

ORANGE AND DISTRICT SOFTBALL ASSOCIATION INC.

COMPETITION RULES

<u>RULE</u>	<u>TOPIC</u>	<u>PAGE</u>
1.	COMPETITION – GENERAL	2
2.	COMPETITION – STRUCTURE	2
3.	REGISTRATION OF TEAMS	4
4.	REGISTRATION OF PLAYERS AND OFFICIALS	4
5.	CLEARANCES AND PERMITS	5
6.	UNIFORMS	5
7.	ELIGIBILITY OF PLAYERS – PRELIMINARY SERIES	6
8.	MATCH RULES – PRELIMINARY SERIES	7
9.	ELIGIBILITY OF PLAYERS – FINAL SERIES	9
10.	MATCH RULES – FINAL SERIES	10
11.	WET WEATHER	10
12.	SCORING AND RESULT SHEETS	10
13.	FORFEITS	11
14.	PROTESTS – COMPETITION RULES	11
15.	PROTESTS – UMPIRES' DECISIONS	11
16.	EJECTION OF PLAYERS/OFFICIALS	12
17.	ROSTERED CLUB UMPIRING AND GROUND DUTIES	13
18.	FINES AND PENALTIES	13
19.	REPRESENTATIVE SELECTION	14
App A	PARENTS CODE OF BEHAVIOUR	15
App B	OFFENCES & RECOMMENDED PENALTIES	16
App C	SOFTBALL NSW MODBALL RULES	17
App D	ODSA Tee Ball Rules	21

COMPETITION – GENERAL

- 1.1. The Competition will be conducted under the official rules of softball as adopted by the Australian Softball Federation Inc. (ASF), the Softball New South Wales Association Inc. (SNSWA) and under the competition rules published by Orange and District Softball Association Inc. (ODSA).
- 1.2. The interpretation of the Competition Rules is the responsibility of the ODSA Competition Rules Committee, hereinafter called the Committee.
- 1.3. The Committee reserves the right to vary any of the Competition Rules. If special circumstances as deemed by the committee warrant such action, any variation to the rules will be notified to club representatives.
- 1.4. For the purposes of the Competition Rules the Committee will be made up of the following members:
 - President
 - Secretary
 - Umpiring Convenor
 - Junior & Senior Competition Secretaries
 - 2 Financial Senior representatives, being Player or Official to be elected by a general meeting who are not holding executive positions with the ODSA.

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 Leagues, namely Senior, Junior, Modball and Teeball, ranked in that order. B Mixed will be a separate social competition.
- 2.3. Matches will be played at the time and place set down for play in the competition draw unless otherwise directed by the Committee or the Competition Secretaries.
- 2.4. Senior League – Structure will be decided once team registrations have been received.
- 2.5. Junior League – Structure will be decided once team registrations have been received.
Players in Junior League must be aged as follows:
 - Youth – boys must be aged under 19 as at 31st December in the year of the competition, girls must be 19 or under as at 31 December in the year the competition starts
 - 17's – boys must be aged under 17 as at 31st December in the year the competition starts, girls must be 17 or under as at 31 December in the year the competition starts
 - 15's – boys must be aged under 15 as at 31st December in the year the competition starts, girls must be 15 or under as at 31 December in the year the competition starts
 - Modball (U13's) – must be aged 12 or less as at 31st December in the year the competition starts
- 2.6. Modball (U13's) – Separate Boys and Girls competition may proceed provided there are no less than 4 teams in each gender category. Girls may play in the boys competition
- 2.7. Teeball B (Benny) – must be aged from 5 to under 8 as at 31st December in the year the competition starts.
Teeball A – must be aged 8 to 10 that is under 11 as of 31st December of the year the competition starts
Teeball B will use the Modified Teeball Rules see Appendix D

Note: Rules 2.5, 2.6 and 2.7 In special circumstances the Committee may waive age restrictions.

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

- 2.8. For all qualifying rounds games points will be awarded as follows:
 - Win 3 points
 - Draw 2 points
 - Loss 1 point

- Forfeit 0 points
- Washout 0 points (as per Wet Weather Rule 11.4)
- BYE 0 points

- 2.9. When two or more teams have an equal number of competition points the team with the greatest differential (eg runs scored – runs scored against) will be ranked ahead of the other team/s. If teams still remain equal then the team which has the LEAST number of runs scored AGAINST will be ranked ahead of the other team/s. In the event that the teams still remain equal the winner of the most recently played match between the two will be ranked ahead of the other team.
- 2.10. In all grades except Tee Ball the leading four teams at the conclusion of the preliminary rounds play in a final series to determine the premiers:
- In the first (major) semi-final first plays second with the winner proceeding directly to grand-final and the loser proceeding to the final
 - In the second (minor) semi-final third plays fourth with the winner proceeding to the final and the loser being eliminated.
 - The winner of the final proceeds to the grand-final and the loser is eliminated
- 2.11. 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:
- a) Semi-finals – the team finishing as minor premiers shall be declared the winner of the first semi-final and the team finishing third shall be declared the winner of the second semi-final
 - b) Finals – the loser of the first semi-final shall be declared the winner of the final
 - c) Grand-final – may be rescheduled by the Committee and if this rescheduled game can not be played the winner of the first semi-final shall be declared the winner of the grand-final.
- 2.12. 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.

3. REGISTRATION OF TEAMS

- 3.1. For the purpose of registration a team shall constitute of no fewer than nine (9) players and no more than thirteen (13) players for Junior teams and no more than fifteen (15) players for Senior teams.
- 3.2. 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.
- 3.3. By the scheduled registration date, clubs must submit a competition team summary sheet for each team they wish to enter in the current season's competition. These competition team sheets must:
 - Have at least 7 players listed
 - Have all listed player's registration forms attached

Team registration will be declined if Rules 3.1 to 3.3 are not complied with

- 3.4. Registration of players/officials or a request for movement of a player from one team to another may be made prior to the competition start. Properly completed registration forms or a formal request for movement of a player must be received by the ODSA Registrar no later than 5:00pm on the Wednesday prior to the opening round of the competition. No player or official may take the diamond until receiving notification of approval by the Committee. **Penalty – see Rule 7.3**
- 3.5. The Committee reserves the right to refuse entry of any team and/or the registration of any person.
- 3.6. The Committee reserves the right to regrade any team.
- 3.7. Final date for payment of fees will be determined by the Committee

4. REGISTRATION OF PLAYERS AND OFFICIALS

- 4.1. All players and appointed team officials must be registered with ODSA before being allowed to participate in any competition games conducted by or representing ODSA. Officials include all Umpires, Coaches, Scorers, and may include 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 ODSA Registrar in accordance with the Rules and paying the appropriate Registration Fee. 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 form by the club registrar.
- 4.3. All applicable registered persons, as advised by the Committee, must complete the Volunteer/Student Declaration in accordance with the Child Protection (Prohibited Employment) Act, 2007.
- 4.4. Late registrations of persons may be made after the opening round and can be made up to the game starting time on a competition day. Late registrations shall incur a late registration fee, in addition to the normal registration fee. Late registration forms must be completed prior to playing and fees must be received by the ODSA registrar no later than one week after the first game played. **Penalty – see Rule 7.3**
- 4.5. Any registered person may officiate (i.e. as a Coach, Manager, Scorer or Umpire)

5. CLEARANCES AND PERMITS

- 5.1. Club to club clearances within ODSA.
- a) It is the responsibility of the players wishing to affect a transfer from their previous club to seek a release in writing and submit it to their new club.
 - b) Club should notify the Committee in writing, of a defaulter or unfinancial member prior to the start of the season.
 - c) A person who has been declared unfinancial or in default may not be registered until their debt is paid or equipment returned
 - d) Transfer of players between clubs may be affected at the discretion of the committee. In the event of any team disbanding, players may transfer to another club after the third competition round providing it is not to a lower grade and eligibility rights transfer with them
 - e) 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 ODSA must submit a permission note from that association in order to complete registration with ODSA. **Penalty – see Rule 7.3**
- 5.3. **Inter Association Clearances** – Persons currently “first registered” with another ASF affiliated softball association wishing to become “first registered” with ODSA must comply with the rules of ASF and NSWSA. Such persons will be granted provisional registration while clearance formalities are being completed

6. UNIFORMS

- 6.1. All players shall be encouraged to wear only the registered club uniform.
- 6.2. All players in Teeball, Modball and juniors are required to wear their shirts tucked in.
Coaches to enforce – Penalties may apply
- 6.3. 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.
- 6.4. Changes may not be made to uniform colours without first having obtained the approval of the Committee.
- 6.5. Advertising or sponsorship on uniforms must comply with the guidelines as issued by the Committee from time to time.
- 6.6. No person (player, umpire, or team official) shall take the field or be on the bench unless wearing enclosed footwear.
- 6.7. Shoes with metal cleats, metal studs or metal spikes are not permitted. Shoes with screw-on cleats are not permitted.
- 6.8. Softball shoes (commonly referred to as cleats, but not metal cleats) and similar style footwear may be worn by all players. Shoes with nylon or plastic cleats which screw-in are permitted.
- 6.9. Penalty Rule 6.3 to 6.5 inclusive: The first request from a Committee Member for player/s to adhere to this rule will be considered a warning & the team will have 1 week to comply. Should the request not be complied with the Penalty will be forfeiture of the first match played after 1 week has elapsed and each subsequent match until the situation is resolved.
- 6.10. Penalty Rule 6.6 to 6.8 inclusive: Ejection from the match.

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 7.5 and 7.7.
- 7.2. A player registered with a particular club must not play for another club in the ODSA competition except where clubs have agreed to such an arrangement and the committee has ratified the agreement. Any request shall be made to the Committee in writing.

Penalty Rules 7.1 to 7.2 (inclusive) see Rule 7.3

7.3. THE PENALTY FOR AN UNREGISTERED OR INELIGIBLE PLAYER TAKING THE DIAMOND IS FORFEITURE OF THE MATCH.

7.4. Play Up Rules

- a) Senior League: A player from a lower grade may play in a higher grade for a club with which they are registered. However, a player may only play four games in a higher grade and retain eligibility to play in the lower grade. At the commencement of the fifth game, the player is ineligible for further play in the lower grade. A Junior League registered player may play in any Senior League grade within their registered club providing they are playing in the junior competition for that club.
- b) However in the final series a junior player may only take part in one grade in the Senior League. B mixed is a separate social competition. Senior Opens players are asked to play B Mixed in the spirit of the game.
- c) Junior League: A player from a lower age grade may play in a higher age grade for the club with which they are registered.
- d) Senior League, Junior League, Modball and Teeball shall be considered separate competitions and players may play simultaneously in each competition concurrently.
- e) Where a club has two or more teams playing within the same Junior or Senior League grade, players may not interchange between those teams unless stipulated in rule 8.5, special playing rules.
- f) Where a club does not have a team in a grade players must seek permission to cross clubs for the grade in writing to the committee
- g) Any registered player may play up in another grade so long as they play for only one team in that grade
- h) Any team using players from a lower grade must first use all players in their own declared team before using the play up players
- i) The Committee retains the right to regrade late registered players up until the finals. In the case of a club without higher grade teams, the whole team may be regraded
- j) Junior players wishing to play in any Senior League who are under 15 years old must get permission from the committee to play. Application and permission are to be in writing

Penalty Rule 7.4 Where a team borrows a player who, by taking the field in that match, exceeds the above limits or who is playing into a grade for which he or she is not eligible, that team will forfeit the match – see Rule 7.3

- 7.5. The following safety restrictions have been placed on the Play Up Rule for Junior, Modball & Teeball League players:
- Teeball League Players may play up into the Modball League ONLY
 - Modball Players may play up into the Junior League 15's Competition and with permission from the committee for 19's Competition
 - Modball (U13) and 15's Players may play up into the Senior League Mixed B Grade Competition while playing with their parent/guardian where the parent/guardian and the Rules Committee have given permission for their child to play. Modball and 15's Players are not permitted to field in any Infield Positions or in positions where In-Fielders might play. Modball and 15's Players can only field at Left Field, Centre Field or Right Field.
 - "Playing" in the context of Rule 7 means the player has taken the field in the offence and/or defence during the match.
- 7.6. A player may enter a match even though their name was not originally entered on the scorebook when, and only when, they meet all conditions of eligibility.

- 7.7. A player receiving a forfeit will be deemed to have played.

8. MATCH RULES – PRELIMINARY SERIES

- 8.1. Time of games – The starting and finishing time for a game is the time specified in the competition draw or as notified by the Competition Secretary. The game will end at the scheduled finish time even if the game starts later than the scheduled starting time.
Teeball one (1) hour, Modball (U13) (1 ¼) one hour and fifteen minutes, 15's comp (1 ¼) one hour and fifteen minutes, Youth comp and Senior League (1 ½) one hour and thirty minutes
- 8.2. No new innings will start within 5 minutes of the scheduled finishing time.
- 8.3. **The result of the game** “shall be the score at the end of the last completed inning unless the team second at bat has scored more runs than the team first at bat in the uncompleted inning. In this case the score shall be that of the incomplete inning”. ASF Rule 5 Section 4(a). This is to be interpreted as follows in situations where the scores are tied:
- a) When the end of the game is called by the umpire according to his/her watch and the team batting first is at bat and scores are equal then the result shall be the score of the last completed innings.
 - b) When the end of the game is called by the umpire according to his/her watch and the team batting second is at bat and have equalled the score of the team first at bat the result of the game will be a draw.
- 8.4. **Umpires will apply ASF Rule 5, section 3.F.4, which allows a game to be forfeited if a team employs tactics designed to delay or hasten the game.**
- 8.5. Special Playing Rules - All games will be played in accordance with ASF Rules with the following exceptions:
- a) Modball (U13yr) – 3 out or 5 over the plate rule, whichever occurs first.
 - b) Modball (U13) Girls are allowed to play in boys competition
 - c) Modball (U13) A player may Pitch 2 innings or Catch 2 innings or a combination of Pitch 1 inning and Catch 1 inning per game
 - d) NSW Modball Rules shall apply with exceptions as marked in APPENDIX C
 - e) Youth Grade – 3 out or 7 over the plate rule
 - f) Youth Grade – Unlimited defensive changes change be made however the offensive line up must remain the same
 - g) Youth Grade – all players in the offensive line up (to a maximum of 12 players) will bat each game therefore there is no re-entry rule for this competition
 - h) Youth Grade - No phantoms will apply, if one team is short of players they may borrow from another team in the same competition if they choose to do so with no penalties incurred however for the finals exemptions will need to be sought on an individual basis by submitting a written request to the rules committee
 - i) Mixed B Grade – will use an Incrediball for all games, 3 out or 7 over the plate rule, 4 ladies are a minimum - playing offense and defence at all times during the game, no female can be substituted by a male unless more than 4 females are on the line up – Rule 8.6. may apply , Mixed line up and battery is required, that is Batting - Boy/ Girl/ Boy/ Girl (male juniors are considered male players, female juniors are considered female players)
Battery Male pitching/ Female catching or vice versa or 2 Females, pitching and catching
 - j) Mixed B Grade - All male batter (including junior males) will be given out if in the opinion of the plate umpire the ball has been hit aggressively at a female player and this player has been hit or has for safety reasons avoided the ball - The Ball is Dead and the Batter is out
Balls passing more than 2 metres from a female or running along the ground should not be considered
 - k) Mixed B Grade - No more than 3 players under 19 are allowed to take the diamond at any one time and must play in the outfield. Permission to play infield can be sought from The Rules Committee in writing. Junior Open players will play outfield only
 - l) Mixed B Grade – Pitcher and catchers may only play these positions for a maximum of 3 innings
 - m) Mixed B Grade – Unlimited defensive changes can be made however the offensive line up must remain the same
 - n) Mixed B Grade – all players in the offensive line up (to a maximum of 12 players) will bat each game therefore there is no re-entry rule for this competition

- o) Mixed B Grade - Should a team be defeated by mercy which is up by 15 runs after 3 innings or 10 runs after 4 innings or 7 runs after 5 full completed innings, the team that is losing can decide if they would like to continue to play until the designated time, should they choose to continue the score will not progress past this point.
- p) Mixed B Grade - No phantoms will apply, if one team is short of players they may borrow from another team in the same competition if they choose to do so with no penalties incurred however for the finals exemptions will need to be sought on an individual basis by submitting a written request to the rules committee
- q) Mixed B Grade - Players or teams that are observed to be playing against the spirit of the game may be warned and if behavior continues they may be regraded (ref rule 3.6) or asked to withdraw from the competition
- r) Ladies– 3 out or 7 over the plate rule
- s) OPENS –
 - ~ A yellow optic ball must be used ASF Approved
 - ~ Open to all registered players above 15 years
- t) Senior League Pitching Distance for Woman is 40' Men 46'. Juniors playing in a senior league are considered to be adults for this rule.
- u) Pitching Distances : Modball (U13yr) comp 35 ft boys and girls
 15's comp 43 ft boys and 40 ft girls
 Youth and Seniors comp Girls 40 ft, Boys 46 ft.

- 8.5.1 Blood Bin –** ASF Rule 4 Section 9 applies and that player may be withdrawn for treatment. A replacement player may act for the withdrawn player until the end of the next complete innings while the player is being treated. This is not a substitution. If the withdrawn player is unable to return to the game by the end of the next complete innings, the player must be replaced by a legal substitute. If no legal substitute is available the withdrawn player will be considered to have left the game. If the player leaving the game reduces the team to 6 players the game will be forfeited.
- 8.6. A team must have at least seven players available throughout the game or a forfeit is declared. If at the appointed starting time there are less than seven players the umpires may wait five minutes to allow other players to arrive. When playing with seven or eight players ONE out is counted when batter 9 (or batter 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.
- 8.7. In the event of any player bleeding during a game ASF Rule 4 Section 9 shall apply. 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 such time as this rule requires the injured player to be legally substituted. If no legal substitute is available the game will be forfeited.
- 8.8. In Modball (U13 yr) comp all players listed on the match card will play defence. The match card will be proof this has occurred. Violation will mean forfeit of game and the loss of 2 competition points. No Fine will be incurred.
- 8.9. All teams must provide their own bats, helmets (with 2 ear flaps), playing equipment and match ball, all of which must be in good condition. The plate umpire is the sole decider of the acceptability of a match ball.
- 8.10. For all Leagues, ASF Rule 5.5a will apply in regards to the Run Ahead Rule.
- 8.11. A Catcher Speed Up Rule will apply. When the batting team has 2 out & the catcher is on base, the catcher will be replaced by the last player out from the batting team. This is not a substitution. It is designed to speed up the game by allowing the catcher to put on their protective equipment & be ready to field at the change of innings.
- 8.12. Any woman who is pregnant is ineligible to take part in any capacity in any game under the control of the Committee. **Penalty – forfeit of the game**

Note: NSWSA injury insurance policy does not cover any pregnant softball player or official for loss or injury to a fetus.

- 8.13. The toss at the start of a match shall be called by the home team, which is the team named first in the competition draw. This toss should be affected before the umpire/s arrive.
- 8.14. All catchers (male and female) must wear leggings, face mask with throat protector, helmet, chest protector and protective box while catching during a game.
- 8.15. All Juniors (U18) fielding in the infield must wear a mouthguard and shin pads. **PENALTY will apply – See below Penalty rule 8.14 - 8.16**
- 8.16. Any player/official must wear full protective gear (face mask with throat protector, chest protector, helmet and leggings, protective box) while taking warm-up pitches either on or near the diamond. This rule includes male and female
- 8.17. Helmets are compulsory for registered youths (under 18 years) whilst occupying either coaches box or collecting bats from the playing field. Juniors 14 yrs and below are not permitted to be in the coaches box during Senior League games

Penalty – Rules 8.14 – 8.16 A request from the umpire to comply and then removal of Juniors and ejection of Seniors will apply if the request is not immediately complied with

- 8.18. 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 (Rule 5 Section 5) will be played except that it shall start at the top of the eighth innings. i.e.

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 ninth in the respective half-inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.

- 8.19. Each team shall supply a match ball approved by the plate umpire. All balls shall comply with ASF Rules, (except for the rule covering the use of an incrediball, Rule 8.5).

9. ELIGIBILITY OF PLAYERS – FINAL SERIES

All previous eligibility rules apply with the following additions:

- 9.1. To participate in the final series a team must contain at least six registered players who have played in at least **half** of the preliminary round matches for **that** team.
- 9.2. To be eligible to play for a team in the final series, a player must have played in at least **four** preliminary round matches for that team or for a lower-grade team in the same club.
- 9.3. A borrowed player can not play in a final series match where a player registered in that team is available to play.
- 9.4. **The penalty for a breach of any of Rules 9.1 to 9.3 inclusive is forfeiture of the match in which the breach occurs and exclusion from the remainder of the final series.**
- 9.5. A player in a team receiving a forfeit will be deemed to have played.

10. MATCH RULES – FINAL SERIES

All previous match rules apply with the following additions:

- 10.1. Final series games shall be regulation games or time limit games as set out in the competition draw.
- 10.2. For all final series games a result must be obtained.
- 10.3. If an incomplete innings is in progress at time then the innings will be completed unless the team second at bat is in front and there is a result.
- 10.4. If an innings has just been completed & the result is a tie the tie-breaker commences immediately

11. WET WEATHER

- 11.1. Suspension or abandonment of play because of wet weather will be decided by the junior and senior competition secretaries and the grounds officer and their decision shall be final and binding on all registered players and officials. Where teams elect to play in violation of this ruling a fine shall be levied against each team at a sum at least sufficient to pay for the repair of the ground.
- 11.2. 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. As Per ASF Rule 5 Sec 2. Resumption of play shall be at the UIC or deputy's discretion.
- 11.3. In the event that a game is abandoned (or suspended and not resumed) the game shall be deemed to be a scoreless draw unless:
 - a) Three complete innings have been played; or
 - b) One half of the allocated 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 8.3
- 11.4. Where one game has been washed out in any grade, all games in that grade will be treated as not being played. No points allocated.

12. SCORING AND MATCH CARD

- 12.1. An official scorebook must be used by each team.
- 12.2. A match card must be submitted to the umpire by the top of the second inning for each match. A match card should also be completed for any match that is forfeited. All umpires associated with the game will print their names and club and sign the match card to verify the score. The coaches of each team are required to print their names and sign the card to indicate that all information provided is correct.
- 12.3. The match card must show all runs scored in the match, including those which are disregarded because of the score reverting to even innings.
- 12.4. Any team deliberately falsifying a match card in any respect may be disqualified from the competition or be penalised with the loss of competition points.
- 12.5. It is the responsibility of the scorer of the first named (home – 1st Base side) team to collect the match card from the score box before each match and the scorer of the winning team to ensure that it is returned to the score box at the completion of the match. Failure to submit the completed match card may result in the winning team losing their competition points for the match.
- 12.6. A Pen only will be used to fill in match cards.

13. FORFEITS

- 13.1. A team receiving a forfeit must submit a completed match card as per Rule 12.
- 13.2. If the forfeit is received prior to the day of the match it is not necessary to have an umpire's signature on the match card and no monetary fine will be levied against the offending team
- 13.3. If a team forfeits prior to the day of the match they should notify the competition secretary or association secretary who will notify the opposing team and the umpiring convenor.
- 13.4. If a team forfeits at game time and has given less than 24 hours notice (or overnight) a fine of \$20 payable before their next scheduled match will be applied. The team receiving the forfeit shall not be required to pay the umpire levy.

14. PROTESTS – COMPETITION RULES

- 14.1. A club representative or person wishing to make an allegation concerning breach of any of the competition rules must lodge a protest:
- In writing to the ODSA Secretary no later than 5pm Monday immediately following the occurrence of the alleged breach
- 14.2. All written protests and disputes received by the Secretary shall be decided on by the Committee within seven days of the lodgement. The Committee decision shall be final and binding subject to the right of appeal to SNSW. The Secretary shall notify the clubs concerned of the decision within two days of the decision having been made. Disciplinary action may be taken by the Committee.

15. PROTESTS – UMPIRES DECISIONS

- 15.1. Protests based on an umpire's judgement will not be accepted.
- a) The umpires will be approached with respect at all times, continued dis-respectful behavior will earn individual players the duty of umpiring the following week, failure of fulfilling this umpiring duty will result in individual and team based sanctions i.e. forfeit of next competition match
- 15.2. Protests based on:
- Misinterpretation of a playing rule
 - Failure of an umpire to apply the correct rule to a given situation
 - Failure to impose the correct penalty for a given violation will be accepted
- 15.3. The protest must be made before the next pitch or before all the infielders have left fair territory, or on the last play of the game, before the umpires leave the field.
- 15.4. If the UIC (or Deputy UIC) is available, the game stops, the UIC will rule on the protest and then the game continues
- 15.5. If the UIC (or Deputy UIC) is not available, the protest will be heard by the Protest Committee. The following procedure should be followed:
- 15.5.1 The protest should be recorded in both scorebooks noting the following:
- The time the protest was lodged
 - What rule is involved and the umpire's ruling
 - Number out
 - Position of runners on base
 - Count on the batter, if applicable
 - Name of opposing team
 - Grade of the game

- Name of the umpires officiating

15.5.2 The game continues under protest to a result.

15.6. If the protesting team wins the game the protest will not be heard.

15.7. The protesting team shall lodge the protest in writing to the ODSA Secretary, or the UIC, no later than 5:00pm on the Monday immediately following the conclusion of the protested game. Scorebooks, or copies of relevant pages, must accompany the protest.

15.8. 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 protest.

15.9. Failure of an official or an umpire to attend a protest hearing will result in a fine being incurred by the club.

15.10. A fine will be incurred by the club submitting the protest if the Protest Committee determines that the protest was either frivolous or invalid.

15.11. The Protest Committee will consist of the UIC, another umpire (Level 1 or above), selected by the UIC and the Competition Secretary of that Competition. The Protest Committee will be chaired by the UIC, or in his absence, the most highly qualified umpire available. If a conflict of interest occurs, members of the Protest Committee will be replaced to ensure a fair and equitable hearing.

16. EJECTION OF PLAYERS & OFFICIALS

Ejection For the ODSA Competition “ejected from the game and grounds” means that the ejected player has 1 minute to leave the diamond where the ejection occurred. Ejected players are not ejected from Sir Jack Brabham Park. If the player does not leave or returns to the diamond during the game the penalty is a forfeit.

Ejection: Junior Players and Junior Coaches Clubs have a duty of care to supervise juniors (juniors are players and coaches under 19 years). Junior players or junior coaches who are ejected from a game will be removed from the game. This means that the ejected person remains in the bench area but no longer participates in the game as a player or a coach.

16.1. Should a player or official be ejected from a game for any form of misconduct, the umpire concerned shall submit a written report to the UIC immediately following the conclusion of the game in question.

16.2. Every player or official ejected from a game for any form of misconduct shall appear before the ODSA Tribunal.

16.3. The ODSA Tribunal shall consist of the ODSA President, the UIC and one independent member selected by the President. If a conflict of interest occurs, members of the Tribunal will be replaced to ensure a fair and equitable hearing.

16.4. The UIC will be responsible for advising the President of the need to call a Tribunal hearing.

16.5. The President will then advise the player/official and the umpire who ejected the player/official of the time and place of the Tribunal hearing. The Tribunal hearing will be conducted as close as possible to the end of the game in question.

16.6. The ejected player/official shall be ineligible to participate further in the ODSA Competition until they have appeared before the ODSA Tribunal. The ejected players club will be notified of the ejected player's status.

16.7. If an ejected player/official participates in any game prior to appearing before the ODSA Tribunal this will automatically result in the forfeiture of all games in which the player/official has participated in after being ejected.

- 16.8. The ODSA Tribunal shall hear the umpire's account of the incident and the response from the player/official who was ejected or from their nominated advocate. Should the player/official be under 18 years of age they must be accompanied by an adult at the Tribunal hearing.
- 16.9. The ODSA Tribunal shall have the authority to one of the following:
- No further penalty
 - Reprimand the player/official
 - Suspend the player/official
- 16.10. The player/official will be notified of the decision of the Tribunal immediately following the conclusion of the Tribunal hearing.
- 16.11. The UIC will notify the relevant Competition Secretary and club representative of any suspensions prior to the next competition round.
- 16.12. Should a suspended player/official participate in any game this will automatically result in the forfeiture of the game. The Club will be fined an amount specified by the Committee for each game in which the suspended player/official participated.
- 16.13. Guidelines are provided in an attempt to ensure consistency in the application of Penalties by the Tribunal. A penalty may be imposed for more than one offence arising from the incident that leads to the ejection of the player/official.

17. ROSTERED CLUB UMPIRING AND GROUND DUTIES

- 17.1. All TEAMS are required to provide umpires as indicated in the competition draw. Plate umpires are required to wear a face mask with a suitable throat protector, leggings, and a chest protector. Male umpires must wear boxes.
- 17.2. When a Team does not provide Umpires as rostered in the Competition Draw, a penalty of 3 Competition Points will be applied against a Team. Upon loss of 9 competition points a Team will no longer be eligible to compete in competition.
- 17.3. Duty clubs are responsible for the placement of bases, plates and the erection of back nets and the removal and storage of this equipment. The last teams on each diamond First base side are responsible for dismantling equipment from that diamond.

18. FINES AND PENALTIES

- 18.1. Any fines (as determined and invoiced by the Committee) incurred by a club/team under any of these rules is payable to the Association Treasurer as requested. Failure to pay such fines will result in the club/team concerned having their teams disqualified from participating in the next round, refusal of entry in future competition run by ODSA 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 days play concerning any player or official who has been ejected or removed for unsportsmanlike behaviour from a game. Following discussion with the umpire having control of the match the UIC 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 or removed for unsportsmanlike behaviour from a game by an umpire may be required to appear before the Committee to show cause why they should be allowed to take further part in the competition.

19. REPRESENTATIVE SELECTION

- 19.1. To be eligible for selection in an ODSA representative team a player shall satisfy the following requirements unless dispensation has been granted by the Committee:
- All state championship representatives – must be first registered with ODSA and have played in at least two-thirds of the matches scheduled in their grade in the ODSA competition in the year of the trials.
 - Where an ODSA registered club wishes to participate in an invitational/carnival as a club/ team, they may do so, but are required to notify the ODSA.
- 19.2. Nominations for team representatives will close on the dates advised by the ODSA at the beginning of the season. No nominations will be accepted after this date except at the discretion of the ODSA or the Committee's representative.
- 19.3. The selection panel for representative teams shall consist of three persons, the coaching co-ordinator, and two others nominated by the ODSA Executive.
- 19.4. ODSA members wishing to stand for selection as coaches, scorers or managers shall have their nominations in writing to the selection panel by the date specified by the ODSA. The selection panel will choose the coach and the coach will then inform the selection panel of the other officials.
- 19.5. All ODSA registered players selected for representative teams shall be required to play in any invitational carnival arranged by the coaching staff as preparation for their representative event. Where they choose not to, their position on that team may be forfeited.
- 19.6. If an ODSA registered player wishes to play for another club/association not associated with ODSA then approval and clearances must be sought from the association to do so. In general ODSA representative teams should have preference over outside teams.

APPENDIX A - PARENTS CODE OF BEHAVIOUR

If children are interested, encourage them to play sport. However if children are not willing to play, do not force them.

Focus upon the child's effort and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.

Teach children that an honest effort is as important as victory so that the result of each game is accepted without undue disappointment.

Encourage children to always play within the rules.

Never ridicule or yell at a child for making a mistake or losing a game.

Remember that children are involved in organised sport for their enjoyment, not yours.

Remember that children learn best from example. Applaud good plays by both teams.

If you disagree with an official, raise the issue through the appropriate channels rather than questioning the official's judgement and honesty in public. Remember, officials give their time and effort voluntarily for your child's involvement in and enjoyment of sport.

Support all effort to remove verbal and physical abuse from sporting activities.

Recognise the value and importance of volunteer coaches and officials. They give their time and resources to provide recreational activities for children and deserve our support.

APPENDIX B – OFFENCES LEADING TO EJECTION & RECOMMENDED PENALTIES

Offences Against Players

	<u>Minimum Penalty</u>	<u>Maximum Penalty</u>
Violent Charging/Crashing	2 games	8 games
Head Butting	4 games	1 year
Punching/Fighting	2 games	1 year
Elbow to the head/body	2 games	12 games
Spitting at	4 games	1 year
Foul or abusive language	0 games	6 games
Persistent misconduct (eg blocking base no ball)	0 games	4 games
Indecent Acts	6 games	Life
Dangerous play/sliding	1 game	1 year
Fake tags	0 games	4 games
Throwing equipment	1 game	6 games

Offences Against Umpires

	<u>Minimum Penalty</u>	<u>Maximum Penalty</u>
Threatening an Umpire by word/action	8 games	2 years
Deliberate physical contact	Refer to NSW Judiciary	Life
Throwing equipment	8 games	1 year
Spitting	1 year	Life
Foul or abusive language directed at an Umpire	2 games	1 year
Throwing dirt	2 games	12 games
Persistent harassment/complaining	0 games	8 games

Other Offence

	<u>Minimum Penalty</u>	<u>Maximum Penalty</u>
Invading the diamond	2 games	12 games
Inciting the crowd	2 games	1 year
Deliberately misleading the Tribunal	Refer to NSW Judiciary	



SOFTBALL NSW MODBALL RULES

To Be Used In ODSA Modball and 12 Years Competition ODSA Variations are highlighted with (ODSA)

GENERAL

These Rules are to be read in conjunction with the Official Rules of Softball as issued by the Softball Australia and adopted by Softball NSW.

The normal rules of Softball shall apply unless otherwise specified in these rules.

1. DEFINITIONS

1.1 **BATTING OUT OF ORDER** - 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.

1.2 **BUNTING** - is permitted.

1.3 **DEFENSIVE CONFERENCE** – *As per the Softball Rule Book*

There is no defensive huddle/conference prior to the fielding team taking the field.

1.4 **INFIELD FLY** - *Official Softball Rules Apply.*

1.5 **OFFENSIVE CONFERENCE** - *Official Softball Rules Apply.*

1.6 **SIDE RETIRED** - The offensive side is retired when three outs are made or when the 7th run is scored, whichever occurs first. **ODSA Refer 8.5 a Match Rules**

1.7 **STRIKE OUT** - A strike out shall occur as prescribed in Softball.

1.8 **STRIKE ZONE** - The strike zone is that area over home plate between the batter's armpits and the top 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.

2. THE PLAYING FIELD

2.1 The field shall be marked as for Softball except:

(a) The baselines shall be 60 ft (18.29m)

(b) The pitching distance shall be:

<i>U/13 Girls</i>	-	<i>35 ft (10.60m)</i>
<i>U/13 Boys</i>	-	<i>35 ft (10.60 m)</i>

APPENDIX C cont.

- (c) The pitcher's plate shall be in the centre of a circle of 6 ft (1.8 m) radius.
- (d) The playing field shall have an arc of 30 ft (9.1m) for males and females from the apex of home plate.
- (e) On open grounds a field limit line should be drawn parallel to and 25 ft (7.6 m) to 30 ft (9.1m) outside the home / first baseline and the home / third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- (f) The playing field shall have a radius of 150 ft (45.7 m) from the apex of home plate. **ODSA not required**

3. EQUIPMENT

- 3.1 The ball shall be 11 inches (279 mm) in circumference Optic Yellow
- 3.2 The minimum length for the safety grip on a bat less than 30 inches (76 cm) shall be 8 inches (20 cm).
- 3.3 Numbers on the back of player's uniforms are required in Modball. **ODSA not required**
- 3.4 All equipment, including helmets, catchers gear, uniforms and footwear shall conform with the requirements of the Official Rules of Softball.

4. PLAYERS AND SUBSTITUTES

- 4.1 All players shall be under 13 years of age as at December 31 in the year of the Tournament. **ODSA refer to rule 2. Competition Structure**
- 4.2 A team shall consist of twelve players. Fourteen players can be registered however only twelve can be participate in any one game. **ODSA refer to rule 2. Competition Structure**
- 4.3 *All twelve players shall play on defence in every game, however, only nine players are permitted on the field at any one time. The result card and/or scorebooks only will be used to determine whether all players have taken the field. Failure of a coach to adhere to this rule will incur a \$100.00 fine for each and every infringement. ODSA Refer 8.8 Match Rules*
- 4.4 A player may pitch no more than three (3) innings in a game. For the purpose of this rule, one (1) pitch may constitute an inning. No penalty applies. The offending player is changed from the illegal position. **REFER ODSA Match Rules 8.5.c**
- 4.5 A player may catch no more than three (3) innings in a game. For the purpose of this rule, one (1) pitch may constitute an inning. No penalty applies. The offending player is changed from the illegal position. **REFER ODSA Match Rules 8.5.c**
- 4.5 The re-entry rule shall not apply in Modball.
- 4.6 A designated player shall not be used in Modball.

APPENDIX C cont.

- 4.7 If the catcher is on base and there are 2 out the catcher must be replaced by another player who is not in the **next 6** batters.
- 4.8 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.
- 4.9 If due to injury and / or illness at a tournament, twelve players are not able to participate in any game, the minimum number of players required by a team to start or continue a game shall be nine. **ODSA Refer 8.6 Match Rules**

5. THE GAME

- 5.1 A regulation Modball game shall be one hour and is started and stopped on a hooter. The play in progress should be completed and game is called when the play has stopped or the ball is dead. **ODSA Refer 8.1 Match Rules**
- 5.2 An inning is completed when either three out have been made or seven runs have scored whichever occurs first. **ODSA 8.5 (a) Match Rules**

6. PITCHING

- 6.1 A player may pitch no more than three (3) innings in a game. For the purpose of this rule, one (1) pitch may constitute an inning. No penalty applies. The offending player is changed from the illegal position. **REFER ODSA Match Rules 8.5.c**
- 6.2 Illegal pitches shall be called by the umpires.
 - (a) If the batter hits the ball and makes first base safely and all runners advance at least one base then the play stands and the illegal pitch is nullified.
 - (b) If (a) does not occur then the batting coach will be given the option of accepting the play OR a “No Pitch” shall be declared.

7. BATTING

- 7.1 *Should the batter bat out of the batter's box. Official Softball Rules shall apply*
- 7.2 *Until the ball crosses homeplate or is hit, no fielder, other than the catcher, may be stationed within 30 ft (9.1 m) of home plate.*

PENALTY

- (a) If the batter hits the ball and makes first base safely and all runners advance at least one base then the play stands and the illegal play is nullified.
 - (b) If (a) does not occur then the batting coach will be given the option of accepting the play OR a “No Pitch” shall be declared.
- 7.3 If a batter gets hit by a pitched ball, not struck at, and cannot run then a team member who is not one of the **next six (6)** to bat can run for the injured batter.

7.4 If a batter gets injured striking at a pitched ball and cannot complete their turn at bat then their turn will be cancelled.

- 7.5 If a player bunts foul on the 3rd strike it is an out.

APPENDIX C cont.

8. BASERUNNING

- 8.1 *Should the catcher obstruct or prevent the batter from striking at a pitched ball, Official Softball Rules Apply.*
- 8.2 If a runner is injured whilst on base and cannot run then a team member who is not one of the **next six (6)** to bat can run for the injured runner.
- 8.3 *Leaving Base Early – Official Softball Rules Apply.*

9. EJECTION OF PLAYERS / OFFICIALS

- 9.1 Should a player be ejected from a game they will remain on the bench for the remainder of that game. *Any further penalty should be at the discretion of the Tournament Committee.*
- 9.2 Should an official be ejected from a game they will appear before the Tournament Tribunal in accordance with the Modified Games Tournament Regulations.

10. DEAD AND ALIVE

- 10.1 The ball shall be dead on all interferences.

11. UMPIRES

- 11.1 *Interference and Obstruction – Official Softball Rules Apply*
- 11.2 Umpires shall apply all other penalties pertaining to the violation of the rules in accordance with the Official Rules of Softball.

12. PROTESTS

- 12.1 There shall be no protests in Modball.

Appendix D

Orange and District Softball Association

TEEBALL RULES

GENERAL

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

1. DEFINITIONS

- 1.1. BASERUNNER – Base runners must stay in contact with the base until the ball is hit. Should a base runner leave a base before the ball is hit, the ball is DEAD and the runner is returned to the base – No Penalty
- 1.2 BATTING OUT OF ORDER the umpire shall be informed that a player has batted out of order. The correct batter shall be brought up to bat - No Penalty
- 1.3 BUNTING – **is not permitted**. Penalty Batter is out, Batters must use a full swing
- 1.4 FAIR BALL – Identical to Softball with one exception: The batter must hit the ball beyond the line of the 15ft (4.5m) arc.
- 1.5 FOUL BALL – Identical to Softball with two exceptions:
 - (a) The ball is foul if it travels less than 15ft (4.5m) from home plate in fair territory, and
 - (b) The ball is foul if the batter hit the Tee with the bat causing the ball to fall off the Tee.
- 1.6 INFIELD FLY – The infield fly rule does not apply in Teeball.
- 1.7 The Plate Umpire shall have the authority to restrict conferences if necessary.
- 1.8 PITCHER – The pitcher must remain in contact with the pitcher’s plate until the ball is hit.
- 1.9 The Batting side will bat through all batters each half inning**
- 1.10 STRIKE OUT – A strike out shall only occur if after two strikes the batter swings and fails to make contact with the ball or the Tee.

2. THE PLAYING FIELD

- 2.1. The field shall be marked as for Softball except:
 - (a) The baseline shall be 55ft (16.20m)
 - (b) The pitcher’s plate shall be 35ft (11m) from the apex of home plate.
 - (c) The pitcher’s plate shall be in the centre of a circle of 6ft (1.8m) radius.
 - (d) An arc with a radius of 15ft (4.5m) from the apex of home plate shall be drawn on the infield from home/first baseline to home/third baseline.

3. EQUIPMENT

- 3.1. The ball shall be the yellow Soft core Teeball 10½ inches (267mm) in circumference.
- 3.2. The Tee:
 - (a) Must be placed with the stem over the centre of the front of home plate;
 - (b) Must be removed by the umpire whenever necessary after the batter hits a fair ball.
- 3.3. At a minimum a batting helmet must be worn by the catcher. Chest Protectors, masks and catchers helmets are optional. 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.
- 3.4. A mask is optional for the Plate Umpire.
- 3.5. An approved softball helmet with 2 ear flaps is to be worn by all batters. Chin strap done up

4. PLAYERS AND SUBSTITUTES

- 4.1. All players shall play on defence in every game, however, only nine players are permitted on the field at any one time

- 4.2. The re-entry rule shall not apply in Teeball.
- 4.3. A designated hitter shall not be used in Teeball.
- 4.4. 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.

5. THE GAME

- 5.1 Teeball game shall be one hour. 1 Hour
- 5.2. An inning is completed when all batters have batted
- 5.3. No score is kept:

6. PITCHING

- 6.1. The ball is not pitched in Teeball – instead it is batted off a Tee.
- 6.2. The pitcher must be in contact with the pitcher's plate until the ball is hit. Penalty Batter given first base

7. BATTING

- 7.1. The umpire shall ensure that the Tee is adjusted to the batter's satisfaction before calling "Play Ball."
- 7.2. If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 7.3. A Strike is called:
 - (a) When the batter swings at the ball on the Tee and misses.
 - (b) When the batter swings and hits the Tee but not the ball. This is a foul ball. The first two foul balls shall be counted as strikes.
- 7.4. Until the ball is hit:
 - (a) The pitcher must have both feet in contact with the pitcher's plate.
 - (b) The catcher must position themselves at the back corner of the catcher's box beside the umpire
 - (c) All other fielders must be stationed on fair territory.
 - (d) No fielder, other than the catcher, may be stationed within 35ft (11.19m) of home plate (pitching distance). Halfway to first or third from Home plate

8. BASERUNNING

- 8.1. A runner must wait until the ball is hit before leaving the base. The umpire shall call "Dead Ball" if a runner leaves the base before the batter hits the ball.
There is no penalty, the runner simply returns to the base.
- 8.2. When the batter hits a fair ball, play proceeds until all runners held up on bases or no further play is possible.
- 8.3. "Time" shall be called when, in the opinion of the umpire, the ball is controlled by a fielder on the infield or if the runners have stopped or when the pitcher, in the 6ft (1.8m) circle, has control of the ball. Any runner between bases when "Time" is called by the Plate Umpire shall return to the last legally held base unless forced to advance by the batter-runner.
- 8.4 On the "last batter play" all runners must attempt to get home.

9. UMPIRES

- 9.1. The umpire will call "Play Ball" for each batter and after every strike, foul ball and dead ball. Also after "time" has been called.
- 9.2. The umpire shall ensure that the Tee is adjustable to the batter's satisfaction before placing the ball on the Tee and calling "Play Ball". The Tee must be position at the centre in front of home plate.
- 9.3. The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.
- 9.4. Umpiring is the responsibility of the defensive side