

SCISSA Softball By-Laws updated – 23<sup>rd</sup> August 2007

**Players**

**1.1** Each school should have a 6/7 A and a 6/7 B team.

**1.2** A team consists of 12 players (usually), however only 9 players are permitted on the field at any one time. Teams are mixed ( boys, girls **or** a combination of both), and all players should be in year 6 or 7.

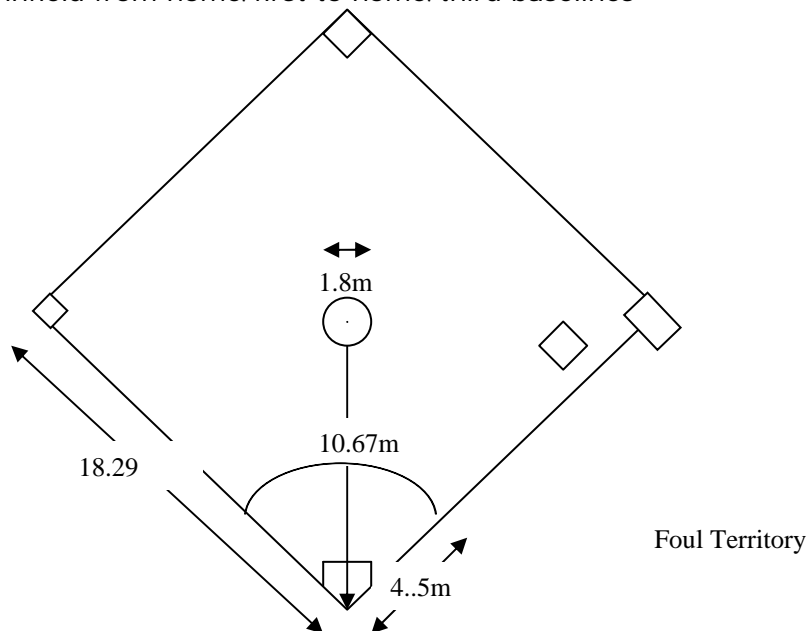
**1.3** All players must wear the approved school softball uniform. Catchers must wear full protective gear during diamond warm-ups and match play. The correct protective gear is as follows:

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

**The Field**

**2.1** The softball field should be the following dimensions:

- The baselines are 18.29m
- The pitchers plate is the centre of a circle of 1.8m radius and 10.67m from the apex of home plate
- An arc with a radius 4.5m from the apex of the home plate shall be drawn in the infield from home/first to home/third baselines



**Equipment**

**3.1**

- Three corners of the diamond have a base and a home plate is positioned at the other corner. A safety base should be used at first.
- The bat should suit the height and weight of the player
- The ball should be a regular 11" softball.

- All players should wear a glove. Only the catcher and first base fielder are permitted a mitt (a special oversized glove)

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

### **The Game**

- 4.1** A game shall last one hour. An inning is completed when either three “out” have been made or nine batters have completed their turn at bat, whichever occurs first. Coaches may agree on a shorter playing time before the commencement of the game if necessary. ( 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)
- 4.2** No runs are scored after the ninth batter has completed his/her turn at bat and the ball has been returned to the pitcher.
- 4.3** Each team must provide an umpire / teacher and a score sheet which must be filled in prior to the commencement of the match

### **Pitching**

- 5.1** The pitcher shall keep one foot in contact with the pitchers plate until the ball is hit, eg one foot can step forward of the plate when pitching.

### **Batting and Fielding**

- 6.1** The batter is permitted one practice swing
- 6.2** If the batter hits the ball before “play ball” is called, the ball is “dead” and no count is recorded against the batter.
- 6.3** A strike is called when
- The batter swings at the ball and misses
  - All fouls are counted as strikes.
- 6.4** After the third strike the batter is out if the ball is caught behind.

**VARIATION for 6/7B: the batter may use the tee after the 2<sup>nd</sup> strike or the 3<sup>rd</sup> ball, whichever comes first. Batters choice.**

- 6.5** Until the ball is hit:
- The pitcher must have both feet in contact with the pitchers plate
  - The catcher must be behind home plate in the catchers box
  - All other players must be stationed in fair territory
  - No fielder may be stationed within 9.1m of home plate (pitching distance)
- 6.6** The coach of the batting team must advise the umpire when the ninth batter is next in the batting order.
- 6.7** 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

### **Base running**

**7.1** A runner must wait until the ball leaves the pitchers hand before they can run or steal. The umpire shall call the runner "out" if the runner leaves before the ball has left the pitchers hands.

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

**7.3** Fielders are not permitted to block bases.

### **Getting players out**

**8.1** The batter is out:

- If caught behind by the catcher after the third strike
- If the ball is caught on the full
- For throwing the bat dangerously
- If a fielder holding the ball touches first base before the batter arrives or tags the batter before s/he reaches first.

**8.2** A Baserunner is out:

- If a fielder holding the ball tags the runner between bases( whether forced or unforced)
- If a fielder holding the ball touches the base with any part of the body before a forced runner reaches the base
- If the runner had left the base before a caught flyball and a fielder holding the ball reaches the original base before the runner can return

**8.3** When tagging a runner, the fielder must touch the runner with the hand holding the ball. The runner is not out if the fielder loses control of the ball.

### **Dead or Alive**

**9.1** The ball is dead

- On all interferences
- When the ball is overthrown or hits a person not engaged in the game

### **The Umpire**

**10.1** Each team must provide an umpire / teacher and a score sheet which must be filled in prior to the commencement of the match. The umpires from each team should take turns to umpire each innings. Alternately a school may choose to forfeit their right to umpire in the event of a more experienced umpire from the opposing team agreeing to umpire for the whole game.

**10.2** The umpire will call "play ball" for each batter and after every strike, foul ball, dead ball.

**10.3** All interferences should be called by the umpire, with no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the interference

**10.4 Umpires should be aware that the nature of the game and the spirit of SCISSA is that it should be an enjoyable learning experience for all players and should therefore apply the rules with discretion and judgment.**

### **Coaching**

**11.1** A defensive on-field coach is permitted provided he/she is stationed directly behind and no closer than 3m to second base. Minimal movement is permitted. Should an on-field coach interfere with the ball in play or touch a runner or fielder, the ball will be dead immediately and the coach removed from the field for the remainder of the game.

**11.2** The offensive team is permitted a coach to be stationed in foul territory near first and third bases, but they must not interfere with the ball or fielders or physically assist the batter/runner in any way.

### **Scoring**

**12.1** At the end of time the team that has scored the most runs shall be declared the winner, unless an innings has not been completed. In the event of time being called before an innings is completed, the winning team's score is taken from the last fully completed innings.

**12.2** It is recommended that scorers from both teams sit together. Coaches should check that the scores agree, after each innings

### **Safety**

**13.1** Should any reason arise that: both schools umpires and softball coordinators deem a situation or circumstance to be dangerous to the safety of the players or officials, or would interfere with the conduct of a game of a reasonable standard, umpire shall call the Game. If two or more innings 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.