie-Breaker commencing immediately.
- 10.4 During the final series if a team elects to bat through a player can only leave the game due to injury. If a player leaves for any other reason an automatic out will occur when it is that player's turn to bat.

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Rule 11 SPECIAL GROUND RULES

- 11.1 Blocked Ball Rule - The runner is awarded two bases from the time the ball encounters something that is not a part of that diamond. I.E. a player from another diamond, a base, a bench, a net. Anything. The only specific thing that doesn't count is the cricket pitch in the middle of the top Diamonds where the ball is still live. Blocked Ball Rule - Bryce Oval and Diamond 3 (when Diamond 4 is not in use) - as above with the exception that the ball is alive and in play off the fence for matches being played at Bryce; the fence of the back net on Diamond 4 for matches being played on Diamond 3. The ball going under the fence will be deemed blocked at the time the ball goes under.

Rule 12 WET WEATHER

- 12.1 Suspension or abandonment of play because of wet weather will be decided by the Committee in conjunction with the Wet Weather Committee/VP Competition and UIC and their decision shall be final and binding on all registered players and officials. Where teams elect to play in violation of this ruling competition points for that game for both Teams will be zero and no runs will be recorded for or against.
- 12.2 Umpires may suspend or abandon play if conditions appear to be unsafe and their decision shall be final and binding on all registered players and officials.
- 12.3 In the event that a game is abandoned (or suspended and not resumed) the game shall be deemed to be a scoreless draw unless:
- 12.3.1 three complete innings have been played; or
- 12.3.2 half the allocated playing time playing time has elapsed from the starting time to the time of suspension or abandonment and at least one complete innings has been played;
- in which case the result shall be the score at the time of abandonment using normal game result determination as per Rule 8.13.
- 12.4 Where a game has been completed as per Rule 12.3 and other scheduled games within that grade have been abandoned, the result of the completed game shall stand and the abandoned games shall be deemed to be scoreless draws.

Rule 13 SCORING AND RESULT SHEETS

- 13.1 An Official Score Book must be used by each team.
- 13.2 A Result Card must be submitted for each match, including any match which is forfeited. The Umpires should print their names and Club and sign the sheet to verify the score. The coaches of each team are required to print their names and sign the sheet to indicate that all information provided is correct. The coaches should also nominate the Most Valuable Players from the opposing team by allocating points (3, 2 and 1) in the column provided.
- 13.3 The Result Card must show all runs scored in the match, including those which are disregarded because of the score reverting to even innings. The scores shown should be the the runs scored in each innings not the progressive total of runs at the end of each innings.
- 13.4 The Result Card will show the names of all players registered in that team. The scorer should place a tick or a cross next to these players' names in the column headed 'P' to indicate whether or not they participated in the match. There should be no players' names manually added to the team line up. (Penalty for playing unregistered/ineligible player see rule 7.8.)
- 13.5 If a borrowed player/s actually takes the diamond in the match the scorer shall complete the Play Ups section of the Result Card by adding the full name, grade and team of such player/s.

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- 13.6 Any team deliberately falsifying a result card in any respect may be disqualified from the competition or be penalised with the loss of competition points.
- 13.7 It is the responsibility of the scorer of the first named (home) team to collect the Result Card from the Duty Table before each match and the scorer of the winning team to ensure that it is returned to the Duty Table. Failure to submit the completed Result Card may result in the winning team losing their competition points for the match.
- 13.8 Any incorrectly completed result sheet will attract a penalty for both teams concerned as determined by the Committee. It is in the interests of both teams to carefully check that the team listings recorded on the result sheet matches that in their scorebooks. If there is any doubt as to whether a player has or has not played scorers may be required to present their scorebooks to the VP Competition for verification.

Rule 14 FORFEITS

- 14.1 A team receiving a forfeit must submit a completed Result Sheet as per Rule 13.
- 14.2 If the forfeit is received prior to the day of the match it is not necessary to have an umpire's signature on the Result Sheet.
- 14.3 If a team forfeits more than one (1) match during the preliminary series the team may be withdrawn from the current competition by the Committee and may also be barred from entering future competitions.
- 14.4 If a team forfeits prior to 5.00pm on the day before a match they should immediately notify the coach/manager of the opposing team, the VP Competition and the Umpiring Convenor via email, phone or text message. The score of the forfeited match shall be 7-0 and the team forfeiting will receive 0 competition points.
- 14.5 If a team forfeits after 5.00pm on the day before a match they should notify either by phone or in person the coach/manager of the opposing team, the VP Competition and the Umpiring Convenor as soon as possible after the 5pm deadline stated above. The score of the forfeited match shall be 7-0 and the team forfeiting will receive 0 competition points with a further 2 competition points penalty.
- 14.6 If a team forfeits on the day of the scheduled match the score shall be 7-0 and they will receive a further 3 competition points penalty in addition to 0 points for the match
- 14.7 A forfeit is nullified when no games are played in a division due to washout. All teams in the washed out round receive 2 points and 0-0 scores. If any game in a division is played and completed to a result, then a forfeit given in that division stands. The team giving the forfeit receives 0 points the team receiving the forfeit gets 3 points and the score is 7-0

Rule 15 PROTESTS - COMPETITION RULES

- 15.1 A Club representative or person wishing to make an allegation concerning breach of any of the Competition Rules must lodge a protest:
- 15.1.1 in the day book at the Duty Desk by completion of play on the day of alleged breach; OR
- 15.1.2 in writing via email to the NSDSA Secretary no later than 5.00 pm on the Monday immediately following the occurrence of the alleged breach.
- 15.2 The Committee will determine the validity of such protest and apply any penalties if appropriate. This may require the Committee to call a Protest Meeting to hear such protests before arriving at its final decision.

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Rule 16 PROTESTS - UMPIRES' DECISIONS

- 16.1 When a coach is not satisfied with an umpire's interpretation of a playing rule (either an ASF rule or NSDSA Rule 8.10 or 11), he/she is entitled to lodge a protest. If this occurs one of two procedures may be followed, as set out in Rules 16.2 and 16.3 below.
- 16.2 If the Umpire-in-Chief (or his/her appointed deputy) is close at hand:
- 16.2.1 The UIC hears from the protesting coach. While this is happening the plate umpire should call all umpires in ready for the UIC.
- 16.2.2 The UIC then hears from umpires on the game and a decision is made.
- 16.2.3 The decision is conveyed to the protesting coach by the UIC. If necessary the UIC explains the situation to the opposing coach.
- 16.2.4 Game continues.
- 16.3 If the Umpire-in-Chief (or his/her appointed deputy) is not readily available the protest will be heard by the Protest Committee and the following procedures should be followed:
- 16.3.1 The protest should be recorded in both scorebooks noting the following information:
- Exact time protest lodged (according to the umpire);
 - What rule is involved;
 - Number out;
 - Position of any runners on bases;
 - Count on batter, if applicable.
- 16.3.2 The game (being played under protest) will then continue to a result.
- The protesting coach shall lodge an outline of the protest in the day book at the Duty Desk by end of day's play AND in writing via email to the NSDSA Secretary or the Umpire-in-Chief no later than 5.00 pm on the Monday immediately following the conclusion of the protested game setting out all the information described above, as well as the name of the opposing team, grade of game, names of umpires officiating and what happened in the game to cause the protest. Scorebooks (or copies of relevant pages) must accompany any protest.
 - If the protest is lodged in the day book immediately after the game, the VP Competition will notify the Umpire-in-Chief and every endeavour will be made to hear the protest as soon as possible.
- 16.4 The Managers, Scorers and Coaches of both teams as required by the Protest Committee must attend the protest hearing, along with the Plate Umpire and any Base Umpire directly involved in the matter under protest. All people required should check with the UIC if the protest is to be held that day prior to leaving the ground.
- 16.5 Failure of an official or Umpire to attend a protest hearing will result in a penalty being incurred by the Club.
- 16.6 A penalty will be imposed on the Club submitting a protest if the Protest Committee determines that the protest was either frivolous or invalid.
- 16.7 The Protest Committee will consist of at least three NSDSA qualified umpires. The Protest Committee will be chaired by the NSDSA Umpire-in-Chief or, in the absence of the UIC, the most highly qualified umpire available holding at least Level 3 ASF Accreditation.

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Rule 17 ROSTERED CLUB UMPIRING

- 17.1 All teams are required to provide umpires as indicated in the draw. When the team's name is preceded by "NSDSA" a qualified (blue) umpire will be appointed for the plate umpiring duties and the team need only provide two base umpires. For all other games the team named is to provide a plate umpire and two base umpires. Umpires are required to be in place 5 minutes before the scheduled starting time of the game. Plate umpires are required to wear a mask with a suitable throat protector, leggings and chest protector. Male umpires must wear boxes.
- 17.2 Teams failing to provide umpires as set down in the draw will lose one (1) competition point for each missing umpire.
- 17.2.1 Club's failing to provide umpires for allocated club duty will lose one (1) competition point for each missing umpire from the next highest graded team above the grade allocated to be umpired.

Rule 18 FINES AND PENALTIES

- 18.1 Any fine (as determined and invoiced by the Committee) incurred by a Club under any of these Rules is payable to the Association Treasurer as requested or at the end of the preliminary series for the current season or, if it remains unpaid, may be deducted from the Bond lodged by the Club at the start of the next season. Failure to pay such fines may result in the Club concerned having their teams disqualified from participating in the Finals Series, refusal of entry in future competitions run by NSDSA and may also result in all members of that Club being declared unfinancial and therefore ineligible to play in any competition run by any ASF-affiliated association.
- 18.2 Umpires are required to submit a report to the Umpire-in-Chief before the conclusion of the day's play concerning any player or official who has been ejected / removed from a game. Following discussion with the umpire having control of the match the Umpire-in-Chief will make a written report to the Committee detailing the incident together with any recommendation as to further action to be undertaken.
- 18.3 Players or officials who have been ejected/removed from a game by an umpire may be required to appear before the NSDSA Committee to show cause why they should be allowed to take further part in the competition.

Rule 19 REPRESENTATIVE SELECTION

- 19.1 Any player wishing to trial for a Representative Team must be first registered with an NSDSA participating club prior to the initial trial date as advised by the VP Representative Affairs via email to clubs and advertised on the NSDSA Website and NSDSA Facebook page. They must also participate in at least two-thirds of the previous or current NSDSA competition. . Players who have not/or cannot meet the playing requirement due to overseas representation, studies or elite player commitments etc. may ask via written request for the Committee to consider dispensation stating cause as to why this should be granted. Consideration will be given to requests particularly showing commitment to NSDSA as a player and in other aspects of the sport over a considerable period of time. The Committee's decision will be final.
- 19.2 Any player selected in a Representative Team (other than [U11s-U10s](#) and [U13sU12s](#)) must make themselves available to assist with clinics and/or coaching as reasonably requested by the Committee.
- 19.3 Nominations for representative teams will close on the dates advised by the VP Representative Affairs via email to clubs and advertised on the NSDSA Website and NSDSA Facebook page. No nominations will be accepted after this date except at the discretion of the Committee or the Committee's representative.

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TEEBALL

Rule 20 TEEBALL

GENERAL

- 20.1 These Rules are to be read in conjunction with the Official Rules of Softball as issued by Softball Australia and adopted by Softball NSW.
- 20.2 The ball is not pitched in Teeball – instead it is batted off a Tee.
- 20.3 For the purpose of Teeball, unless otherwise stated in these Rules:
- 20.3.1 a reference in the Official Rules of Softball to:
- “the time of the pitch” shall be read as “at the time the batter hits the ball.”
 - “the next pitch” shall be read as “the batter’s next swing at the ball whether hit or not”.
 - “the batter swinging at the pitched ball” shall be read as “the batter swinging at the ball on the Tee”.
- 20.3.2 the normal rules of Softball shall apply.

THE PLAYING FIELD

GRADE	DIAMOND SIZE	PITCHING DISTANCE	MATCH BALL SIZE
Morning Competition TeeBall	18.29 meters (60 ft)	12.19 meters (40 ft)	reduced injury ball 10.5 inches in circumference

- 20.4 The field shall be marked as for Softball except:
- 20.4.1 The pitcher’s plate shall be 40ft (12.19m) from the apex of home plate.
- 20.4.2 The pitcher’s plate shall be in the centre of a circle of 8ft (1.8m) radius.
- 20.4.3 An arc with a radius of 20ft (6.10m) from the apex of home plate shall be drawn on the infield from home/first baseline to home/third baseline.
- 20.4.4 On open grounds a field limit line should be drawn parallel to and 25 ft (7.6m) to 30 ft (9.1m) outside home/first baseline and home/third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- 20.4.5 The playing field shall have a radius of 150ft (45.7m) from the apex of home plate.
- 20.4.6 A line will be marked between each of the bases (excluding between home plate and 1st Base) this line is marked at 30 feet and be 1 metre long.

EQUIPMENT

- 20.5 The Tee:
- 20.5.1 may be made of any suitable material;
- 20.5.2 may be of any suitable construction;
- 20.5.3 must not have any sharp edges;
- 20.5.4 must be light enough to be moved easily;

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- 20.5.5 must be placed with the stem over the centre of the front of home plate;
- 20.5.6 must not be a tee, with home plate as the base and the stem of the tee in the centre of the base
- 20.6 The minimum length of the safety grip on a bat less than 30 inches (76cm) in length shall be 8 inches (20cm).
- 20.7 An approved softball helmet with 2 ear flaps is to be worn by all batters.
- 20.8 Shin pads are required to be worn by all players. Mouthguards are recommended.
- 20.9 Chest Protectors are optional for the catcher however they must wear a catcher's mask or batting helmet and must not remove it during play.
- 20.10 Helmets are compulsory for all YOUTHS (18 years and under) whilst occupying either coaches box or collecting bats from the playing field.

PLAYERS AND SUBSTITUTES

- 20.11 NSDSA allows the registration of boys into mixed TeeBall teams and ages for boys will be restricted to under 10 years (ages at 31 Dec in the year of competition).
- 20.12 A mixed team shall not contain a greater number of boys than girls, will field no more than four boys at any time and no more than 3 boys shall play infield at the same time. If a team positions 3 boys in the infield one of them must play catcher
- 20.13 All team members in Teeball must play an innings in the infield and the outfield during a game.
- 20.14 Teams may play with any number of players throughout the game and no forfeit will be declared. The number of players required will be at the discretion of the coaches. A team may borrow from the opposition if necessary.
- 20.14.1 When playing with less than 9 players NO out is counted for any batter position not used in the lineup. Late arrivals to the game can be added to the scorebook and take the next batting position to a maximum of 12 batters.
- 20.15 Teams will bat through regular players listed in the scorebook to a maximum of 12:
- 20.15.1 If a batter/runner is injured that player may be substituted for that inning by a 'pinch' runner who is to be the last runner home before the replacement if no other legal substitute is available. In later innings if the player is unable to bat, that batter is skipped in the line-up and is not recorded as an out and the next batter listed bats.
- 20.16 All available players must play on offence and defence in every game, however, only nine players are permitted on the field at any one time. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score of 7-0 to the non offending team.
- 20.17 There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order must remain the same for the duration of the game.
- 20.18 No player shall field in an outfield position unless all infield positions, including catcher, are covered.

THE GAME

- 20.19 A game shall be one (1) hour duration. The starting and finishing time for a game is the time specified in the draw or as notified by the VP Competition. The game will end at the scheduled finishing time even if the game starts later than the scheduled starting time. The game will start and finish as determined by the plate umpire.

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- 20.20 An inning is completed when either three outs have been made or 5 runs have crossed the plate whichever occurs first.
- 20.21 No runs shall score:
- 20.21.1 after the 3rd out;
 - 20.21.2 after 5 runs have crossed the plate.
 - 20.21.3 as otherwise prescribed in Softball.
- 20.22 The Result of the Game shall be the score at the end of the last completed inning, unless the team second at bat is at bat and has the lead when the bell sounds for the end of the game, in which case the result will be that of the incomplete inning. If the result of the game is a draw then the winning team will be that which has made the most "outs".
- 20.23 One (1) defensive coach is permitted on the field but is only allowed to be positioned behind the infield area when their team is fielding. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding.

BATTING

- 20.24 The umpire shall ensure that the Tee is adjusted at the lowest height before calling "Play Ball."
- 20.25 The batter shall be permitted to have one practice swing. Should the ball fall off the Tee on the practice swing there shall be no penalty. An additional movement of the bat towards the ball after this practice swing shall be called a strike.
- 20.26 If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 20.27 Bunting is not permitted The batter shall take a normal forceful swing when striking at the ball. If the umpire feels the batter is not taking a full swing the batter may be called back to bat again. Should the batter again not take a full swing the umpire will call time and the offensive coach will be asked to instruct the batter on the correct batting technique when hitting the ball.
- 20.28 Should the batter bat out of the batter's box, there will be no penalty. The umpire will call time and the offensive coach will be asked to instruct the batter on the correct batting position when hitting the ball.
- 20.29 The back and front feet of the batter must be parallel with the back and front line of the batter's box and only the front foot can move forward whilst swinging at the ball.
- 20.30 Defensive Positioning until the ball is hit:
- 20.30.1 The pitcher must have their front foot in contact with the 40ft (12.19m) pitcher's plate.
 - 20.30.2 The catcher must position themselves at the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit.
 - 20.30.3 All other fielders must be stationed in fair territory in conventional Softball fielding positions and are not permitted to move once the batters feet are settled in the batters box.
 - 20.30.4 No fielder, other than the catcher, may be stationed within 40ft (12.19m) of home plate (pitching distance).
- 20.31 There shall be no penalty for violation of Rule 20.30. The umpire shall call "Time" and correct the situation.

North Shore District Softball Association Inc.
2019 COMPETITION RULES - TEEBALL

- 20.32 A Strike will be called on the batter:
- 20.32.1 When the batter swings at the ball on the Tee and misses.
 - 20.32.2 When the batter swings and hits the Tee but not the ball. This is a foul ball.
 - 20.32.3 When the batter does not take a full swing (refer rule 20.27)
- 20.33 A batter is not out if on the 3rd strike an “air swing” occurs. The batter continues and should be encouraged to hit the ball.
- 20.34 A fair ball is identical to Softball with one exception:
- 20.34.1 The batter must hit the ball beyond the line of the 20ft (6.10m) arc.
- 20.35 A foul ball is identical to Softball with two exceptions:
- 20.35.1 The ball is foul if the batter hit the Tee with the bat causing the ball to fall off the Tee.
 - 20.35.2 The ball is foul if it travels less than 20ft (6.10m) from home plate in fair territory, and
- 20.36 The infield fly rule does not apply in Teeball.
- 20.37 If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled.
- 20.38 The scorer shall inform the umpire that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal batting position next time up to bat.
- 20.39 There shall be no limit to the number of offensive conferences the batting side is permitted with batters and/or base runners in any one half inning. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.
- 20.40 All players should rotate through the batting line-up each week to ensure that each player bats in a different part of the batting line-up each week.

BASERUNNING

- 20.41 A runner must wait until the ball is hit before leaving the base. A team warning will be given in the first instance and any violations by any player after that will result in the baserunner being called out.
- 20.42 When the ball is overthrown all runners shall be awarded ONE base from the last base legally touched at the time of the throw.
- 20.43 When the batter hits a fair ball, play continues until all runners are held up on bases or play stops (or the umpire calls “time”)
- 20.44 “Time” shall be called when any of the following occurs;
- 20.44.1 The ball is controlled by an infielder.
 - 20.44.2 The runners have stopped.
 - 20.44.3 The pitcher, in the 8ft (1.8m) circle, has control of the ball.
 - 20.44.4 A fielder has attempted to make an out at any base by throwing the ball and the ball then goes dead or has passed the base being thrown to by a reasonable distance.

North Shore District Softball Association Inc.
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- 20.45 Any runner between bases when "Time" is called by the Plate Umpire shall either return to the last legally held base or proceed to the next base dependant on which side of the designated line (marked at 30 feet) they are on the moment "Time" is called.

FIELDING

- 20.46 All players must play both infield and outfield each game.
- 20.47 Players must not play the same position for more than 1 innings in each game.

DEAD BALL

- 20.48 The ball shall be dead on all interferences and obstructions.
- 20.49 Any interference that occurs may be called by any umpires. There shall be no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the hit. The hit is nullified and the batter returns to bat again with strike count prior to hit.
- 20.50 Any obstruction that occurs shall be called by any umpires. The ball will be dead immediately and all runners shall be awarded the base they would have made had the obstruction not occurred.

UMPIRES

- 20.51 The umpire will call "Play Ball" prior to the batter hitting the ball and after "time" has been called.
- 20.52 The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.

PROTESTS

- 20.53 The only protest allowed will be on the determination of the final score; i.e. whether the score should revert back or not or do all runs count etc.

North Shore District Softball Association Inc.
2019 COMPETITION RULES – DIVISION 4

DIVISION 4

Rule 21 DIVISION 4

GENERAL

- 21.1 These rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation and adopted by Softball NSW.

THE PLAYING FIELD

GRADE	DIAMOND SIZE	PITCHING DISTANCE	MATCH BALL SIZE
Morning Competition Division 4	18.29 meters (60 ft)	9.14 metres (30 ft)	Reduced Injury Ball 11 inches in circumference

- 21.2 The field shall be marked as for softball except:
- 21.2.1 The pitcher's plate shall be 30ft (9.14m) from the apex of the home plate.
- 21.2.2 The pitcher's plate shall be in the centre of a circle of 8 ft (1.8m) radius.
- 21.2.3 On open grounds a field limit line should be drawn parallel to and 25 ft (7.6m) to 30 ft (9.1m) outside home/first baseline and home/third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- 21.2.4 The playing field shall have a radius of 150 ft (45.7m) from the apex of home plate.

EQUIPMENT

21.3 The Tee:

21.3.1 may be made of any suitable material;

21.3.2 may be of any suitable construction;

21.3.3 must not have any sharp edges;

21.3.4 must be light enough to be moved easily;

21.3.5 must be placed with the stem over the centre of the front of home plate;

21.3.6 must not be a tee, with home plate as the base and the stem of the tee in the centre of the base

21.321.4 The minimum length for the safety grip on a bat less than 30 inches (76cm) shall be 8 inches (20cm).

21.421.5 An approved softball helmet with 2 ear flaps is to be worn by all batters.

21.521.6 Shin pads are required to be worn by all players. Mouthguards are recommended.

21.621.7 All catchers must wear leggings, face mask, helmet and chest protector while catching during a game.

21.721.8 Helmets are compulsory for all YOUTHS (18 years and under) whilst occupying either coaches box or collecting bats from the playing field.

PLAYERS AND SUBSTITUTES

North Shore District Softball Association Inc.
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- 21.9 NSDSA allows the registration of boys into mixed Division 4 teams and ages for boys will be restricted to under 12 years (ages at 31 Dec in the year of competition).
- 21.10 A mixed team shall not contain a greater number of boys than girls, will field no more than four boys at any time and no more than 3 boys shall play infield at the same time.
- ~~21.8~~ A team must have at least seven players available throughout any game or a forfeit is declared. If at the appointed starting time there are less than seven players the umpire may wait five minutes to allow other players to arrive.
- ~~21.8.1~~ When playing with seven or eight players NO out is counted when batter 9 (or batters 8 and 9) would have been at bat. Late arrivals to the game can be added to the scorebook and take the next batting position to maximum of 12 batters.
- 21.921.11 Teams will bat through regular players listed in the scorebook to a maximum of 12:
- 21.11.1 Late arrivals to the game can be added to the scorebook and take the next batting position to maximum of 12 batters.
- 21.9.121.11.2 If a batter/runner is injured that player may be substituted for that inning by a 'pinch' runner who is to be the last runner home before the replacement if no other legal substitute is available. In later innings if the player is unable to bat, that batter is skipped in the line-up and is not recorded as an out and the next batter listed bats.
- 21.1021.12 All players must play on offence and defence in every game, however, only nine players are permitted on the field in defence at any one time. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score of 7-0 to the non offending team. There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order remains the same for the duration of the game.

THE GAME

- 21.1121.13 A game shall be regulation or of one (1) hour and fifteen (15) minutes duration. The starting and finishing time for a game is the time specified in the draw or as notified by the VP Competition. The game will end at the scheduled finishing time even if the game starts later than the scheduled starting time. A bell will be used to start all games and the appointed Plate Umpire will determine game finish by their watch.
- 21.1221.14 An innings is completed when either three outs have been made or ~~5-four~~ (4) runs have been scored whichever occurs first.
- 21.1321.15 No runs shall score:
- 21.13.121.15.1 after the 3rd out is made; or
- 21.13.221.15.2 when ~~5-4~~ runs have been scored in that innings; or
- 21.13.321.15.3 as otherwise prescribed in Softball.
- 21.1421.16 The Result of the Game shall be the score at the end of the last completed inning, unless the team second at bat is at bat and is ahead, or has scored at least one run in the incomplete innings and has equalled the score of the team who batted first when the bell sounds for the end of the game, in which case the result will be that of the incomplete inning. Refer table below

Once time is called by umpire and innings is incomplete	Result
First team batting has not completed their batting innings	Score reverts to last completed innings score
Second team batting has not equalled or passed the score of the team who batted first	Score reverts to last completed innings score

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Second team is at bat and is ahead in the score	Score stands (First team keeps any runs scored in top of innings)
Second team batting has scored at least one run in the incomplete innings and has equalled the score of the team who batted first	Score stands (Draw)
Second team is at bat and has not scored any runs in the incomplete innings and scores are equal	Score reverts to last completed innings score

PITCHING/CATCHING

~~21.15~~21.17 No warm-up pitches shall be taken at the start of the game, between innings or when changing the pitcher. A pitcher will be allowed three (3) warm-up pitches at the beginning of the game (to be taken prior to the starting bell for team fielding first) or when she initially enters the game to relieve the current pitcher. Between innings pitchers will also be allowed three(3) warm-up pitches. A maximum of 60 seconds is available to deliver these pitches. Note: A pitcher returning to pitch in the same half innings shall not be entitled to any warm-up pitches.

~~21.16~~ — A player must wear full protective gear (face mask, chest protector, helmet and leggings) while taking warm-up pitches (whether crouching or standing upright) either on or near the diamond. Any team official who takes warm-up pitches must wear at least a face mask.

~~21.17~~21.18 The strike zone is over the area between the inside lines of the batter's box between the batter's shoulders and the bottom of the knees when assuming a natural batting stance. If any part of the ball enters this zone before hitting the ground or touching home plate the pitch is a strike.

21.19 A player may ~~either catch or pitch two one~~ (21) innings ~~in total~~ per game. Note: One (1) pitch constitutes an innings.

~~21.18~~21.20 A player may pitch one (1) innings per game. Note: One (1) pitch constitutes an innings.

~~21.19~~21.21 Illegal pitches shall not be called by any umpire. In the event that a pitcher pitches illegally, "NO PITCH" ~~shall~~ may be called by the umpire;

~~21.19~~21.21.1 the umpire shall immediately inform the defensive coach who shall be afforded the opportunity to rectify the illegality.

~~21.19.2~~ — in the event the illegality continues the coach will be directed to remove the pitcher from the pitching position at the end of the innings.

~~21.20~~21.22 There shall be no limit to the number of defensive conferences the fielding side is permitted with a pitcher in any ½ inning. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.

~~21.21~~21.23 It is compulsory for a catcher on base to be replaced when there are two out.

BATTING

~~21.22~~21.24 If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled.

~~21.23~~21.25 Should the batter be out of the batter's box there will be no penalty. The Umpire will call "Time" and the offensive coach will be asked to instruct the batter on the correct batting position when hitting the ball.

~~21.24~~21.26 A batter is out on the third strike. It is not necessary for the catcher to catch the ball. ~~The 3rd strike rule does not apply for attempted tee hits.~~

21.27 Upon reaching a count of 4 balls the batter will then use the tee.

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21.28 When the tee is used the following apply:

21.28.1 The tee height shall be set by the team member who brings the tee onto the field. The tee height shall not be readjusted during the batters turn at bat. The batter may not make any adjustment to the tee height.

21.28.2 The batter shall not be permitted to have a practice swing. If the player lines up or has a practice swing they should be warned. No strike will be called.

21.28.3 If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.

21.29 Defensive Positioning when the tee is being used:

21.29.1 The pitcher must have their front foot in contact with the 40ft (12.19m) pitcher's plate.

21.29.2 The catcher must position themselves at the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit.

21.29.3 All other fielders must be stationed in fair territory in conventional Softball fielding positions and are not permitted to move once the batters feet are settled in the batters box.

21.29.4 No fielder, other than the catcher, may be stationed within 40ft (12.19m) of home plate (pitching distance).

21.30 A foul ball is identical to Softball with two exceptions. When the tee is being used:

21.30.1 The ball is foul if the batter hits the Tee with the bat causing the ball to fall off the Tee.

21.30.2 The ball is foul if it travels less than 20 ft (6.1 metres) from the Tee.

21.2521.31 The scorer shall inform the umpire that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat but shall resume the normal batting position next time up to bat.

21.2621.32 There shall be no limit to the number of offensive conferences the batting side is permitted with batters and/or base runners in any one half inning. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.

21.2721.33 The InField Fly Rule does apply to Division 4.

BASE RUNNING

21.2821.34 When the ball is overthrown and becomes dead (i.e. goes into the bench or beyond the limits of the playing field or hits a person not engaged in the game, etc.) all runners shall be awarded ONE base from the last base legally touched at the time of the throw.

21.2921.35 When the ball is overthrown but does not become dead, all runners shall be awarded ONE base from the last base legally touched at the time of the throw, all runners shall be entitled to attempt to advance at their own risk up to TWO (2) bases from the last base legally touched at the time of the throw.

21.36 The batter and any other runners may advance a maximum of two (2) bases on a tee hit.

21.3021.37 A runner may steal one (1) base on a pitched ball. Exception: A runner on third base may not steal home.

21.3121.38 Where a runner on any base makes an attempt to steal and a play is made on the runner, and the out is not made, the ball will become dead and there shall be no further advance by the runner

North Shore District Softball Association Inc.
2019 COMPETITION RULES – DIVISION 4

FIELDING

21.3221.39 All players must play both infield and outfield each game. Where a team has more than 9 players an innings on the bench counts as playing an innings in the outfield. This rule shall not apply in a game when a team plays less than three innings in defence.

DEAD BALL

21.3321.40 The ball shall be dead on all interferences and obstructions.

21.3421.41 Any interference that occurs may be called by any umpires. There shall be no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the hit. The hit is nullified and the batter returns to bat again with strike count prior to hit.

21.3521.42 Any obstruction that occurs shall be called by any umpires. The ball will be dead immediately and all runners shall be awarded the base they would have made had the obstruction not occurred.

PROTESTS

21.3621.43 The only protest allowed will be on the determination of the final score; i.e. whether the score should revert back or not or do all runs count etc.

North Shore District Softball Association Inc.
2019 COMPETITION RULES – DIVISION 5

DIVISION 5

Rule 22 DIVISION 5

GENERAL

- 22.1 These Rules are to be read in conjunction with the Official Rules of Softball as issued by Softball Australia and adopted by Softball NSW.
- 22.2 For the purpose of when a Tee is used, unless otherwise stated in these Rules:
- 22.2.1 a reference in the Official Rules of Softball to:
- “the time of the pitch” shall be read as “at the time the batter hits the ball.”
- “the next pitch” shall be read as “the batter’s next swing at the ball whether hit or not”.
- “the batter swinging at the pitched ball” shall be read as “the batter swinging at the ball on the Tee”.
- 22.2.2 the normal rules of Softball shall apply.

THE PLAYING FIELD

GRADE	DIAMOND SIZE	PITCHING DISTANCE	MATCH BALL SIZE
Division 5	18.29 metres (60 ft)	9.14 metres (30 ft)	Reduced injury ball 11 inches in circumference

- 22.3 The field shall be marked as for softball except:
- 22.3.1 The pitcher’s plate shall be 30ft (9.14m) from the apex of the home plate.
- 22.3.2 The pitcher's plate shall be in the centre of a circle of 8 ft (1.8m) radius.
- 22.3.3 On open grounds a field limit line should be drawn parallel to and 25 ft (7.6m) to 30 ft (9.1m) outside home/first baseline and home/third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- 22.3.4 The playing field shall have a radius of 150 ft (45.7m) from the apex of home plate.

EQUIPMENT

- 22.4 The Tee:
- 22.4.1 may be made of any suitable material;
- 22.4.2 may be of any suitable construction;
- 22.4.3 must not have any sharp edges;
- 22.4.4 must be light enough to be moved easily;
- 22.4.5 must be placed with the stem over the centre of the front of home plate;

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- 22.4.6 must not be a tee, with home plate as the base and the stem of the tee in the centre of the base
- 22.5 The minimum length for the safety grip on a bat less than 30 inches (76cm) shall be 8 inches (20cm).
- 22.6 An approved softball helmet with 2 ear flaps is to be worn by all batters.
- 22.7 Shin pads are required to be worn by all players. Mouthguards are recommended.
- 22.8 All catchers must wear leggings, face mask, helmet and chest protector while catching during a game.
- 22.9 Helmets are compulsory for all YOUTHS (18 years and under) whilst occupying either coaches box or collecting bats from the playing field.

PLAYERS AND SUBSTITUTES

- 22.10 NSDSA allows the registration of boys into mixed Division 5 teams and ages for boys will be restricted to under 12 years (ages at 31 Dec in the year of competition).
- 22.11 A mixed team shall not contain a greater number of boys than girls, will field no more than four boys at any time and no more than 3 boys shall play infield at the same time. If a team positions 3 boys in the infield one of them must play catcher
- 22.12 Teams may play with any number of players up to a maximum of 12
- 22.12.1 Late arrivals to the game can be added to the scorebook and take the next batting position to maximum of 12 batters.
- 22.12.2 When fielding with less than nine players a team may request up to two players from the opposition to assist on defence.
- 22.13 Teams will bat through regular players listed in the scorebook to a maximum of 12:
- 22.14 If a batter/runner is injured that player may be substituted for that inning by a 'pinch' runner who is to be the last runner home before the replacement if no other legal substitute is available. In later innings if the player is unable to bat, that batter is skipped in the line-up and is not recorded as an out and the next batter listed bats.
- 22.15 All players shall play on offence and defence in every game, however only nine players are permitted on the field in defence at any one time. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score of 7-0 to the non offending team
- 22.16 There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order remains the same for the duration of the game.
- 22.17 Defensive substitutions shall only be made at change of innings, except in the case of injury, or to substitute a player pitcher in the 3rd innings.

THE GAME

- 22.18 A game shall be approximately one (1) hour and fifteen (15) minutes duration. The starting time for a game is the time specified in the draw or as notified by the VP Competition. The start and finish of games will be controlled by the plate umpire. Each team will have three innings to bat with a duration of 10 minutes per half innings.
- 22.19 Each team will have a time keeper. The time for each innings will commence from when the umpire calls 'play ball' or from the release of the first pitch (if 'play ball' ball is not called).

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2019 COMPETITION RULES – DIVISION 5

- 22.20 If there is a play in progress when 10 minutes elapses for an innings the play will be completed.
- 22.21 An innings is completed after 10 minutes regardless of the number of outs and with no run limit applied to end an inning.
- 22.22 The 10 minutes may be extended in the 3rd innings at the option of the team at bat, to allow each batter a minimum of one turn at bat, however, **no further points shall be recorded after the 10mins.**
- 22.23 The Result of the Game shall be the score at the end of the last completed inning, unless the team second at bat is at bat and has the lead when the game is stopped prior to completing the innings. In which case the result will be that of the incomplete inning.
- 22.24 One (1) defensive coach is permitted on the field but is only allowed to be positioned behind the infield area when their team is fielding. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding.

PITCHING/CATCHING:

- 22.25 The strike zone is over the area between the inside lines of the batter's box between the batter's shoulders and the bottom of the knees when assuming a natural batting stance. If any part of the ball enters this zone before hitting the ground or touching home plate the pitch is a strike.
- 22.26 Illegal pitches shall not be called by any umpire. In the event that a pitcher pitches illegally. "NO PITCH" shall be called by the umpire;
- 22.26.1 the umpire shall immediately inform the defensive coach who shall be afforded the opportunity to rectify the illegality;
- 22.26.2 in the event the illegality continues the coach will be directed to remove the pitcher from the pitching position at the end of the innings.
- 22.27 There shall be no limit to the number of defensive conferences the fielding side is permitted with a pitcher in any ½ inning. However, the Plate Umpire shall have the authority to restrict these conferences if necessary. The 10 minute innings timer shall be paused during defensive conferences.
- 22.28 Adult Pitching
- 22.28.1 A coach or another registered adult pitches to their own team. Each player has a maximum of three pitches per turn at bat from their coach (there are no walks or strike outs).
- 22.28.2 The position of the adult pitching is in line with home plate and the pitching plate at a comfortable distance.
- 22.28.3 The player fielding in the pitchers position fields along side the coach at a minimum distance of 40ft from the batter.
- 22.28.4 The adult pitching uses an underarm action.
- 22.28.5 The adult pitching should wear a glove for self protection only.
- 22.28.6 The adult pitching leaves the field when the batting tee is used.
- 22.29 Players Pitching:
- 22.29.1 The adult pitcher will pitch the first 2 innings and at the option of the defensive team a player will pitch the 3rd innings of the game.

North Shore District Softball Association Inc.
2019 COMPETITION RULES – DIVISION 5

- 22.29.2 Players pitch to the oppositions batters
- 22.29.3 Players deliver a maximum of three pitches per batter.
- 22.29.4 When a player pitches three strikes against a batter, including foul balls on the first two pitches, the fielding team scores one point
- 22.29.5 When players are pitching there are no warm up pitches.
- 22.30 Catchers must stand a safe distance from the batter directly behind and in a straight line with home plate.
- 22.31 Catchers must throw the ball back to the adult-pitcher when they are present.

BATTING

- 22.32 Each batter has a maximum of three pitches. If a batter doesn't hit the pitch 'fair' from their own adult pitcher or the opposition player pitcher (3rd innings only) in the required number of pitches, they are permitted to hit off the Tee (normal teeball rules apply refer rule 20).
- 22.33 Bunting is not permitted. The batter shall take a normal forceful swing when striking at the ball, either pitched or from the tee. If the umpire feels the batter is not taking a full swing the batter may be called back to bat again. Should the batter again not take a full swing the umpire will call time and the offensive coach will asked to instruct the batter on the correct batting technique when hitting the ball.
- 22.34 Should the batter bat out of the batter's box there will be no penalty. The umpire will call time and the offensive coach will asked to instruct the batter on the correct batting position when hitting the ball.
- 22.35 When the tee is used the following apply:
 - 22.35.1 The umpire shall ensure that the Tee is adjusted at the lowest height before calling "Play Ball."
 - 22.35.2 The batter shall not be permitted to have a practice swing. If the player lines up or has a practice swing they should be warned. No strike will be called.
 - 22.35.3 If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 22.36 Defensive Positioning when the tee is being used:
 - 22.36.1 The pitcher must have their front foot in contact with the 40ft (12.19m) pitcher's plate.
 - 22.36.2 The catcher must position themselves at the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit.
 - 22.36.3 All other fielders must be stationed in fair territory in conventional Softball fielding positions and are not permitted to move once the batters feet are settled in the batters box.
 - 22.36.4 No fielder, other than the catcher, may be stationed within 40ft (12.19m) of home plate (pitching distance).
- 22.37 There shall be no penalty for violation of Rule 22.36. The umpire shall call "Time" and correct the situation.

North Shore District Softball Association Inc.
2019 COMPETITION RULES – DIVISION 5

- 22.38 A Strike will be called on the batter:
- 22.38.1 When the batter swings at a pitched ball and misses.
 - 22.38.2 When the batter does not swing at the ball and the ball is pitched in the strike zone.
 - 22.38.3 When the batter swings at the ball on the Tee and misses.
 - 22.38.4 When the batter swings and hits the Tee but not the ball. This is a foul ball.
 - 22.38.5 When the batter does not take a full swing (refer rule 22.33)
- 22.39 A batter is not out if on the 3rd strike an “air swing” occurs. The batter continues and should be encouraged to hit the ball.
- 22.40 A foul ball is identical to Softball with two exceptions. When the tee is being used:
- 22.40.1 The ball is foul if the batter hits the Tee with the bat causing the ball to fall off the Tee.
 - 22.40.2 The ball is foul if it travels less than 20 ft (6.1 metres) from the Tee
- 22.41 The infield fly rule does not apply in Division 5.
- 22.42 If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled
- 22.43 The scorer shall inform the umpire that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal batting position next time up to bat.
- 22.44 There shall be no limit to the number of offensive conferences the batting side is permitted with batters and/or base runners in any one half inning. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.
- 22.45 All players should rotate through the batting line-up each week to ensure that each player bats in a different part of the batting line-up.

BASERUNNING

- 22.46 A base runner must wait until the ball is released from the pitcher's hand before leaving the base. When the tee is in use, a base runner must wait until the ball is hit from the tee before leaving the base. A team warning will be given in the first instance. Any violations by any player after that, the baserunner will be called out.
- 22.47 The batter-runner and all base-runners may only advance one base on a ball that hits the coach.
- 22.48 When the ball is overthrown all runners shall be awarded ONE base from the last base legally touched at the time of the throw.
- 22.49 The batter and base-runners may advance a maximum of 2 bases at the time of any hit from a tee.
- 22.50 The batter and base-runners may advance as many bases as they can when they hit a pitched ball until the ball is controlled in the infield.
- 22.51 Base runners cannot steal bases or home.

FIELDING

- 22.52 All players must play both infield and outfield each game. Where a team has more than 9 players, an innings on the bench counts as playing an innings in the outfield.

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22.53 Players must not play the same position for more than 1 innings each game.

SCORING

22.54 The fielding team scores 1 point for each out.

22.55 The fielding team scores 1 point for 3 strikes on a batter when a player is pitching (3rd innings). A third strike from an air swing when the tee is in use does not score a point.

22.56 The batting team scores 1 point for each run.

22.57 There are NO half points.

DEAD BALL

22.58 The ball shall be dead on all interferences and obstructions.

22.59 Any interference that occurs may be called by any umpires. There shall be no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the hit. The hit is nullified and the batter returns to bat again with strike count prior to hit.

22.60 Any obstruction that occurs shall be called by any umpires. The ball will be dead immediately and all runners shall be awarded the base they would have made had the obstruction not occurred.

UMPIRES

22.61 The umpire will call "Play Ball" prior to the batter hitting the ball and after "time" has been called.

22.62 The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.

PROTESTS

22.63 The only protest allowed will be on the determination of the final score; i.e. whether the score should revert back or not or do all runs count etc.

**North Shore District Softball Association Inc.
2019 COMPETITION RULES – APPENDIX**

Rule Description	TEEBALL	DIVISION 5	DIVISION 4
Game time	60 minutes	Approx. 75 mins 6x10 min ½ innings	75 minutes
Ball size	10 ½” soft core RiB	11” soft core RiB	11” soft core RIB
Pitching distance	N/A	30’	30’
Minimum number of players	any	any	<u>7any</u>
Maximum number of batters	12	12	12
Penalty for batting less than 9	No	No	No
Players to play both offence and defence	Yes	Yes	Yes
Players to play both infield and outfield	Yes	Yes	Yes – each 2 innings
Batting order rotated each week	Yes	Yes	No
Change fielding positions each innings	Yes	Yes	Yes – each 2 innings
Offensive coach on field	Yes	Yes	<u>NoYes</u>
Foul ball arc	20ft (6.1 m)	20ft (6.1 m) when the tee is used, otherwise N/A	<u>20ft (6.1 m) when the tee is used, otherwise N/A/N/A</u>
Innings ends	3 outs or 5 runs	10 minutes	3 outs or <u>5-4</u> runs
Bunting	No	No	<u>YesNo</u>
Batting out of Order Penalty	No	No	No
Batting out of Box Penalty	No	No	No
Strike Outs/Dropped 3 rd Strike - OUT	No	No	Yes
<u>Batter hit by pitched ball</u>	<u>N/A</u>	<u>Continue at bat</u>	<u>Continue at bat</u>
Tee Height	Lowest	Lowest	<u>N/AAppropriate</u>
Practice Swing	Yes	No	<u>N/ANo</u>
Number of bases from tee hit	Any	2	<u>N/A2</u>
Infield Fly	No	No	<u>YesNo</u>
Stealing	No	No	Yes, <u>1 Base (no stealing home)</u>
Overthrows- ball not dead	1 base	1 base	<u>1 baseAny at own risk, except on steal Max 2 bases</u>
Overthrows – ball is dead	1 base	1 base	1 base
Pitcher/catcher innings restrictions	N/A	1 innings	<u>2-1</u> innings
<u>Warm up pitches</u>	<u>N/A</u>	<u>No</u>	<u>No</u>
Illegal pitch penalty	N/A	No	No
Speed up rule - Catcher on base /2 out	N/A	No	Yes
Declaration of innings	No	No	No
Substitutions- offense/ defense	Unlimited	Unlimited	Unlimited
Conferences – offense/ defense	Unlimited	Unlimited	Unlimited