



BRISBANE SOFTBALL ASSOCIATION Inc

GROUND RULES

These Ground Rules will also apply to the Men's competition unless otherwise stated in the Men's Ground Rules.

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1. Definitions:

- BOM:** BSA Board of Management
- BSUA:** Brisbane Softball Umpires Association
- Fixture Game:** A game played during the season but excludes the finals series
- Fixture Round:** Where all teams in a grade play a fixture game against each other
- Team withdrawal:** Where a team withdraws after commencement of fixtures
- Pick Up Player:** A registered, eligible player drawn from another club
- Suspension of Play:** Where the plate Umpire considers playing conditions deteriorate to the extent that it is not possible for play to continue safely and play is halted for a period of time.
- Suspension of Game:** Where play has been suspended for a period of time AND subsequently the plate Umpire considers it not possible to resume play and the game is suspended by the plate Umpire.
- BSA Development/
Fixtures & Grading:** BSA Development/Fixtures & Grading contacts for on-ground decisions for fixture days during 2019/2020 Season: Jenny Covill, Paul Ireland, Michelle Waller, Alana Cutmore

2. Ground Rule

All fixture games conducted by the Brisbane Softball Association Inc. shall be in accordance with the Official Playing Rules of the Australian Softball Federation Inc except in those circumstances where the following Ground Rules apply.

3. Competition

3.1. Scoring

3.1.1. Points shall be awarded for fixture games as follows:

Win	- 3 points
Draw	- 2 points
Loss	- 1 point
Cancelled	- 1 point
Bye	- 0 points (occurs only where there are uneven teams in a grade)
Forfeit	- 0 points (3 points to team not forfeiting)

3.2. Withdrawal of a Team

- 3.2.1. The fixture draw shall remain until completion of the current fixture round.
- 3.2.2. Teams scheduled to play a withdrawn team shall be allotted 3 competition points for a win until the end of the fixture round.
- 3.2.3. The fixture committee will re-draw fixtures for commencement at the next Fixture Round (see definition).

3.3. Forfeits

- 3.3.1. Clubs shall notify the Secretary of the Association in writing (letter or email), endorsed by a Club Committee Member (signature or email) by midday of the day prior to the scheduled fixture game if they intend forfeiting any fixture. The opposing team shall be advised by the BOM.
- 3.3.2. A club can seek an exemption of 3.3.1 if the forfeit is a result of extenuating circumstances occurring after the deadline. Clubs need to state their case to the

Secretary of the Association in writing (letter or email), endorsed by a Club Committee Member (signature or email) within 24 hours of the forfeit.

- 3.3.3. Failure by a Club to advise of a forfeit shall result in the forfeiting team incurring a three (3)-competition point penalty.
- 3.3.4. The team not forfeiting shall receive three (3) competition points (as per 3.1) and a 7 - nil win shall be recorded on the scorecard.

Penalty: Fine as per Schedule of Fines

3.4. Cancellation of Fixtures

- 3.4.1. The grounds shall be inspected one and a half hours before the first fixture game of the day.
- 3.4.2. It will be decided if fixtures are to be played, taking into consideration the conditions of the grounds and the possibility of further adverse weather conditions.
- 3.4.3. In the event of adverse conditions; three (3) members of the Executive including the Facilities Portfolio Manager (if possible) shall decide whether:
 - a. games shall commence or be delayed;
 - b. games shall be deferred; or
 - c. games shall be cancelled.
- 3.4.4. The Secretary of the Association shall:
 - a. Before the first morning scheduled fixture game:
 - 1. contact Club Secretaries advising of cancellation of morning fixtures;
 - 2. send an alert message via Database contacts (clubs must have at least one (1) contact person per team with a mobile number recorded against Team Contact in the database)
 - 3. place a message on the BSA web site and Facebook page
 - b. Before the first afternoon scheduled fixture game:
 - 1. contact Club Secretaries advising of cancellation of afternoon fixtures;
 - 2. send an alert message via Database contacts (clubs must have at least one (1) contact person per team with a mobile number recorded against Team Contact in the database)
 - 3. place a message on the BSA web site and Facebook page.
- 3.4.5. If conditions deteriorate at any time during the afternoon and playing conditions are considered unsuitable, the BOM shall have the power to cancel remaining games.
- 3.4.6. Should any games be cancelled because of adverse conditions, such games may be played on a nominated date as soon as possible after the original scheduled fixture. This method of replaying cancelled games may apply only until the second last game of fixtures.
- 3.4.7. Rescheduling of cancelled or suspended fixtures will be actioned by the Fixtures and Grading Committee.
- 3.4.8. Any games cancelled on or after the second last day of the fixtures may be played on dates and times as decided by the Fixtures and Grading Committee.
- 3.4.9. Advice will only be provided on cancelled or rescheduled games. All games will be played according to schedule unless advised otherwise.

3.5. Suspension of Play (see definition)

- 3.5.1. Where playing conditions deteriorate during a fixture game to the extent it is deemed dangerous or adversely affects the playing surface; the plate Umpire may suspend play for a period of time. The plate Umpire shall call a resumption of play if conditions improve sufficiently to enable play to recommence.
- 3.5.2. The fixture game shall be resumed at the point where the suspension was called and shall continue for the scheduled game time or required innings; whichever is applicable.

3.6. Suspension of Fixture Game (see definition)

- 3.6.1. Where conditions during a fixture game require the plate Umpire to suspend play and conditions do not improve sufficiently to enable play to resume the plate Umpire shall call a suspension of the fixture game.
- 3.6.2. Fixture games suspended before completion of 30 minutes of U12/U14 or 45 minutes for A/B/C/U18/U16 shall not be deemed a game and will be rescheduled at a time determined by the Fixtures and Grading Committee as per 3.4.6.
- 3.6.3. For games where 30 minutes of U12/U14 or 45 minutes for A/B/C/U18/U16 are completed the result shall be determined by reverting to the last completed innings

OR

- 3.6.4. Where the team second at bat has more runs at the time the game has been suspended, that team shall be declared the winner.
- 3.6.5. Where the team second at bat has tied the score in its incomplete inning at the time the game has been suspended, the score shall stand.
- 3.6.6. A game in the final series temporarily suspended by the plate Umpire for any reason prior to the expiry of the time limit or the completion of seven (7) innings shall be resumed at the point where it was suspended.
- 3.6.7. A game on Diamond 1 may be suspended by the Umpire due to the setting of the sun. The game will be restarted as soon as possible after the sunset and will continue until time has elapsed or the completion of the game. The game shall be extended for a period equal to the delay.
- 3.6.8. Games on Diamond 1 due to start after any game delayed due to the setting of the sun shall start as soon as possible after the completion of the previous game. The length of games shall remain as per 10.1.

3.7. Part-time Policy

- 3.7.1. Part-time registration will be available for players wishing to play on a casual basis throughout the regular season. No part-time players can be registered after the Christmas break.
 - 3.7.2. Part-time players will be able to participate in up to half of the total regular season fixtures
 - 3.7.2.1. If odd number fixture games, half of the total regular season fixtures will be the lesser of the games played e.g. 15 games, 7 games is considered half of the games.
 - 3.7.3. Total games includes fill in games for a higher grade and forfeits, but do not include washed out games.
 - 3.7.4. Part-time players wishing to compete in final series matches will need to play a minimum of 3 regular season fixtures for their registered team.
 - 3.7.5. A team is required to register a team of nine players comprising of at least seven full-time players.
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- 3.7.6. Participating clubs will maintain register of full-time and part-time players in a team as well as the total number of games played by part-time players.
- 3.7.7. If a part-time player plays more than half the regular season fixtures (as per rule 3.7.2) they will be deemed to be a full-time player. Full-time fees will be payable by the Club to BSA.

3.8. Half Season Policy

- 3.8.1 Half season registration will be available for players wishing to play in the second half of the regular season only. No half season players can be registered prior to the date identified for half season registration to commence in each regular season
- 3.8.2. Half season players will be able to participate in all regular season fixtures from the date identified for half season registration
 - 3.8.2.1 If odd number of fixture dates, half of the total regular season fixture dates will be the lesser of the fixture dates played e.g. 15 weeks, 7 weeks is considered half season
- 3.8.3. There is no limit on number of games. Half season players are eligible to fill in for higher grade teams
- 3.8.4. Half season players wishing to compete in final series matches will need to play a minimum of 3 regular season fixtures for their registered team

4. Swing into Softball/U12 Modified

4.1. Swing into Softball

- 4.1.1. The Ground Rules for Swing into Softball will be as per "The Game Plan" (see Attachment 1 to these rules)
- 4.1.2. Clubs are to provide a minimum of one (1) representative per team (preferably from coaching staff) to attend mandatory Junior meetings

Penalty: Fine as per Schedule of Fines
- 4.1.3. Players in these activities may only play as high as Under 12 grade.

Penalty: Forfeit to the team not at fault.

4.2. U12 Modified

- 4.2.1. The Ground Rules for U12 Modified will be as per "The Game Plan" (see Attachment 2 to these rules)
- 4.2.2. Clubs are to provide a minimum of one (1) representative per team (preferably from coaching staff) to attend mandatory Junior meetings

Penalty: Fine as per Schedule of Fines
- 4.2.3. Players in these activities may only play as high as Under 14 grade.

Penalty: Forfeit to the team not at fault.

5. U14 Ground Rules

- 5.1. Players shall be under 14 years of age (12 and 13 years) as at 31st December in the year fixtures commence and be registered to play in their own age group.
- 5.2. All U14 age eligible players must compete in the U14 competition to be permitted to play in a higher grade

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- 5.2.1 Where clubs do not have sufficient player numbers to enter a full team, they must liaise with BSA Development/Fixtures & Grading and other clubs to create combined teams for the purposes of ensuring the ongoing growth and development of the U14 Competition
- 5.3. The maximum time allowed for an U14 game shall be 75 minutes from the scheduled starting time.
- 5.4. The game shall be played on a 60' diamond with a 40' pitching distance.
- 5.5. The game shall be played with an Easton 804 model 11" leather softball. Teams will provide a minimum 1 game ball each per game.
- 5.5. Pitchers and Catchers may only participate in a battery position (or combination) for a maximum of three (3) innings per game
- 5.5.1. Exception: In the Grand Final, the pitcher and catcher restrictions do not apply
- 5.5.2. If a pitch is thrown in any innings, that will constitute an innings
- 5.5.3. Where a player participates in both the pitching and catching position in the same innings this will be classed as one (1) innings
- 5.5.4. A player that pitches for three (3) innings is not permitted to then catch for three (3) innings, or a player that catches for three (3) innings is not permitted to then pitch for three (3) innings. A player can pitch for one (1) innings and then catch for two (2) innings for a total of three (3) innings. The player is not permitted to participate any further in the pitching or catching positions. This applies to any combination of participating in the pitching and catching positions
- 5.5.5. Coaches are encouraged to promote player skill development through rotation in both infield and outfield positions
- 5.6. Approval must be requested for all U12 players to be Dual Registered into U14
- 5.7. To avoid a forfeit, an U14 team is allowed to 'pick-up' registered U14 players from other Clubs or lower graded players from other clubs.
- 5.7.1. For players playing up in a higher grade from within your club, their registered grade must be recorded beside their name on the scorecard
- 5.7.2. For players picked up from another club, the club and grade must be recorded beside their name on the scorecard
- 5.8. Pick-up players from another club, or where a club has 2 or more teams in the U14 grade, are not permitted to play in the battery position
- 5.9. U14 age players (12 and 13 years as at 31 December) are permitted an unlimited number of games in U16 and C grade. U14 may not play in games higher than C grade.
- Penalty: Forfeit to the team not at fault*
- 5.10. No automatic out will be played in U14 if a team has less than 9 players.
- 5.11. To assist with development of U14 competition, on-ground approval can be given by BSA Development/Fixtures & Grading to allow U14 games to proceed with 7 players due to extenuating circumstances. Where both teams are in attendance and all avenues to locate an 8th player have been unsuccessful the game can be approved to commence with 7 players
- 5.11.1. Where prior approval is obtained, U14 may start a fixture game with 7 players
- 5.11.2. Whenever there is 7 players, Ground Rule 5.10 will apply
- 5.11.3. A game that has commenced with 8 or 9 players but is reduced to 7 as a result of injury will be permitted to finish with 7 as per Ground Rule 5.11.2. Prior approval from BSA
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Development/Fixtures & Grading is not required where the game has commenced with a minimum of 8 players

- 5.12. U14 teams will be limited to a maximum of five (5) boys on the field at any one time, with maximum of three (3) on the infield
 - 5.12.1. Teams can have more than five (5) boys registered to a team but will be required to manage on field rotation to comply with Ground Rule 5.12
- 5.13. In U14 Grade, on-ground decisions can be made by BSA Development/Fixtures & Grading, in consultation with teams, to enhance game participation for players, and promote ongoing improvements for the competition
- 5.14. Clubs are to provide a minimum of one (1) representative per team (preferably from coaching staff) to attend mandatory Junior meetings

Penalty: Fine as per Schedule of Fines

6. U16 Ground Rules

- 6.1.1. Players shall be under 16 years of age (14 and 15 years) as at 31st December of the year fixtures commence and be registered to play in their own age group.
- 6.1.2. U16 will be limited to girls only being eligible to participate
- 6.1.3. All U16 age eligible girls must compete in the U16 Competition
 - 6.1.3.1. Where clubs do not have sufficient player numbers to enter a full team they must liaise with BSA Development/Fixtures & Grading and other clubs to create combined teams for the purposes of ensuring the ongoing growth and development of the U16 Competition
- 6.1.4. The maximum time allowed for an U16 game shall be 90 minutes from the scheduled starting time.
- 6.1.5. The game shall be played on a 60' diamond with a 43' pitching distance
- 6.1.6. The game shall be played with an Easton 888 model 12" leather softball. Teams will provide a minimum 1 game ball each per game.
- 6.1.7. U16 players are permitted an unlimited number of games in B grade and A2/A3 grade. Prior approval must be obtained for participation in A1 as per Ground Rule 6.1.7.1 U16 players are not permitted to play in C grade.
 - 6.1.7.1. Clubs must obtain approval from BSA Development/Fixtures & Grading prior to players participating in A1 grade. Clubs must assess the skill capability of each individual player before allowing them to participate in A1 grade. Players from the recognised feeder grades are to be considered primarily for playing up with U16 players an additional option to prevent forfeits if no players are available.
- 6.1.8. Approval must be requested for all U14 players to be Dual Registered into U16
- 6.1.9. U16 will be permitted to pick up from other U16 teams, or any U14 teams (girls only), to avoid a forfeit
 - 6.1.9.1. For players playing up in a higher grade from within your club, their registered grade must be recorded beside their name on the scorecard
 - 6.1.9.2. For players picked up from another club, the club and grade must be recorded beside their name on the scorecard
- 6.1.10. Pick-up players from another club, or where a club has 2 or more teams in the U16 grade, are not permitted to play in the battery position
- 6.1.11. To assist with development of U16 competition, on-ground approval to be given by BSA Development/Fixtures & Grading to allow U16 games to proceed with 7 players due to extenuating circumstances. Where both teams are in attendance and all avenues to

locate an 8th player have been unsuccessful the game can be approved to commence with 7 players

6.1.11.1. Where prior approval is obtained, U16 may start a fixture game with 7 players

6.1.11.2. Whenever there is 7 players, each turn at bat of the 8th player shall be recorded as an OUT. Each turn at bat of the 9th player shall NOT be recorded as an out

6.1.11.3. A game that has commenced with 8 or 9 players but is reduced to 7 as a result of injury will be permitted to finish with 7 as per Ground Rule 6.1.11.2. Prior approval from BSA Development/Fixtures & Grading is not required where the game has commenced with a minimum of 8 players

6.1.11.4. U16 Girls games commencing with 8 players or reduced to 8 players as result of injury will be played as per Ground Rule 10.10

6.1.12. In U16 Grade, on-ground decisions can be made by BSA Development Fixtures & Grading, in consultation with teams, to enhance game participation for players, and promote ongoing improvements for the competition

6.1.13. Clubs are to provide a minimum of one (1) representative per team (preferably from coaching staff) to attend mandatory Junior meetings

Penalty: Fine as per Schedule of Fines

7. U18 Ground Rules

7.1. U18 Age Eligible in Senior Grades

7.1.1. Players age eligible for under 18 (16 and 17 years) as at 31st December of the year fixtures commence are permitted to register in A grade or B grade suitable to player skill level.

7.1.1.1. U18 age eligible players are permitted an unlimited number of games in A grade.

7.1.2. U18 age eligible players are not permitted to play in C grade. Exceptions to this must be submitted to Fixtures & Grading for approval detailing player skill level. U18 age eligible players approved to registered to C grade will not be permitted to play higher than B2 grade.

7.2. U18 Competition

7.2.1. Players shall be under 18 years of age (16 and 17 years) as at 31st December of the year fixtures commence

7.2.1.1. Development players under 16 years of age (14 and 15 years) as at 31st December of the year fixtures commence will be permitted to participate in the U18 Competition

7.2.2. U18 will be limited to girls only being eligible to participate

7.2.3. U18 Competition will be permitted to pick up from any U16 grade teams.

7.2.4. U18 Competition will also be permitted to pick up from any U18 teams to avoid a forfeit.

7.2.5. U18 Competition are not allowed to use pick up players on the field or DP/flex while their own U18 players are on the bench, or replace players with pickups unless they are not at the park or injured in the game.

7.2.6. Pickups will be allowed to play in the battery position for U18 Competition where the regular or recognised battery for this team is not in attendance or injured during the course of the game and use of pickups in the battery will avoid a forfeit.

7.2.6.1. Prior approval must be obtained from BSA Development/Fixtures & Grading before pickup players are permitted to play in batter

Penalty: Forfeit to team not at fault

- 7.2.7. There is no restriction on use of players that fill in for their own club from U16 to U18
- 7.2.8. Preference is for teams to source players from within their club, however duty of care must be considered for any U16 player that is not of a suitable skill level. The objective is to maintain teams playing and avoid forfeit situations. The use of pickup players will be monitored by BSA Development/Fixtures & Grading

8. Senior Grades

- 8.1. For C Grade the game shall be played on a 60' diamond with a 40' pitching distance.

9. Seniors Playing in a Higher Grade

- 9.1. All senior players are permitted an unlimited number of games in their Club's next highest grade. With the exception of U18 age eligible in senior grades as per Ground Rule 7.1
- 9.2. Senior players may play in teams 2 or more grades above their registered grade for a maximum of four (4) times. Playing a 5th game in that team will result in an upgrade.
- 9.3. When a Club has two (2) or more teams in the same division in a Senior grade, feeding across is not permitted unless the Club does not have a suitable feeder team. If approved, the following will apply:
 - 9.3.1. Team 1 may feed from Team 2
 - 9.3.2. Team 2 can only feed from a lower grade in their Club and/or any U16 team within the Association
 - 9.3.2.1. Ground Rule 6.1.7 applies for consideration of U16 feeder to A1 teams
 - 9.3.2.2. Determination of a suitable feeder team is at the discretion of the Board of Management
- 9.4. When a Club has three (3) or more teams in the same division in a Senior Grade, feeding across is not permitted unless the Club does not have a suitable feeder team. If approved, the following will apply:
 - 9.4.1. Team 1 may feed from Team 3
 - 9.4.2. Team 2 may feed from Team 3
 - 9.4.3. Team 1 and 2 are not permitted to 'cross feed'
 - 9.4.4. Team 3 can only feed from a lower grade in their Club and/or any U16 team within the Association.
 - 9.4.4.1. Ground Rule 6.1.7 applies for consideration of U16 feeder to A1 teams
 - 9.4.4.2. Determination of a suitable feeder team is at the discretion of the Board of Management.

10. General Rules

10.1. Game Times

- 10.1.1. The maximum time allowed for all fixture games at U16 level and above shall be 90 minutes. Exception:
 - 10.1.1.1. A1 and A2 will play a full 7 innings or 105 minutes and the completion of the current innings.
 - 10.1.1.2. In situations where the innings are even and there is five (5) minutes or fewer remaining until the scheduled finishing time, the Umpire may declare the game.

10.2. Scorecard

- 10.2.1. All details on scorecard to be completed in biro – team name, number, diamond, time, opposition team, player names, coach signature, game result, game officials and award votes (*refer attachment 5*)
- 10.2.2. Game officials must be completed on back of card – officials must be registered in Database to participate in any game
- 10.2.3. Full name (as registered in Database) of team players to be entered on scorecard
- 10.2.4. Registered grade of any Player playing up in a higher grade, or registered club and grade of any pick-up player, must be recorded beside their name.
- 10.2.5. New registrations and permits must be completed in the on-line database prior to player/official participating in any fixture game. The penalty for playing an unregistered player/official or no permit request being visible in the on-line database for the player/official will be a forfeit to the non-offending team and \$100 fine for each infringement.
- 10.2.6. Each team shall be responsible for exchanging the Scorecard with the opposition prior to the game.
- 10.2.7. Each team shall be responsible for returning the Scorecard to the Office immediately on completion of the game.

Penalty: see schedule of fines for any of the above infringements

- 10.2.8. Teams shall enter votes for awards on the reverse side of the scorecard. BSA will tabulate votes for presentation of awards at the Association's Night of Celebrations at season end, as detailed at Section 10.27.

10.3. Result of the Game

- 10.3.1. In fixture games where the allocated time has expired, the score shall revert to that of the last completed innings, except:
 - 10.3.1.1. that if the team second at bat has more runs when time expires, or,
 - 10.3.1.2. in its incomplete innings has tied the score, the score shall stand.
 - 10.3.1.3. fixture games not completed within 90 minutes (or 105 minutes for A1, A2 as per Ground Rule 10.1.) shall be regulation even though five (5) innings may not have been played.

10.4. Tie-Breaker

- 10.4.1. The tiebreaker shall be used in fixture games for all grades from U14 and above and shall commence at the top of the 8th innings should time permit.

10.5. Run Ahead Rule

- 10.5.1. All grades will play the International and National Championship Run Ahead rules:
 - 15 runs after 3 completed innings
 - 10 runs after 4 completed innings
 - 7 runs after 5 completed innings

10.6. Intentional Walk Rule

- 10.6.1. The intentional walk rule shall not apply to any BSA Women' or Men's fixtures, or finals series matches.

10.7. Warm Up

- 10.7.1. No team shall use the infield of any diamond for a warm-up prior to any fixture game.
- 10.7.2. A five (5) minute warm-up by each team on the diamond shall be permitted prior to all finals.

10.7.3. Balls are not to be hit into diamond fences at any time.

10.7.4. Only whiffle balls, soft foam balls or similar are to be used for warm up batting on Downey Park.

Penalty: Fine as per Schedule of Fines

10.8. Warm up Pitches

10.8.1. All Persons receiving warm up pitches must wear full protective gear.

10.9. Notification of Changes and/or Substitutions

10.9.1. Umpires shall be notified of all changes and /or substitutions during the fixture game.

10.9.2. Coaches shall be responsible for notifying the opposition statistician of all changes and/or substitutions.

10.10. Eight (8) Players Rule

10.10.1. In U18, B, C and below grades, a team may start a fixture game with eight (8) players. An A grade team cannot start with eight (8) players

10.10.2. Whenever there is eight (8) players, each turn at bat of the ninth (9th) player shall NOT be recorded as an OUT.

10.10.3. All grades will be permitted to finish a game with eight (8) players only if there is no legal substitute available.

10.10.4. Should a legal ninth (9th) player become available, the player may enter on arrival at the game. The plate umpire is to be notified prior to the player entering the game and the player is to be added to the scorecard at that time. The plate umpire will inform the opposition of the ninth (9th) player entering the game

Penalty: Any infringement of the above will result in a forfeit to the team not at fault.

10.11. Pick Up Players

10.11.1. To avoid a forfeit, a team playing in a club's lowest graded team in the afternoon fixtures shall be allowed to 'pick-up' a maximum of four (4) registered players from other clubs in that grade or below.

10.11.2. Teams must use their own registered team players before pick up players from other clubs can be used.

10.11.3. The player's name, Club and grade must be written on the scorecard.

10.11.4. Pick-up players are not allowed to pitch.

10.11.5. Pick-up players may not be used in finals matches unless approval of BSA is granted.

Penalty: Infringing team will be awarded a loss

10.12. Catcher and/or Pitcher on Base

10.12.1. In any innings where there are two (2) out the catcher or pitcher of the batting team who is on base, may be replaced by another player listed on the game card.

10.12.2. This replacement base runner is not deemed a substitute.

10.12.3. Only one replacement base runner may be used on base at any one time. i.e. the pitcher and catcher CANNOT both be replaced if on base at the same time.

10.13. Uniform

10.13.1. Players and coaches shall be in their correct player or Club Official uniform as per the BSA By-Laws.

10.13.2. New players will have three (3) weeks from the time of registration to obtain the correct uniform.

10.13.3. Player Umpires must wear closed-in footwear and Club shirt while umpiring.

Penalty: The scorer will note the infringement on the scorecard and fine imposed as per the schedule of fines.

10.14. Protective Equipment

10.14.1. Batting helmet, catcher's helmet, catcher's mask, throat protector, chest protector and leggings must be worn in accordance with the Official Rules of Softball.

10.14.2. For U16 and below competitions where the batter will face a pitched ball batting helmets with protective grill will be compulsory for all batters. This can be replaced by a batting helmet when batter becomes batter-runner on base.

10.14.2.1. This will apply for all U16 and below players filling in for higher grades

10.14.3. For U14 and below competitions fielder face masks will be compulsory for all players in the pitching position and strongly recommended for all players in infield positions

10.14.3.1. This will apply for all U14 and below players filling in for higher grades

10.15. Smoking and Consumption of Alcohol

10.15.1. Smoking is strictly prohibited by all participants during the scheduled game time, as per Queensland Government Guidelines for smoking in public areas and sporting venues.

10.15.2. Alcohol is strictly prohibited on Downey Park during fixtures and BSA approved activities, other than in designated licensed areas.

Penalty: The scorer will note the infringement on the scorecard and fine imposed as per the schedule of fines.

10.16. Protests

10.16.1. Protests will only be received on issues involving a misinterpretation of a rule, the failure of the Umpire to apply the correct rule or a failure to impose a correct penalty for the violation of a rule.

10.16.2. The Umpire must be notified at the time of the incident and before the next pitch, of the intention to protest.

10.16.3. The statistician must note on the back of the score card:

- position of runner
- the count
- the batter
- the innings and the number of outs
- the time of the incident

10.16.4. The protest must be in writing and accompanied by the prescribed fee.

10.16.5. The protest must be filed as soon as possible after the completion of the game, or by the conclusion of the day's fixtures.

10.16.6. A fee of \$20 shall be lodged with the details of the protest. This fee will be refunded if the protest is upheld.

10.16.7. Two (2) members of the BOM shall review protests received with one (1) member of BSUA.

10.16.8. The BOM decision in relation to the protest shall be final.

10.17. Ejection from Game

- 10.17.1. A player or official ejected from a game; shall be reported to the Secretary BSA by the Umpire at the conclusion of the game.
- 10.17.2. The Umpire shall complete an Advice of Ejection of Player/Official (BSA F2.14) form.
- 10.17.3. An Incident Report Form (BSA F2.15); shall be submitted by the Umpire/s within 24 hours of the ejection.
- 10.17.4. An Ejected Player/Official Incident Report Form (BSA F.2.16); shall be submitted by the ejected person within 24 hours of the ejection.

10.18. Injury

- 10.18.1. All injuries must be reported to the on duty sports medicine person, even if the outcome does not require further action. The injury is to be noted on the back of the scorecard and at the point in the game in the scorebook. The injury is to be recorded on the Injury Report Log (BSA F2.17) and the Injury Report Form (BSA F2.18) for more serious injuries by the Sports Medic on duty or, if no medic is present, by a club official and submitted to the BSA Secretary by the end of that day's fixtures.

10.19. First Aid

- 10.19.1. BSA will provide a first aid officer at fixtures, located in the gazebo near the main grandstand. Treatment may be sought at the gazebo or by contacting the first aid officer on 0488 757 101 for assistance at a diamond. The first aid officer will coordinate the calling of ambulance assistance as required.

Note: Club members, officials or spectators are not to call for ambulance assistance unless the injury is deemed life threatening. Non-compliance will result in the club of the injured player being required to pay the cost of ambulance call out.

10.20. Cleaning of Blood Affected Areas

- 10.20.1. The Umpire shall ensure that any area of the playing field soiled by blood be effectively cleaned prior to the game continuing. The management of the withdrawn player's team shall be responsible for cleaning any soiled area in the proximity of the "bench or dugout"

10.21. Metal Cleats

- 10.21.1. Metal cleats may only be worn by players in A1, A2, A3 and U18 on diamonds 1 and 2 at Downey Park.
- 10.21.2. Metal cleats must not to be worn on any other diamonds.
- 10.21.3. Players found to be wearing metal cleats on diamonds other than 1 or 2 will be required to remove immediately and names are to be listed on score card for penalty infringement to be issued.

Penalty: fine as per Schedule of Fines

10.22. Codes of Conduct

- 10.22.1. All players, officials, parents and spectators are required to comply with the behaviour provisions outlined in the relevant SQI Code of Conduct. The Codes of Conduct are on the BSA website.

10.23. SQI and BSA Zero Tolerance Policy

- 10.23.1. SQI Zero Tolerance Policy and Procedures shall be applied as per the Policy. Full details of this policy are available at www.qld.softball.org.au under the Resource Library.

10.24. Semi Final, Preliminary Finals and Grand Finals

- 10.24.1. A finals series shall be played in U14 and all grades above.
- 10.24.2. The top four (4) teams in each of the grades with four (4) or more teams shall be considered eligible for the finals series.
- 10.24.3. All teams in grades with three (3) or less teams shall be considered eligible for the finals series.
- 10.24.4. The finals format shall be determined by BSA. Format for finals shall be based on the number of team registrations received for each grade.
- 10.24.5. In the U14 grade all games in the finals series shall be limited to seven (7) innings or a time limit of one (1) hour and thirty (30) minutes, provided an innings once commenced shall be completed.
- 10.24.6. In U16 and above grades, with the exception of A1 and A2, all games in the finals series shall be limited to seven (7) innings or a time limit of one (1) hour and forty-five (45) minutes, provided an innings once commenced shall be completed.
- 10.24.7. In games where the 1 hour 30 minutes or 1 hour 45 minutes time limit applies, the Umpires shall determine whether to commence a new innings by averaging the time taken to complete previous innings.
- 10.24.8. In A1 and A2 grade, the Finals series of games shall be seven (7) innings duration.
- 10.24.9. In the event of games being cancelled due to bad weather or other reason, the games will be replayed at a time determined by the BSA if possible. Should this not be possible, the finals series will be shortened by one week with the lowest ranked team at the time the game was cancelled dropping out.

10.25. Tie Breaker

- 10.25.1. In U14 finals series games the tiebreaker shall commence at the top of the next new innings after the expiration of the one (1) hour and thirty (30) minutes time limit.
- 10.25.2. In the final series for U16 and above grades, with the exception of A1 and A2, the tiebreaker shall commence at the top of the eighth (8th) innings or, at the top of the next new innings after the expiration of the one (1) hour and forty-five (45) minute time limit.
- 10.25.4. In A1 and A2 grades the tiebreaker shall commence at the top of the eighth (8th) innings

10.26. Fines and Penalties

- 10.26.1. Fines and penalties applicable for non-compliance with the provisions of BSA By-Laws and Ground Rules are detailed the Schedule of Fines at **Attachment 3**.

10.27. Association Awards Voting

- 10.27.1. Coaches of A Grade teams and U18 will collaborate at the end of each game to determine the best three (3) players from both teams combined (only three (3) players nominated not three (3) from each team). A total of 6 points only per game are awarded
- 10.27.2. All other senior, U16 and U12 grades will nominate three (3) players as below:
 1. Three (3) points to best player from opposition team
 2. Two (2) points to next best player from opposition team
 3. One (1) point to next best player from opposition team
- 10.27.3. U14 grade will nominate three (3) players as below:
 1. Three (3) points to best player from opposition team

2. Two (2) points to next best player from opposition team
 3. One (1) point for Spirit award – any player in that game who played in the spirit of the game
- 10.27.4. Nominations are to be recorded on the back of the scorecard as per Section 10.2.1 as follows:
- x points "name" "team"
 - x points "name" "team"
- 10.27.5. Only players registered in the Grade are eligible to receive votes, no pick-up or fill-in players can receive votes.
- 10.27.6. Coaches of T-Ball and SIS grade will assess players over course of the program and provide most improved nomination to BSA Coordinator prior to Junior Awards Night. The BSA Coordinator in consultation with F&G and Dev Team will review nominations and decide on overall most improved recipient for T-Ball and SIS grade.

10.28. Coaching Accreditation

- 10.28.1. All club team head coaches must have a minimum Level One Accreditation or provide evidence that Level One Accreditation has been commenced for the current season
- 10.28.2. Clubs will advise accreditation details for team head coaches:
1. Name
 2. Level
 3. Reference Number
 4. Expiry
- 10.28.3. Clubs will advise Level One Accreditation being undertaken for team head coaches:
1. Name
 2. Commencement date

10.29. Underage players umpiring afternoon games

- 10.29.1. Juniors under 16 years of age, shall not be appointed by their club, to umpire U16 or Senior grade games
- 10.29.2. If the Juniors are accredited umpires who wish to officiate in U16 or Senior grades in BSA competitions, they must register their interest with BSUA, so that BSUA can determine if they have the experience necessary for higher grades. If required, BSUA will ensure they are allocated a suitably experienced umpire to accompany them on games.

10.30. Permanent Disability

- 10.30.1. A player with an identified permanent disability, who is approved in writing by the BOM prior to playing their first game of the season, shall be entitled to use a replacement base runner, once they have reached base safely
- 10.30.2. This replacement base runner must be another player listed on the game card.
- 10.30.3. This replacement base runner cannot be one of the next four (4) batters scheduled to bat.
- 10.30.4. This replacement base runner is not deemed a substitute

10.31. Junior Release Form

- 10.31.1. A Junior Release Form (attachment 3) must be submitted to BSA Secretary for every player before they participate in any games above their registered age group. This includes dual registered players.
- 10.31.2. Clubs and parents/guardians are to consider the following criteria when selecting juniors to play in a competition above their age level. This is to ensure that the player can effectively compete in the relevant competition:
1. The maturity level of the player
 2. The physical strength of the player
 3. The skill level of the player
 4. The positions to be played
 5. The players level of game knowledge
- 10.31.3. The parent/guardian of a player under 18 years of age must sign the BSA Junior Release Form, in addition to the Clubs Secretary, in order for an underage player to participate in a competition above their age.

10.32. Diamond Home Run/Dead Ball Clarification

- 10.32.1. Diamond 4 – If the ball hits or rolls to the diamond 1 fence, trees, or either diamond 5 or 6 the ball is played out. If the ball is hit over the diamond 1 fence it is considered a home run. If the ball becomes lodged in a tree or is obstructed by a spectator, the batter is given 2 bases.
- 10.32.2. Diamond 6 - If the ball hits or rolls near hockey field or anywhere else, the ball is played out.
- 10.32.3. Diamond 13 – If the ball bounces into the building area the batter is given 2 bases. If the ball goes over or hits the building on the full the batter is given a home run. If the ball rolls down to creek fence past the tree line, it is considered a home run. (Due to slope of ground and risk of injury if players trip on tree roots). If the ball hits or rolls to the diamond 12 fence or trees, the ball is played out. If the ball becomes lodged in a tree, the batter is given 2 bases.
- 10.32.4. Diamond 15 – If the ball hits or rolls near the fence or anywhere else, the ball is played out.
- 10.32.5. Diamond 16 – If the ball rolls down to creek fence past the tree line, it is considered a home run. (Due to slope of ground and risk of injury if players trip on tree roots).

Attachments

1. SIS Game Plan
2. U12 Modified Game Plan
3. Schedule of Fines and Penalties
4. Junior Release form
5. Scorecard example

Attachment 1: Swing into Softball Game Plan

1. Swing into Softball (SIS) is a Softball Queensland program to revamp the junior level competition to:
 - a. make it more fun and better teach the basic skills of the game;
 - b. to help with our retention of the juniors by making the programme fast and engaging
2. Players will not be dressed in traditional club uniforms but wear SIS identifiable clothing and cap based on nominated club colours from the range available.
3. SIS replaces T-ball and 3 Pitch for the first 8 weeks of the season leading up to the Christmas break. Then, after the holidays, a 6 week follow-on program will have a similar format but start to develop game skills in T-ball or 3-Pitch.
4. SIS may not always use softball equipment – the fundamental skills of catching etc. will be covered by fun game sense approach whilst learning basic co-ordination skills and achieving set goals.
5. Coaches of SIS should be qualified Softball Community Coaches Program (SCCP) to ensure they have the right skills to and understanding of a games-based program known as the Game Sense Approach.
6. The focus of the program is not on winning or technique, but on maximising involvement and participation using modified games based on the prompt cards provided at SCCP training courses
7. SIS sessions will take the form of a planned 30 minute activity session for a combined group of players from both teams, followed by a 35 minute modified T-Ball / Softball game with a game sense approach.
8. Players should be organised into ability groups to maximise the learning opportunity and ensure players participate in a safe environment.
9. The first 8 weeks activity program will be based around basic running, throwing and hitting skills aimed at entry level junior players. The full 8 week program will be prepared and provided to club coaches, so they can collaborate on these activities each week, ensuring the participants get a consistent experience.
10. The second 6 week extension program will build on the experiences of the first 8 weeks and incorporate more game-like situations where the learnt skills can be utilised.

Attachment 2: U12 Modified Game Plan**STRATEGY**

Teams take it in turn to bat and field until 3 outs are made in the innings, or the team at bat has scored 5 runs in their turn at bat. All players should take the field during the game. Ensure that fielding positions are rotated each innings and that everyone has a bat in every innings.

TEAMS

1. Players shall be under 12 years of age (8 to 11 years) as at 31st December in the year fixtures commence and be registered to play in their own age group
2. All U12 eligible players must compete in the U12 competition to be permitted to play in a higher grade
3. A team shall consist of 7 registered players
4. A team may use 6 and above registered players in the game, with a maximum of 9 players permitted on the field at any one time
5. Teams may borrow players from the opposition or other teams to equal playing numbers
6. Pick up players from another club, or where a club has 2 or more teams in the U12 grade, are not permitted to play in the battery position
7. A designated hitter or player shall not be used
8. All players shall bat and field in every game

GAME TIME

1. The game will be played for 75 mins
2. In situations where the innings are even and there is five (5) minutes or fewer remaining until the scheduled finishing time, the Coach may declare the game.
3. Team coaches will be responsible for umpiring the game
4. Fielding coach to stand behind pitcher and call strikes/balls and provide guidance to pitcher and infield players with skill work while on the diamond. A second fielding coach can be positioned in the outfield to also provide assistance to the players. This is not mandatory but is acceptable if it assists with maintaining player focus and increasing participation.

Injury Time

1. Umpire & coaches agree to equal allocated time for duration of game where possible

PLAYING FIELD

1. The game shall be played on a 55' or 60' diamond
2. The pitching distance shall be 30' to 35' (a comfortable distance for the player to pitch)
3. The pitching coach should stand approximately 30ft from home plate and try to deliver the ball across the plate without leaving the pitching circle

EQUIPMENT**Ball**

- Low impact or incrediball - Size 11 inch

Glove

- Each fielding player must wear a fielding glove

Bat

- A regulation bat with non-slip grip covering the handle. The length/weight of the bat should be suitable for the size (height/strength) of the players

Helmet

- Refer Ground Rule 10.14.2: Batting helmets with grill must fit properly and be worn by batters until they become a base runner. Base runners can change to a batting helmet without grill only once they have become a base runner.

Fielder Face Masks

- Refer Ground Rule 10.14.3 Fielder face masks must be worn for all players in the pitching position. The use of fielder face masks for all players participating in infield positions is strongly recommended. This will apply for all U12 players filling in for a higher grade. Fielder face masks are available for loan at the BSA Office.

Catching Equipment

- All catchers are to wear chest protector, catcher's helmet, face mask with throat protector, leg guards and glove or mitt

UMPIRING

1. Club coaches will "manage" the games within the philosophy of the game
2. All softball rules apply except as specified in these rules
3. Infield fly rule does not apply.
4. Run Limit rule shall apply. The half innings will be declared closed when the 3rd out is made, or the 5th run in that half innings crosses home plate (regardless of the number out). The Run Ahead (Mercy) rule will not be applied.

COACHES

1. Up to 2 coaches are permitted on the field. The umpire coach behind the pitcher and the 2nd in the outfield to verbally assist players in defence
2. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding

(PENALTY: Batter is awarded second base; all other base runners advance two bases)

3. Coaches must wear at least the club uniform shirt and be neatly attired
4. No open-faced shoes such as thongs or sandals are permitted
5. Pitching Coach should wear a glove for protection and setting example for U12 players.

PITCHING

1. The pitcher pitches to a maximum count of 3 strikes and 3 balls on each batter
2. The coach comes in to pitch when the batter has 3 balls. The count reverts to nil
3. There is no limit on the number of foul balls hit by batter (as per U14). If batter swings and misses on strike 3 played out or dropped 3rd strike rule applies (as per U14)
4. There is no limit on the number of bases the batter can run for a hit off coach pitch
5. There are NO walks in U12 Modified Softball

CATCHING

1. When the catcher blocks/stops the ball from passing him/her and then makes a play at a runner advancing to second, the runner on third may run home. (Note this is a normal softball situation and catchers should be encouraged to play the lead runner)

BATTING ORDER

1. All players' names are to appear on the scorecard. This is the batting line-up
2. The same batting order must be followed throughout the game. All players' bat
3. The team bats for 10 minutes regardless of number of outs made

4. Run Limit rule shall apply. The half innings will be declared closed when the 3rd out is made, or the 5th run in that half innings crosses home plate (regardless of the number out). The Run Ahead (Mercy) rule will not be applied
5. Coaches are encouraged to rotate players through the batting order each week to ensure that each player bats in a different part of the order each week

BATTING

1. After 3 balls on the batter, the count returns to nil and the batter receives 2 balls pitched by their own coach. If batter swings and misses on strike 3 played out or dropped 3rd strike rule applies (as per U14)
2. If a batter bunts foul after two strikes, there shall be no penalty "foul ball" shall be called by the umpire and the batter told not to bunt again
3. A foul ball shall count as a strike from a player pitcher (as per normal softball). There is no limit on the number of foul balls a batter can hit from a player pitcher
4. After 3 strikes pitched by a player pitcher and the 3rd strike caught by the catcher, the batter retires (as per normal softball)
5. Dropped 3rd strike rule does apply. After 3 strikes pitched by a player pitcher and the 3rd strike is dropped by the catcher the batter is out, regardless of whether the call is caught by the catcher or not, if less than 2 out and 1st base is occupied. Where there are loaded bases, the runner from 3rd can advance on a passed ball if it is the 3rd strike
6. When a batter is hit by a pitched ball, the batter will be awarded 1st base. This is to align with learning and game structure when progressing to U14 Players should still be encouraged to hit the ball when they are batting.

Strike

1. Strike Zone – (Modified). Any ball delivered by the pitcher that passes over the plate between the batter's shoulders and higher than the batter's knees, within easy reach of the bat.
2. Strike. It is a strike if the ball passes through the strike zone or the batter swings at the pitch and misses the ball

FIELDING

1. Players are permitted to pitch and catch in any one game
2. A pitcher and catcher may pitch or catch no more than two innings total per game
3. Pitchers and catchers must rotate to the outfield after their pitching or catching inning
4. Fielders rotate defensive positions per game. Players are permitted to play in the outfield for a maximum of one innings per game

OUTS

Normal rules of softball apply

BASE RUNNING

Base Runners may not advance: -

1. There is no limit on the number of bases the batter/ base runners may advance on a ball hit from the coach's pitching
2. When a ball is in play and is over-thrown into foul territory. Runners may only advance one base after the ball has passed into foul territory
3. When a ball is in play and is over-thrown into fair territory. Runners may only advance one base after the ball has been over-thrown
4. **Stealing home on a pass ball is NOT PERMITTED**. The only exception is where a play is made by the catcher on dropped 3rd strike and stealing the base would be accepted play in U14/U16

SCORING

1. Score 1 point for each run scored

Attachment 3: Schedule of Fines and Penalties

Non Compliance	Penalty
Forms	
On-line database registration not completed before new player/official' first game	\$100 Loss of points for games played unregistered
On-line permit not submitted in database before player/official's first game	\$100 Loss of points for games played unregistered.
Attendance	
Working Bee minimum of two (2) per Club	\$100 / person
Advertised meeting one (1) per club	\$100 / person
Junior meeting one (1) per junior team	\$25 / person
Teams	
Withdrawn team after acceptance before grading	\$25
Withdrawn team after grading before draw completed	\$100
Withdrawn team after draw completed before first fixture	\$150
Withdrawn team after start of fixtures within 30 days	\$200
Withdrawn team after start of fixtures after 30 days	\$300
Players/Coaches/Score Cards	
Unregistered Player/Official	\$10 per player/official Loss of points if game won
Scorecard initials instead of name	\$5 per player
Scorecard unreadable	\$10
Scorecard grade not on card	\$10
Scorecard not received within 48 hrs	\$50
Scorecard not received within 7 days	\$100 additional
Scorecard pickup player club/grade not shown	\$20 per player
Players / coaches not in uniform	\$20 per person

Use of hard balls in warm up	\$100
Smoking or consumption of alcohol outside of designated areas	\$50 per person
Wearing metal cleats on diamonds other than Diam 1 and 2	\$25 per person
Forfeit	
Forfeit 1st offence	Warning
Forfeit 2nd offence and thereafter	\$150 per game Loss of 3 points
Umpiring	
Non-attendance at lectures	\$20 per attendee
Umpiring non-attendance Senior Games	\$50 per player Loss 3 points
Umpiring non-attendance Junior Games	\$50 per player
Umpiring not in club uniform	\$20
Umpiring not wearing a mask and or chest plate	\$20
Umpiring incorrect footwear	\$20
Umpiring late 15 mins (unless late due to playing commitments)	\$20
Protest	
Protest	\$20 (refunded if upheld)
Fees & Fine payments: Where fines are not paid by due date \$100 +10%/week until paid.	

Attachment 4: Junior Release form

Junior Release Form

Clubs and parents/guardians are to consider the following criteria when selecting juniors to play in a competition above their age level. This is to ensure that the player can effectively compete in the relevant competition:

1. The maturity level of the player
2. The physical strength of the player
3. The skill level of the player
4. The positions to be played
5. The players level of game knowledge

Note: The parent/guardian of a player Under 18 years of age must sign the BSA Junior Release Form, in addition to the Clubs Secretary, in order for an underage player to participate in a competition above their age.

Form to be submitted to BSA Secretary after completion

Participants Name: _____

Date of Birth: _____

Participants Club: _____

By Signing below, I confirm that the person named on this form meets the age guidelines listed above on the form:

Parent/Guardian Signature Print Name Date

Club Secretary Signature Print Name Date

Attachment 5: Scorecard Example

BRISBANE SOFTBALL ASSOCIATION INC.
SCORECARD
To be completed legibly in pen

Team: PACERS No. 1 Grade: A3
 Time: 2-30 Date: 21/10/19 Diamond: 10
 Opposing Team: WALKERS 3

BATTING ORDER			
Surname (Block Letters)	Given Name	POSITION (Number)	PUP/DR **
1.	SMITH HELEN	4	
2.	WILSON ANNA	3	
3.	TURNER LINDA	6	U16DR
4.	GREEN JULIE	2	
5.	BLACK CHRISTINE DP		
6.	JONES LAURA	5	
7.	CAMPBELL JODIE	9	
8.	JACKSON VANESSA I		
9.	BERRY KAREN	8	
10.	BALL SUE	7	

Bench

11.	McNAMARA WENDY	BI
12.	BRIDGE NARELE	BI
13.		
14.		

** All play-up/pick-up/dual registered players must be indicated with club/grade/DR status
 Number of players out of uniform

Coach's Signature: H Smith
 All game day officials must be noted on back of card

Result

<input checked="" type="checkbox"/> Won	RUNS FOR	<u>7</u>	OFFENSIVE INNINGS	<u>5</u>
<input type="checkbox"/> Drawn	RUNS AGAINST	<u>6</u>	DEFENSIVE INNINGS	<u>5</u>
<input type="checkbox"/> Defeated				

1	2	3	4	5	6	7	8	9	10
0	2	1	2	2					

Umpires	Club	Team No.	Signature
Plate	<u>ALLSORTS</u>	<u>2</u>	<u>K Winton</u>
Base	<u>ALLSORTS</u>	<u>2</u>	<u>J Sumner</u>

Team to return fully completed scorecard to BSA office on completion of game.

Game Day Officials

Coach: H SMITH
 Assistant Coach: J SMITH
 Scorer: W CONNOR
 Manager: J HILL

Facilities/Grounds Issues

D10 3RD BASE
DISLODGED DURING
GAME

Injuries
 Report all injuries to B.S.A First Aid Personnel

Time incident occurred:
 Innings:
 Who was injured:
 What happened (briefly):

COMPLETE AS REQUIRED DETAILS

Association Awards - Voting

3 Points: NAME
 2 Points: NAME
 1 Points: NAME