

## SCISSA SECONDARY – SOFTBALL – BY LAWS Updated 27 August 2007

1. Softball shall be conducted under the rules of the Australian Softball Federation except as stated.

2. Pitching distances:

Intermediate and Senior      40 feet or 12.91m

Junior                                      35 feet or 10.67m

The minimum number of players allowed on the field to start a game is seven. Absent players will be called out when called to bat.

3. Each team must provide an umpire / teacher and a score sheet which must be filled in prior to the commencement of the match.

4. Format of Matches

Games will consist of seven complete innings or 75 minutes, whichever comes first. HOWEVER, if after three or more complete innings a team is ten or more runs ahead, time and game will be called. Coaches may continue to play by exchanging pitchers.

Coaches may agree on a shorter playing time before the commencement of the game if necessary.

Minimum game time is 30 mins or no result.

5. For Junior and Intermediate teams the "Nine Batter" rule will apply. i.e. a team shall only have a maximum of 9 batters in at one innings.

Interpretation: Where a team has a full nine batters each player shall bat in their nominated position. All players are entitled to bat unless 3 outs have been made in the innings. At the beginning of the next turn at bat the order of batting should begin with the player whose turn it would have been had the previous innings continued. It does not go back to the top of the list.

6. At the end of time the team that has scored the most runs shall be declared the winner.

If in the final innings the side first at bat fails, in their turn at bat, to pass the score of the second team at bat from the last complete innings, then the game shall be called and the team second at bat will be declared the winner. If during the final innings the side second at bat, during their turn at bat, passes the score of the team first at bat, the game shall be called and the team second at bat declared the winner. The score shall be taken from the time the winning run crosses home plate. No succeeding run shall score.

When "time" occurs the score will be taken at the end of the last completed innngs **UNLESS** the team batting second has outscored the team batting first in that inning.

7.All players must wear the approved school softball uniform. Catchers must wear full protective gear during diamond warm-ups and match play. The correct protective gear is as follows:

- a) Skull cap
- b) Face Mask
- c) Throat protector
- d) Chest protector
- e) Leg guards

8.Safety:

Should any reason arise that:

a) both schools or both school softball co-ordinators

OR b) one coach and the plate umpire

OR c) both coaches independent of the plate umpire

deem to be dangerous to the safety of the players or officials, or would interfere with the conduct of a game of a reasonable standard, the plate umpire shall call the game. If two or more innings or 30 mins have been completed at the time the umpire calls the game the score shall be taken at the last complete innings. If less than two innings have been completed the game shall be a draw.

A safety base must be used in all games.

9. Changeover between batting and fielding.

Teams must be ready to begin an innings or half innings within two minutes of the completion of the previous innings or half innings. If not, the following penalties will apply:

Batting: After the two minutes the umpire is to call up the batter. The batter must be in the batters' box within 10 seconds or a strike will be called.

Fielding: If the fielding team is not ready within thirty seconds of the scheduled start of play the batter will be awarded first base and this will continue, at thirty second intervals, for each subsequent batter.

10. Match ball.

Home team should provide a match ball in good condition at the start of the game.