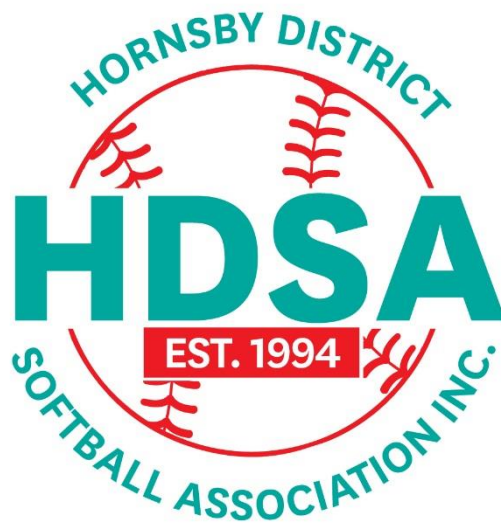


HORNSBY DISTRICT SOFTBALL ASSOCIATION Inc.



RULE BOOK
2016/2017

Hornsby District Softball Association Inc.

Competition Rules 2015/2016

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HDSA Web site: <http://www.hornsby.softball.org.au>

HDSA Inc. Softball Competition Rules

1. General

- 1.1 The Competition will be conducted under the official rules of softball adopted by Softball Australia Limited, (SAL) and Softball New South Wales (SNSW) and under the competition rules published by Hornsby District Softball Association Inc. (HDSA).
- 1.2 The interpretation of the Competition Rules is the responsibility of the HDSA Rules Committee, hereinafter called the Committee.
- 1.3 The Committee reserves the right to vary any of the Competition Rules if special circumstances warrant such action. Any substantial variation to rules will be notified to Club representatives.
- 1.4 **The HDSA Board meeting with the Club Delegates as members meet on the 3rd Thursday of each month at a nominated venue from 7:30pm unless otherwise advised.**
- 1.5 All rostered club rounds will be played at Hayes Park, 1 Galston Road, Galston. The diamond layout is displayed on a white board at the grounds each week.

2. Competition Structure

- 2.1 The competition will be played, usually on Saturday, between commencing and finishing dates as determined by the Competition Committee.
- 2.2 The aim is for the competition to be conducted in the following groups:
 - Senior / Grade competition
 - Ladies
 - Divisional
 - Modball
 - Teeball
 - Batter Up
 - Blastball
- 2.3 Each group will be divided into divisions or grades, and the Competition Committee in conjunction with the Grading Committee shall grade each team into whatever division or grade they consider to be appropriate.
- 2.4 A minimum of four (4) teams must be available for a draw to be considered in any particular Grade / Division.
- 2.5 Each team shall be drawn to play each other team in the same division or grade at least once in the competition rounds.
- 2.6 Matches shall be played at the time and place set down for play, as directed and published by the Competition Committee.
- 2.7 Players in the various divisions or groups must be aged as follows:
 - **Senior / Grade** is an open age competition. A Grade players must be minimum 15 years as at 31st December in the year of the competition commencing.
 - Players in the **Ladies** competition must be aged 35 years and over on 31st December in the year of the competition commencing.
 - Players in the **C Reserve** competition must be aged 18 years and over on 31st December in the year of the competition commencing.
 - **Division 1** players must be under 19 years as at 31st December in the year of the competition commencing and must be minimum 14 years as at 31st December in the year of the competition commencing,
 - **Division 2 and 3** players must be under 19 years as at 31st December in the year of the competition commencing
 - **Modball** Players must be under 13 years as at 31st December in the year of the competition commencing,
 - **Teeball** Players must be under 11 years as at 31st December in the year the competition commences and may be either male or female.
 - **Batter Up Players** must be under 11 years as at 31st December in the year the competition commences, with grading consideration to be based on ability and size and may be either male or female.

- **Blastball** Players must be under 5 years as at 31st December in the year of the competition commencing and may be either male or female.

All junior players (those under 19 years of age) are to register in their appropriate age qualifying group and terms outlined in HDSA 4.1 – 4.4.

Consideration will then be given to dual registration and in special circumstances; the Committee may waive age restrictions. Refer HDSA 4.5.

- 2.8 Three (3)-competition points will be awarded for a win, two (2) points for a draw or bye and one (1) point for a loss. If a game is forfeited, the team giving the forfeit receives no points; the team receiving the forfeit receives three (3) and the result of the game is 7-0. Games washed out/cancelled by wet/extreme weather will be regarded as being drawn, and each team will receive two (2) points.
- 2.9 When two teams have an equal number of Competition points, the team with the higher ratio of runs scored by the team to runs scored against the team in all completed competition rounds shall be ranked ahead of the other team.
- 2.10 At the conclusion of the competition rounds, all competitive grades will commence play in a Final Series of games to determine **either the Championship or Pennant** premiers, (unless otherwise directed by the Competition Committee under special circumstances where less than four teams complete the season). See Rule 23: Match Rules for the Final Series, for full details of procedure for any revised Final Series options.
- 2.11 If by the second weekend in December, season to date extreme weather conditions have resulted in 5 or more weeks of competition being lost in any one division, the Competition Committee may invoke a revised approach for the Final Series requirements. See Section 23.9 and 23.10 for the revised final series that could apply.

This revised process **if invoked, will** comprise the normal competition and points earned being extended to the week before the stated Grand Final weekend for the season. At the time of invoking this decision the Competition Committee will review the draw from the first weekend after Christmas (or as soon as practicable) to even out lost or bye games and teams playing each other with the endeavour to even out the games as much as possible.

3. Competition Summary

3.1 General All Divisions:

Where two teams from the one club are playing against each other in the competition, the Committee will allow the **AWAY** team to use an alternate shirt for that game, providing all players wear the same style and colour.

3.1.1 HDSA: A Run Ahead rule applies when one team leads the other by **seven (7) runs after five (5) innings.**

Complete innings must be played, unless the team second at bat is already **seven (7)** runs ahead or scores the required number of runs while at bat. When the team first at bat reaches the limit in the top half of the innings, the team second at bat must have their opportunity to bat in the bottom half of the innings. SAL 5.6b

3.1.2 To participate in the Competition rounds, a team must contain at least five (5) Players who are registered within that original team and are listed on the Result /Game card for that team. **Penalty: HDSA 8.6.**

3.1.3 A **Declaration Rule applies across ALL competitive grades within HDSA. i.e. A team may declare their turn at bat complete, at any stage of their inning, but only once in any game.**

3.2 All Divisions except Teeball:

HDSA Catcher Replacement: If the batting team is 2 down and with the catcher on base, a substitute runner should be placed on the diamond without penalty. The batter **immediately prior** in the batting order to the present runners on base will become the replacement runner. This is designed to speed up the game, with the time between innings still one minute.

3.3 A Grade - 1 hr 30 minutes or 7 innings

- A Grade is considered **ELITE** under SAL TB 2010-1.
- Full diamond (60ft) – 43' pitching distance
- 12-inch optic yellow leather ball in good condition.
- Normal softball rules - 9 batters/fielders only as per the rules with full substitution rules to apply and no

run limitation other than the Run Ahead rule provisions. HDSA 3.1.1

HDSA Exception: -

- Can start or continue a game with a minimum of 7 players (not including the blood bin).
- Rule 21.10 applies i.e. no toss before the competition games.
- Catcher Replacement rule applies. HDSA 3.2

3.4 **B & C Grades & Ladies - 1 hr 30 minutes or 7 innings**

- Full diamond (60ft) **HDSA: – 40'** pitching distance.
- 12-inch optic yellow leather ball in good condition.
- Normal softball rules.

HDSA Exception:-

- **5 runs** across the plate per innings or three out.
- In these grades the Strike zone is armpits to knees.
- All teams are to bat through the full available list of players in every game, with a full interchange of players required when fielding, **with all players given equal fielding time per game.**
- An injury to an on deck batter, batter, batter runner or runner during the game will not be considered an automatic out (no penalty) when unable to play. The injured player can return to the game in any subsequent innings in the original batting order, subject to Plate Umpire and Head Coach agreement.
- An injured batter runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat, once the batter runner has gained first base.
- An injured batter who is unable to continue their turn at bat will have their turn at bat nullified without penalty.
- Catcher replacement rule applies HDSA 3.2.

Ladies Borrowed Player Rule: No JUNIOR or SENIOR players are allowed to be borrowed into this Grade.

This competition may use any registered player from either another Ladies team in their club or any registered Ladies player from another Club as a borrowed player, providing the team has less than nine registered Ladies players available for any particular game.

3.5 **Division 1- 1 hr 30 minutes or 7 innings**

- Full diamond (60ft) – 40' pitching distance
- 12-inch optic yellow leather ball in good condition.
- Normal softball rules:

HDSA Exception: -

- **5 runs**, across the plate per innings or three outs.
- In this grades the Strike zone is armpits to knees
- All teams are to bat through the full available list of players in every game, with a full interchange of players required when fielding, **with all players given equal fielding time per game.**
- An injury to an on deck batter, batter, batter runner or runner during the game will not be considered an automatic out (no penalty) when unable to play. The injured player can return to the game in any subsequent innings in the original batting order, subject to Plate Umpire and Head Coach agreement.
- An injured batter runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat, once the batter runner has gained first base.
- An injured batter who is unable to continue their turn at bat will have their turn at bat nullified without penalty
- Catcher replacement rule applies HDSA 3.2

3.6 **Division 2 & 3 - Div 2: 1 hr 30 minutes or 7 innings
- Div 3: 1hr 15 minutes or 7 innings**

- Full diamond (60ft)
- 11-inch optic yellow leather ball in good condition.
- Pitching distance
 - Division 2– 40'
 - Division 3 – 35'
- Normal softball rules

3.6.1 **Combined Div 2 & 3 Competition 2016-17 Season – 1 hr 30 minutes or 7 innings**

- Pitching distance – 40'
- Full diamond (60ft)

- 11-inch optic yellow leather ball in good condition
- Normal softball rules

HDSA Exception: -

- **5 runs**, across the plate per innings or three outs.
- In this grades the Strike zone is armpits to knees
- The Larger home plate is to be used in Div 3 (as per Modball B)
- All teams are to bat through the full available list of players in every game, with a full interchange of players required when fielding, **with all players given equal fielding time per game.** An injury to an on deck batter, batter, batter runner or runner during the game will not be considered an automatic out (no penalty) when unable to play. The injured player can return to the game in any subsequent innings in the original batting order, subject to Plate Umpire and Head Coach agreement. An injured batter runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat, once the batter runner has gained first base.
- An injured batter who is unable to continue their turn at bat will have their turn at bat nullified without penalty.
- Catcher replacement rule applies HDSA 3.2

3.7 Modball - 1 hr 15 minutes or 7 innings

- Diamond Size
 - Modball A **(60ft)**
 - Modball B **(60ft)**
- Pitching distance:
 - Modball A competition 35ft
 - Modball B competition 30ft
- Modball A is competitive with a Final Series
- Modball B is non-competitive with no Final Series.
- Normal U13 (Modball) rules as specified within the official SNSW rules and HDSA amendments. Refer full HDSA Modball Rules section 25.

HDSA Exception: -

- **Modball A:**
 - **5 runs** across the plate per innings or three outs.
 - *The use of the Tee after 4 balls during the competition rounds is to be reviewed after four rounds to determine its ongoing use.*
- **Modball B:**
 - 5 runs across the plate per innings or three outs.
 - Tee used after 3 balls (NOT 4 balls).
- All teams are to bat through the full available list of players in every game, with a full interchange of players required when fielding, **with all players given equal fielding time per game.**
- No substitution restrictions apply to the fielding or batting sides (to give all players equal fielding time per game).
- **Modball A:**
 - A player may either catch and/or pitch **ONLY 2 innings in a game. This does not apply in the event of a Final Series Tiebreaker.**
- **Modball B:**
 - A player may either catch and/or pitch **ONLY 2 innings in a game.**
 - Catcher replacement rule applies. HDSA 3.2
- See also HDSA Modball Rules section 25 below for full requirements.

3.8 Teeball - 1 hr or 7 innings

- **Full Diamond (60ft) – 40' pitcher distance.**
- Teeball is Non-competitive, with no Final Series.
- Normal Teeball rules as specified with official softball rules **and HDSA** amendments.
- All teams are to bat through the full available list of players in every game, with a full interchange of players required when fielding, **with all players given equal fielding time per game.**
 - **See also Teeball Rules section 24 below for full requirements.**

4. Grading Policy

- 4.1 The Association is looking to develop a full suite of grades each year with the target being to register sufficient teams to form the following:

- T-Ball A
- T-Ball B
- Modball A
- Modball B
- Division 3 (aimed at **lesser** experienced year 7 & 8 high school girls)
- Division 2B
- Division 2A
- Division 1
- Grade (A to C **Reserve** depending on registrations each year)
- Ladies Competitive (Depending on registrations each year)
- Ladies Social (Depending on registrations each year)

4.2 When conducting your grading and team selections, would you please aim for these bands? There have been instances where teams were targeted at levels lower than they were capable of so they would excel or dominate the grade - this approach is not supported by the Association, as it does not develop the players or the Association. The Association has the right to vet the team grading and where individuals are placed, in particular if they are clearly mismatched to the grade.

4.3 There should be a natural progression for junior players through the various levels. The following is an indication of what the Association is looking for and at all times looking to develop the girls and let them play a standard they can handle whilst improving.

- Teeball B to Teeball A
- Teeball A to Modball B (A if strong)
- Modball B to Modball A or Div 3
- Modball A to Div 2 or 3

4.4 For representative players, the player should be graded as high as they are capable of handling within their individual ability and **age qualifications** (not team mate's abilities). The Association would prefer them to play at the higher of the options set out below for their and the Association's development. The following is recommended:

- *Under 11's* T Ball A with the option to dual register into a Modball grade as well
- *Under 13s* Modball A with the option to dual register into Div 2 as well
- *Under 15's* Div 2 or 1
- *Under 17's/19's* Div 1 with the option to dual register into a Senior grade as well

4.5 The Committee will consider applications for player grading outside these guidelines. **All** applications shall be made on the **"Dual Registration / Exemption" form**. The application must demonstrate the competence of the player to play in the higher grade. **The Rules Committee may still request a "Grading Exemption Application" form be completed, if they feel further information or Coach guidance is required.**

Allow seven days for the Committee to consider such applications.

4.6 The Competition Committee has the authority to regrade any team if the initial grading is found to be disadvantaging the team and their current grading relative to the other teams in the grade.

- Regrading will occur on or before the completion of round 6.
- Any competition with a new team will recommence their point scoring UNLESS a full round has been completed AND all teams are unaffected.
- The Competition Committee's decision is final.

5. **Registration of Teams**

5.1 Club Affiliation Fees and Bonds, Team Entry Fees and Registration Fees for Players and Officials must accompany the Competition Entry Form for a Club. The forms are to be lodged with the Registrar and the monies received by the Treasurer at a Registration evening held in early August, as established at the HDSA Board meeting and stated on the annual calendar.

5.2 Team entries for a Competition shall be made on the Competition Entry Form published by the Registrar, and all conditions specified on the form must be complied with.

5.3 Any team entry not received before the closing time for entries may not be accepted.

- 5.4 To be accepted, a team entry **must have at least SEVEN (7) players listed, as well as team Coach and their contact details**. Where players or officials are from another Association their NSW Registration numbers must be clearly marked on the Entry form.
- 5.5 The Registrar in conjunction with the Competition Committee reserves the right to refuse the entry of any team and/or the registration of any person.
- 5.6 The maximum number of players, which can be registered in a team, is SIXTEEN (16), unless prior approval has been obtained from the Registrar in conjunction with the Competition Committee for extra players.

6. Registration of Players and Officials

- 6.1 All players and officials must be registered with HDSA **before** being allowed to participate in any competition games conducted by the HDSA. Officials include all Umpires, Team Managers, Coaches and Scorers, and may include other Club Office-bearers and committee members. A person registered as an Official is not eligible to play unless also registered as a player.
- 6.2 A player or official is registered once they have properly completed Registration Forms, which has been received by the Registrar, and the Association Treasurer has received payment.
- 6.3 Late registrations of players and officials may be made up to 31st October and thereafter; a Late Registration Fee may apply in addition to the normal registration fee. The player or official and details must be advised to the Registrar through the Club Delegate by the Wednesday evening before the game. Late registrations and fees are at the discretion of the Registrar.
- 6.4 Any registered person may officiate (i.e. coach, manage, score or umpire) for any Club. All team head coaches must hold a current minimum **Level 1** qualification. Penalty for fielding an unqualified head coach will be a warning on the first offence for that Team, then the loss of any competition points earned in the games concerned for each additional offence, at the discretion of the Competition Committee.

7. Clearances and Permits

7.1 Club-to-Club Clearances within HDSA:

- Clearance from Club to Club is automatic, unless a player or official has been declared non-financial or a defaulter (i.e. has not returned Club equipment or Club uniform) by the Club with whom he/she was previously registered.
- Clubs shall notify the Committee of a defaulter or un-financial members prior to the start of the season.
- No person, having been declared non-financial or in default, may be registered until their debt is paid or equipment returned.
- Players may not change Clubs during the season or after registration.

Exceptions:

- Divisional players may dual register into a Senior Grade team of another club without penalty in terms of HDSA 8.5 and having met Rule 2.7 initial age registration at their own club, or if that club does not have an eligible age team they are to cross register to another appropriately aged team with another club. All instances to be approved by the Grading Committee.
- Modball A players may dual register into Division 2 in line with the **HDSA Borrowed Player Rule 8.5** (Allowable Play up Levels) and may be subject to specific approval and/or conditioning by the Grading Committee. If approved the player is not restricted in position played.
- Junior players may retain their first registration but play for another club where the first registered club does not field a team in the division the player qualifies skill wise to play. All instances are to be approved by the Grading Committee.
- Dual registration (other than Modball A players as above) is for the express purpose of gaining enough players to qualify a team and development of players, the player is expected to be a full member of the team. **No dual registration** will be allowed when the team **already has twelve** members registered, unless extenuating circumstances are demonstrated. Dual registration within Senior grades is not normally allowed.
- In disputed cases, the Grading Committee's decision is final.

7.2 Inter-Association Permits:

Any person currently “first registered” with a Softball Association other than HDSA must submit a permission note from that Association in order to complete registration with the HDSA.

7.3 Inter-Association Clearances:

Persons currently “first registered” with a SAL-affiliated Softball Associations wishing to become “first registered” with HDSA must comply with the Rules of SAL and SNSW. Such persons will be granted provisional registration while clearance formalities are being completed.

8. Eligibility of Players

8.1 All Players and Team Officials participating in a match must be registered and financial as defined in HDSA Rules 5 and 6. (Penalty - HDSA 8.6). Financial includes registration fees and any other costs owed to HDSA or their club. A representative player must be fully financial by the **Regional** Championship or is ineligible to participate with the team. Any costs incurred must be met before re-registration/clearance to another Club/Association will be considered by HDSA.

8.2 A player registered in a team must not be of a higher standard, in the opinion of the Grading Committee, than the division or grade in which the team is playing. (Penalty - HDSA 8.6).

8.3 After the grading of teams has been completed, no player shall be allowed to transfer to a team in a lower grade, except in exceptional circumstances, and only with the permission of the Committee. (Penalty - HDSA 8.6)

8.4 Play Down Rule: A player **first** registered in one team cannot play in a lower-graded team.

8.5 **Borrowed Player rule:** A team seeking a borrowed player to achieve 9 players for any game, should first endeavour to borrow from within their own Club structure (equal or lower grade allowed) per the following table. If unable to obtain a player from within their own club, the team may borrow from another Association Club in line with the following parameters:

NOTE: Juniors borrowed within junior teams cannot play infield positions in any Division.

Age Group First Registered	Allowable Play up Level	
	Non-current Rep Player	Current Rep player
Teeball B	Teeball A	Teeball A Modball B
Teeball A	Modball B	Modball A or B
Modball B	Modball A	Younger age or training squad: Modball A
Modball A	Div 3 Div 2B	Younger age level - Div 3 Last year U13 - Div 2A or 2B
Div 3	Div 2A or Div 2B Cannot play Senior Grades	Div 2A or Div 2B Cannot play Senior Grades
Div 2B	Div 1 C Grade (Not C Reserve) B Grade - Outfield only	Div 1 C Grade (Not C Reserve) B Grade - Outfield only
Div 2A	Div 1 C Grade (Not C Reserve) B Grade - Outfield	Div 1 C Grade (Not C Reserve) B Grade
Div 1	U15s aged player: ▪ B & C outfield only ▪ (Not C Reserve) U17s aged players ▪ B or C Grade 17 years or older:	U15 aged player: B or C Grade anywhere except battery • (Not C Reserve) U17s player: • B Grade or A Grade U19s Player:

	▪ Any Grade	• A Grade
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The following and all other rules within 8.7 also apply;

- The number of players in the augmented team does not exceed nine;
- All borrowed players bat in the line-up after the regular team players;
- A player playing up into "A" grade may play in any position without restriction.
- All age and/or school year requirements of the borrowing team are complied with by the borrowed players;
- ***Current representative player means, the team the player was originally selected for and qualified in, at the start of the season (i.e. too old for a younger age group). Note: Mid season entry to a higher representative age group DOES NOT qualify the player for the older age group play up rules within that season.***
- Borrowed players must be withdrawn and replaced if regular team members become available during the course of the match.
- **No dual registered player can play in a higher grade than their Highest Dual registered level. I.e. if dual registered into Div 2A, they cannot be a reserve or be borrowed for Div 1.**

8.6 THE PENALTY FOR PLAYING AN UNREGISTERED OR INELIGIBLE PLAYER IS FORFEITURE OF THE MATCH.

This penalty applies to HDSA Rules 2.7, 8.1 - 8.5, and 8.7 - 8.9 inclusive.

8.7 The Borrowed Player Rule applies to the normal competition rounds only, the final series are not considered for this ruling. A player may **be borrowed** into a higher-graded team, but only four (4) times in any one team during the season. The **Borrowed Player** Rule **also** applies to nominated higher teams within the one grade, where the hierarchy is to be the same for higher and lower graded teams. The **Borrowed Player** Rule **applies to all competitions and** within the same division, whether filling in for the player's club or another club. **Refer also to HDSA 8.5 for allowable play up levels permitted.**

Exception: A player cannot play on 5 or more occasions in the **borrowing** team without the express approval of the Committee for dual registration.

Penalty: Loss of points on every occasion the illegal player plays.

8.8 'Participate' in the context of HDSA Rule 8.1 means the player must take the field as either a batter or fielder during the match.

8.9 A player may enter a match even though their name was not originally entered in the scorebook when and only when, they (A) were listed in the registered team line up or (B) meet all conditions of eligibility. (Penalty - HDSA 8.6)

8.10 The policy of this Association is that ALL players that are available to play in the game, be given even playing time on the diamond each week of the competition, including Finals. This is **compulsory** throughout the season and including the Final series (if applicable), for all Divisional, Modball, Teeball, Ladies **and all Senior Grades** (except A Grade).

8.11 **Except in A Grade, ALL** available team players **MUST** be included in the batting order for each game, and **ALL** players must be rotated on and off the field when fielding to give a fair playing opportunity to all players. **NO PLAYER IS TO SIT OUT CONSECUTIVE INNINGS OR HALF A GAME** (except for injury).

This applies for the Final series as well. It is the TEAM that reaches the semis and finals, not the individual.

To assist coaches achieve this, there is a 6 innings game sheet on the HDSA web site, which allows you to plan the rotation of players on and off the diamond for each defensive/fielding innings of the game. It is recommended each coach prepare this or a like game plan before coming to the game on Saturday.

9. **Wet or Extreme Weather Conditions**

9.1 The suspension or abandonment of play due to wet weather or extreme temperature will be decided by a committee convened from available executives on the day and their decision shall be **final and binding** on all registered players and officials.

9.2 Umpires may suspend or abandon play if conditions appear to be unsafe and their decision shall be final and

binding on all registered players.

- 9.3 In the event that a game is abandoned or suspended and not resumed, the game shall be deemed to be a scoreless draw unless:
- Three complete innings have been played; or
 - Forty minutes have elapsed from the starting time to the time of suspension or abandonment, and at least one complete innings has been played within that time.

- 9.4 Where in the opinion of a committee convened from available executives on the day that the grounds are unplayable for the duration of the competition day, an announcement will be made on **the HDSA website**. The decision will be made before 7.15 a.m. for the morning games and before **11.30 a.m.** for the afternoon games **or on a time-slot-by-time-slot basis throughout the day.**

10. Scoring and Result Sheets

- 10.1 An Official Score Book must be used by each team.
- 10.2 A result sheet must be submitted for each match, including any match involving a forfeit received on the day. The coaches of both teams and the umpires must sign the Result Sheet. The names of the umpires and their clubs are to be printed on the sheet and the umpires are to sign the sheet to verify the score.
- 10.3 The Result Sheet must show all runs scored in the match, including those, which in the opinion of the scorers, are disregarded because of the score reverting to even innings. The scores shown should be an innings by innings record of runs scored. The final result must be clearly marked at the top of the result sheet in ink.
- 10.4 The Result Sheet must show clearly the names of all players who took part in the match, along with the team or grade of all players borrowed from other teams. New players entered on a result sheet **MUST** be properly registered **BEFORE** taking part in that game.
- 10.5 Any team deliberately falsifying a result sheet in any respect may be disqualified from the competition or be penalised with the loss of competition points at the discretion of the HDSA Judiciary Committee.
- 10.6 It is the responsibility of the home team to collect the Result Sheet from the Duty Desk before each match. The winning team is to ensure that it is returned to the Result Sheet Folder/Book on the Duty Desk at the completion of the match. Failure to submit the completed Result Sheet may result in the winning team being awarded no competition points for the match.
- 10.7 Any incorrectly completed result sheet may have penalties imposed for both teams concerned as determined by the Competition Committee and will constitute:
- A Warning for the 1st offence
 - Subsequent occurrences may result in a fine of \$25 **and a loss of one (1) competition point** at the discretion of the Competition Committee.
- 10.8 The scorers may elect to sit behind the backing net for safety reasons, or at the side of the netting next to the team dugout at their discretion.
- 10.9 Game Results: Refer 21.1 for result interpretations.

11. Forfeits

- 11.1 A team receiving a forfeit must complete a Result Sheet and submit it as instructed in Rule 10.2. Exceptions refer HDSA Rule 11.2.
- 11.2 If the forfeit is received prior to the day of the match, it is not necessary to complete a Result Sheet.
- 11.3 If a team forfeits more than two matches during the competition rounds **the team will incur a \$100 fine** and may be withdrawn from the current competition by the Competition Committee and may also be excluded from further HDSA competitions.
- 11.4 If a team forfeits prior to the day of the match, they are required to notify the opposing team, the Competition Convenor and the Umpiring Convenor. **If a team forfeits on the day of the match they will incur a \$50 fine.**

Both teams must still fulfil any allocated duties.

12. Uniforms

- 12.1 All players shall wear only their registered Club uniform. The uniform includes a cap, hat or other form of sun protection shade, which is to be worn at all times by every fielder except catcher. Any additional clothing required for warmth and wet weather should be in Club colours.
- 12.2 All teams shall be allowed **a maximum of three weeks** after commencement of the season to have all players in the appropriate uniform of their Club, unless special dispensation is received from the Competition Committee.
- 12.3 New teams shall submit to the Competition Committee the colour and style of uniform proposed, and shall not proceed with such colour or style without first having obtained approval.
- 12.4 Changes may not be made to uniform colours without first obtaining approval of the Competition Committee.
- 12.5 Advertising or sponsorship on uniforms must comply with the guidelines issued by the Competition Committee from time to time.
- 12.6 No person (player, umpire or team official) shall take the field or be on the bench unless wearing covered footwear.
- 12.7 Shoes with metal or screw in studs or spikes are not permitted.
- 12.8 Softball shoes, commonly referred to as cleats, and similar style footwear, may be worn by all players.
- 12.9 The player's top must be properly tucked in throughout the game. Coaches are to ensure this is applied.
Exception: Optional for Ladies, B & C grade competitions only.
- 12.10 Team members may elect to wear shorts in lieu of long pants providing they are uniform in style and colour.
- 12.11 SAL Rule 3.8g and Effect in respect to jewellery applies. **i.e. none permitted**, unless medically related. **HDSA Exception:** In Senior Grades and Ladies, a wedding ring may be taped if it cannot be removed. Non-compliance means the player will be removed from the game until the rule is met.

Body Piercings cannot be taped; they must be removed regardless of the type.

- 12.12 Non-adherence to these uniform requirements may result in the player not being allowed to play, or continue playing in the game, as ruled by the umpire.

13. Protests

- 13.1 Protests that will be heard. SAL 11.2 & Notes and 11.3.

Protests that may be received and considered include matters of the following types.

- a. Misinterpretation of a playing rule.
- b. Failure of an umpire to apply the correct rule to a given situation.
- c. Failure to impose the correct penalty for a given violation

Note to Sec 2a-c:

1. Protests for sub-sections a-c must be made before the next pitch or before all infielders have left fair territory or, if on the last play of the game, before the umpires leave the playing field.
2. After one pitch has been thrown (legal or illegal), no change can be made on any umpire's ruling.
- d. Eligibility of a team roster member.

Note to Sec 2d:

Protests for the above are to be submitted to the appropriate authority (not the umpires) and may be made at any time, subject to the provisions of SAL Rule 11 Section 5.

Protests may involve both a matter of judgement and the interpretations of a rule.

If a protest is to be lodged, one of two procedures must be followed, either HDSA Rule 13.2 or Rule 13.3 as below.

- 13.2 If the Umpire in Charge (U.I.C.) is close at hand, one of the base umpires will request the U.I.C. attend the diamond to hear the protest?

The game is suspended whilst the protest is being heard and adjudicated on by the U.I.C.

- (a) The U.I.C. hears from the protesting coach. While this is happening, the plate umpire should call all umpires in ready for the U.I.C.
- (b) The U.I.C. hears from the umpires on game, and a decision is made. **This decision is final.**
- (c) The decision is conveyed to protesting coach by the U.I.C.
- (d) If necessary, the U.I.C. explains the situation to opposing coach.
- (d) The Game continues. Lost time is not added to the game.

- 13.3 **Only** when the Umpire in Charge, or their appointed deputy, is not readily available or the protest is based on the eligibility of a team roster member, will the protest be heard by the Protest Committee, **and only** when the following requirements are fully met:

- (a) The protest is to be noted in both scorebooks and the reverse of the result sheet. The following information must be shown:
 - The exact time the protest is lodged (according to the umpire).
 - What rule is involved, i.e. HDSA or SAL (according to the coach).
 - The number out.
 - The position of any runners on bases.
 - The count on the batter, if applicable.
- (b) The game, being played under protest, will then continue to a result.
- (c) The protesting Manager/Coach must advise the U.I.C. or a HDSA Executive Board Member **immediately after the game** of the protest being lodged and the Coach has **twenty-four hours** to lodge it **in writing** as specified herein. This must contain all the information set out above, as well as the name of the opposing team, grade of game, names of umpires officiating and a written version of what happened in the game to cause the protest. Scorebooks must accompany any protest.
- (d) If the protest is handed to the Umpire in Charge immediately after the game, every endeavour will be made to hear the protest as soon as possible.
- (e) The Day Book is also to be noted by the Coach submitting the Protest that a protest has been lodged and state:
 - The team lodging the protest.
 - The grade involved.
 - The diamond the game was played on.
 - The opposition team's name.
 - The Coach's name and contact information.

Note: A winning team's protest will automatically be dismissed.

- 13.4 The Managers, Scorers and Coaches of both teams as required by the Protest Committee, must attend the protest hearing, along with the Plate Umpire and any base umpire involved in the game under protest. Persons required to attend the hearing are allowed to bring a friend along for support.
- 13.5 Failure to attend a protest hearing may result in a fine of \$50 being incurred by the club of the official or umpire (Non USC) who fails to appear.
- 13.6 A \$50 fine may be imposed on the club/team submitting a protest, if the Protest Committee determines that the protest was either frivolous or invalid.
- 13.7 The Protest Committee will consist of at least two (2) HDSA SAL qualified umpires not directly involved in the protest. The Protest Committee will be chaired by the HDSA Umpire in Charge or in the absence of the U.I.C., the most highly qualified umpire available, holding at least Level 1 SAL accreditation.

- 13.8 Failure to meet the procedural requirements above in lodging the protest may result in the protest being automatically dismissed.

14. Umpiring

- 14.1 All clubs/teams are required to provide umpires, as indicated in the published Draw. When the club's name is preceded by "HDSA" a nominated USC umpire will be appointed for the plate umpiring duties and the club is to provide two base umpires. For all other games, the club named is to provide **a minimum of a plate umpire and one base umpire**. Plate umpires are required to wear a mask with a suitable throat protector, leggings and chest protector. Male umpires must wear a box.

- 14.2 Club Umpires not showing up by the scheduled start time of the game, are to be recorded in the Day Book and on the result sheet. If other umpires from within that club cannot be found at the grounds to fill in, the teams are to arrange their own umpires from **registered** players and/or officials available from either team on the day.

Penalty: A \$50 fine and the loss of 2 points for the transgressing team. The penalty must be paid to the HDSA Treasurer and recorded in the Day Book on or by the following Saturday and before the transgressing team's game time, or a forfeit will occur for that game and any subsequent game/s until the fine is paid.

- 14.3 Umpires are requested to ensure that timing in pitching warm-ups, (maximum 5 for new pitcher, 3 for continuing pitcher) per SAL 6.9a and effect and batter-up, (ten seconds after called), per SAL 7.3a and effect are enforced within the normal softball rules. These rules should be enforced during the game to ensure maximum playing time. Both teams should be briefed on the rules prior to the game commencing.

- 14.4 All Junior players (*those that play junior softball and/or are Under 19*) umpiring must be supervised by an adult with rules knowledge or a qualified umpire from the nominated club or USC, to ensure that coaches and spectators do not cause any undue pressure. Junior Trainees allocated by the USC will be supervised by a USC allocated individual. If a Junior umpire is allocated by their club, the club must provide supervision. Duty of Care issues/responsibilities applies.

Penalty: **\$25 fine to the transgressing team/club.**

15. Eligibility of Players for the Final Series

- 15.1 To participate in the Final Series, a **team** must contain at least six players who have played in at least eight of the competition round matches for that team. Penalty - HDSA 8.6.
- 15.2 To be eligible to play for a team in the Final Series, a **player** must play in at least eight (8) competition round matches for **that team or to be used as a borrowed player, must be Finals eligible for a lower or equal** graded team in the same club (or other if no lower grade to draw on) or where the exception available under HDSA 8.5 applies. Exceptions may be approved by the Committee on merit.
- 15.3 A player in a team receiving a forfeit, weather cancellation or bye, will be deemed to have "participated".

16. Representative Selection

- 16.1 To be eligible for selection in a representative team for HDSA, a player or coach shall satisfy the following requirements
- Must be registered with HDSA Inc. prior to the selection trial date or closing date of nomination, for the age group concerned as set down by the Representative Committee.
 - Unless the Representative Committee has granted dispensation, the applicant must have played in or head coached at least two-thirds of the matches scheduled in a team in the HDSA summer competition during which selection trials are taking place or the year preceding selection trials.
 - The selected players must umpire at least three games at the discretion of the USC during the current or following HDSA season.

Note: 16.1 c) is not applicable to players seeking selection in the Under 11 or Under 13 HDSA teams.

Exception: Representative players officiating in a junior team or umpiring within the USC program do not have to meet this condition.

- 16.2 Nominations for representative teams will close on the dates advertised by the Representative Committee at the beginning of the season or as applicable. No nominations will be accepted after this date.

Exception. The Representative Committee may consider special cases for late nominations, or late inclusions, in representative teams on the merits of the case made to it by either players or officials. Special requests for inclusion for nomination in a representative team after closing date for nominations must be in writing setting out in full the special circumstances (or special reasons) including the extent to which other selection conditions have been met. The application is to be delivered to the Representative Convenor who will table the application for consideration by the Representative Committee.

16.3 **Playing for other Associations / Teams.**

By becoming “first registered” with HDSA, players automatically make themselves available for HDSA representative selection. If a player wishes to play for a team other than HDSA in a competition, they must seek approval / release from HDSA regardless of whether HDSA is entering a team in that competition.

17. **Diamond Equipment**

Nets, bases and plates for each diamond should be collected from the equipment room by the nominated **Home** (first base side) team and used to set-up the diamond for the first match to be played on that diamond each day, and packed-up and returned to the equipment room by the nominated **Away** (third base side) team from that last scheduled match played on that diamond.

- 17.1 The **Home** (first base side) team should check the diamond prior to the start of play to ensure all measurement distances are correct e.g. Bases and Pitching plate. This especially applies to those teams playing on a diamond previously used by a lower Grade or Division.

- 17.2 **Benches and Garbage bins** should **also** be collected from the equipment room by the **Home** (first base) team from the first match to be played on the diamond each day, and returned to the equipment room by the **Away** (third base) team following the last scheduled match of the day on that diamond.

- 17.3 All teams should consult the draw to see whether they are the **last teams** using the diamond for the day. Failure to return nets, bases, plates and benches will result in the **Club responsible incurring a \$25 fine.**

- 17.4 A full set of umpire’s kit is located at the Umpire’s Room for your use if required by your umpire consisting of:

- Mask with tongue/throat protector
- Breast protector
- Leggings and counter
- A Hockey styled helmet and mask may be worn, but are not supplied.

PLEASE NOTE THE FOLLOWING REQUIREMENT FOR DIAMOND SETUP

- Black plastic or heavy metal pegs to be used for the four (4) ropes to secure the poles. The small metal pegs are to be used for securing the base of the net to ensure the safety of scorers etc.
- Please ensure that on packing up net that you account for all metal pegs in the bottom of the net **BEFORE** collapsing the net. **PLEASE CHECK THAT ALL GEAR IS ACCOUNTED FOR AND PACKED IN THE BAG, ESPECIALLY METAL AND PLASTIC PEGS – THANK YOU.**

18. **Canteen Duty**

All clubs are expected to assist in the running of the canteen at Hayes Park. Hours of opening are 7.30am to 4.15pm and clubs rostered to be on duty must provide **helpers of at least 16 years of age** to assist with serving and other duties, as described, between these times. For the period of 7.30am to 2.00pm **at least three (3)** people are required. At other times, a **minimum of two (2)** people must be provided.

Clubs assigned to canteen duty should check with the designated Canteen Administrator and their club secretary to receive instructions, and when required to take responsibility for the running of the canteen for the day.

The Competition Committee publishes the Canteen roster.

The canteen times are from 7.30am to 4.15pm. Clubs are rostered for up to 2 hours during the day as advised to the Club Delegate and Association members on the daily draw, sometimes shared with another club. Each club is to provide three (3) helpers for their full roster period from 7.30am to 2.00pm and two (2) from 2.00pm to 4.15pm.

Failure to fulfil the rostered duties will result in a fine of \$25 per duty for the club not completing their duty.

Clubs on morning canteen duty are reminded that their duties may include taking delivery of purchases (meat pies, drinks, etc) and carrying it into the canteen. Clubs on afternoon duty are reminded that their duties include cleaning all canteen equipment, sweeping the canteen and re-stocking.

19. Fines and Penalties

- 19.1 Any fine, as determined and published by the Committee incurred by a Club/Team under any of these Rules is payable to the HDSA Treasurer as requested or by the end of the last of the **competition rounds** of the season. Failure to pay such fines by this time, will result in all teams from that Club being declared un-financial and therefore ineligible to participate within the Finals Series and will further result in the Club concerned being refused entry of teams in further competitions run by HDSA, and may also result in all members of that Club being declared un-financial with SNSW, and therefore ineligible to play in any competition run by any SAL-affiliated Association.

Note: Late Final Team registration fee payment by clubs may result in a \$200 fine and non-eligibility for Finals for all teams of that Club.

- 19.2 Umpires are required to submit a report concerning any players or officials who have been ejected from a game, or behave in a manner contrary to the HDSA code of behaviour, to the Umpire in Charge before the conclusion of the day's play. Following a discussion with the umpire having control of the match, the Umpire in Charge may make a written report to an Executive Member of HDSA for appropriate actioning detailing the incident together with any recommendation as to further action to be undertaken.

At any stage of a game where the umpire considers the HDSA code of behaviour is being breached, they should request one of the other umpires to find a HDSA Executive Member to attend the diamond immediately. The HDSA Executive Member will then support the Umpire as required.

- 19.3 Players and/or officials who have been ejected from a game by an umpire may be required to appear before the HDSA Judiciary Committee to show cause why they should be allowed to take further part in the competition.

20. HDSA Inc. Code of Behaviour

The Executive Committee of the HDSA Inc endorse the following Code of Behaviour which will be enforced during all competition games and any event conducted by the HDSA to ensure that the environment of the competition is in the interests of the goals of HDSA and therefore, its members. We would appreciate that all officials, players and spectators abide by this Code – Thank you!

20.1 **Code of Behaviour:**

- All games shall be conducted in a sportsman like and competitive manner.
 - The support of Softball, by players, umpires, coaches, managers and spectators is PARAMOUNT.
 - All Players, Coaches, Managers and Team Officials are to extend positive and courteous behaviour to all other Players, Opposition Coaches, Managers and Umpires.
 - It is expected that where a player's conduct is undesirable, the coach/manager will support any reprimand by the umpire through the team officials.

NB: Over-aggressive play and foul or abusive language from players, officials or spectators IS NOT acceptable.

- No player or coach is allowed to harass or apply pressure to any umpire in an attempt to sway his or her decision.
- In all situations, coaches are reminded to revert to the old custom of sportsmanship if the game is becoming too technical, or the umpire is struggling to maintain control.

- It is amazing what true sportsmanship can do for a game and the players involved, not least relieving the umpires of a terrible burden.
- All umpires, irrespective of experience, have the authority to report any acts of misconduct to the HDSA Executive Committee who in turn may impose penalties and sanctions against offending teams or individuals, if deemed necessary.
- Utmost regard shall be had for safety of all players, officials and spectators.
- Any Coach or Player who has a comment to make regarding a Player from an opposing Team, such comments should be made through the Umpire or Opposition Coach and not directly to the player. The umpire will direct any player reprimand, removal or ejection from the game through the respective coach.
- All clubs must be prepared to accept responsibility for the behaviour of their supporters. Whilst genuine, honest support is encouraged, disparaging remarks directed at opposing players or officials will not be tolerated under any circumstances.
- If after a warning by either the Umpire or an HDSA Official, unnecessary remarks by supporters continue, the game shall stop and will not restart until the offending person(s) are removed from the area by the club with which they are connected / supporting.
- In the case of Senior Players, Socialising after the game is often part of the sport. However, there should be **no consumption of alcohol or smoking** during the course of the game or within the vicinity of the playing diamond.
- Each team shall be responsible for leaving their bench area neat, tidy and free from rubbish during and at the end of the game.
- Playing equipment should be kept neat and tidy during the game.
- Officials must wear closed in shoes for safety.

20.2 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 efforts and performance rather than the overall outcome of events. 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 the best from example. Applaud good plays by both teams.
- If you disagree with an official, raise the issue through the appropriate channels rather than question 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 efforts to remove verbal and physical abuse from sporting activities.
- Recognise the value and importance of volunteer coaches. They give their time and resources to provide recreational activities for the children and deserve our support.

21. Match Rules

21.1 **Times of Games:** The starting and finishing time for a game is as published by the Competition Committee. The game will end at the scheduled finishing time even if the game starts later than the scheduled starting time. All competition games are scheduled for a maximum of one (1) hour and thirty (30) minutes.

- a. No new innings will start within five (5) minutes of the scheduled finishing time.

Exception: Modball B and Teeball games will be played until the scheduled completion time of the match is reached.

- b. If within five (5) minutes of the scheduled finishing time the team first to bat is at bat, the innings will continue until either a result is determined in accordance with SAL Rule 5.5 or the scheduled finishing time of the match is reached. For **A Grade** games only, if before the scheduled finishing time the team second at bat is at bat, then the innings shall be played out until complete or the team second at bat get ahead.
- c. The result "shall be the score at the end of the last completed inning, unless the team second at bat has levelled or scored more runs than the team first at bat in the incomplete inning. In this case the score shall be that of the incomplete inning". SAL Rule 5.5. This is to be interpreted as follows in situations

where scores are tied or at time:

- If the team first at bat draws level or get ahead in an incomplete innings the score reverts to that of the last completed innings.
 - If the team second at bat draws level or get ahead, the score stands.
- d. In the event of a tied score at the completion of the seventh innings and before the scheduled finishing time of the game, the game is complete and a draw results.

21.2 Umpires will be directed to apply SAL Rule 5.4, b4, which allows a game to be forfeited if a team employs tactics palpably designed to delay or to hasten the game.

21.3 A team must have at least seven (7) players available throughout the game, or a forfeit is declared (**Exception:** Game started with 7 and a blood bin occurs – Refer HDSA 21.17). If at the appointed starting time, there are less than seven players, the umpire may wait up to ten (10) minutes to allow other players to arrive to make up the minimum seven players. If a team has less than 9 players, there will be no automatic outs.

Late arrivals to the game can be added to the scorebook and take the next batting position at the bottom of the list.

21.4 In the absence of official umpires appointed to the match, each team is to provide an umpire. In this case, the home team will provide the home plate umpire and away team will do the base umpiring, unless the teams decide otherwise by mutual agreement. Refer 14.1 and 14.2.

21.5 All teams must supply their own bats, helmets, playing equipment and match balls, which must be a ball in good condition. (Penalty - forfeit unless plate umpire agrees otherwise). The plate umpire is the sole decider of the acceptability of a match ball. Intermediate size balls will be used for all Division 2, Division 3 and Modball games and Teeball sized balls for Teeball games.

Note: 0.47 core optic yellow leather balls must be used in all Competition games except Teeball.

21.6 For all Non-Competitive grades, each innings is completed when either the third out is made, or when the fifth run for the innings is scored.

For all Competitive grades, each innings is completed when either the third out is made, when the fifth run for the innings is scored OR when the team at bat declares their turn at bat complete. A teams batting declaration can only occur once per game.

For A Grade, each innings is complete when the third out occurs OR when the team at bat declares their turn at bat complete. A teams batting declaration can only occur once per game.

21.7 For all grades, the Run Ahead rule HDSA 3.1.1 will apply when one team leads the other by seven (7) runs after five (5) innings. The game will then be called and that score entered in the scorebook and result sheet. However the game may continue as a "social" game with the agreement of **BOTH** coaches, and with the coaches to arrange umpires. Any additional runs scored by either team will NOT be counted in the scorebook and result sheet.

21.8 Based on advice received from Softball NSW, HDSA's position in relation to pregnancy is:

- Continued participation in softball during pregnancy poses health risks to the person and the unborn child. Pregnant players and officials should seek advice from appropriately qualified medical practitioners as to:
 - a) The risks involved in participating in softball;
 - b) Whether it is safe for them to continue participating in softball while pregnant and if so, for how long should they continue to participate.

21.9 The wearing of helmets is compulsory for all on deck batters, batters, batter- runners and runners. If a helmet is intentionally removed during a live ball play, the umpire shall call "Dead Ball" and the runner is "out". If a helmet comes off during a slide or tag play, the umpire will adjudicate on the play then call dead ball. The runner is not out due to the helmet coming off, but the helmet must be replaced before the game can proceed. A runner may remove the helmet to adjust their hair etc. as long as there is no play in progress and the umpire has granted "time".

- 21.10 The home team, which is the team named first in the published draw and occupying the 1st base dugout will field first. **The fielding team is to be on the diamond ready to start the game by the scheduled time. SAL 5.4b 1NOTE:** Reverts to normal toss situation for all Final Series games.
- 21.11 A pitcher will be allowed five (5) warm-up pitches at the beginning of the game or when she initially enters the game to relieve the current pitcher, except in Modball B this shall be three (3). Between innings returning pitchers will only be allowed three (3) warm up pitches, except in Modball B this shall be one (1). A maximum of 60 seconds is available to deliver the warm-up pitches. Note: A pitcher returning to pitch in the same half innings shall not be entitled to any warm up pitches.
- 21.12 While optional for Senior Registered Players 19 years and over, ALL players under 19 years of age must wear shin-guards throughout the game. The Association however strongly recommends all players wear them. A player cannot participate in the game until the correct attire is worn.
- 21.13 While optional for Senior Registered Players 19 years and over, ALL players under 19 years of age must wear a mouth guard throughout the game. The Association however strongly recommends all players wear them. A player cannot participate in the game until the correct attire is worn.
- 21.14 All catchers must wear leggings, a facemask with throat protector, a helmet and chest protector while catching during a game. **Exemption:** In Teeball the catcher is required to wear a catcher's mask with helmet, however a chest protector and leggings are optional.
- 21.15 Junior players must wear full protective gear (face mask, chest protector, helmet and leggings) while taking warm up pitches either on or near the diamond before or during the game. Any Senior player, team official or any other person taking warm up pitches, must wear at least a face mask, throat protector and helmet whether standing or not. SAL3.6 Note 6a.
- 21.16 Helmets are mandatory for junior (under 19 years) age coaches who coach in the first or third base coach's box. SAL 3.6f ii. **HDSA:** This regulation does not apply to Teeball.
- 21.17 **Blood Bin:** Any player who is bleeding may not participate in a game until such time as the bleeding ceases. **They must not return to the diamond with blood on their uniform or person. All wounds must be covered with no blood visible.** The player will be classed as a "BLOOD BIN" player for the remainder of that innings and the next full innings.
 "BLOOD BIN" players may be replaced by:
 - A fresh reserve from the bench **or a play up (Borrowed Player Rule 8.5)**, or
 - A player who has already participated in that game, or
 - An official (coach, scorer, manager) eligible by age and sex, and provided that they are not registered as a player in a higher grade.
 Replacements made for "Blood Bin" players shall not be a matter of protest.
- Any team with no bench and a Batter/Runner becomes a blood bin and that reduces the team below 9 and no replacement is available, the Blood Bin will leave the diamond, they lose the chance to score but they do not receive an automatic out (LFP) or forfeit the game. If the Blood Bin is fielding, they leave the diamond and the team continues to field with a reduced number of fielders until a replacement can be found.**
- If a team only has seven players and one is required to go to the "Blood Bin", the team may continue to play with only 6 players while the player is in the "Blood Bin", there is no penalty - i.e. no one is out and the next batter is the one who follows the "Blood Bin" player in the batting line up. **The team must find a replacement player if the Blood Bin is not able to re-enter the game otherwise the game is a forfeit (Rule 21.3).**
- While "Blood Bin" players are in the blood bin, replacements are NOT considered to be "substitutes". A player or official, who only participate in a game as a replacement for a blood bin player, is not considered to have participated in the game for the purpose of "games played".
- 21.18 SAL 6.8 Intentional Walk Rule does not apply within the HDSA competition.

22. Special Ground Rules.

- 22.1 **Blocked/Interfered Ball Rule:** If the ball becomes blocked we will play a ground rule double. All runners,

including the batter/runner, shall be awarded two bases from the time of the hit or their last legally held base **or from when the ball became blocked/interfered with** or from when the ball left the fielder's hand. If two runners are between the same bases, the award is based on the position of the lead runner. If the runner has already reached home before the ball is blocked/**interfered** then she will remain home. SAL 8.7g. Refer HDSA 24.15 for Teeball, HDSA 25.2.6i for Modball.

- 22.2 Whiffle type balls only are to be used for full swing batting warm ups. There is insufficient room for a proper warm up with normal softballs. This is a safety issue and the rule applies to all teams during the day. Normal balls may be used for close range pepper hitting or bunting practice.

- 22.3 ***If a team is warming up in the vicinity of a game, they (the team/s warming up) are to ensure they do not interfere with the game in progress, in any way.***

23. **Match Rules for the Final Series**

- 23.1 Local and match rules for the Final Series are the same as competition rules.

- 23.2 Final Series games shall be a regulation 7 innings game or a time limited game, as set out in the Published Draw and below;

Note: The A Grade Grand Final will comprise a 7 innings game, with a maximum completion time of three (3) hours.

- 23.3 An umpire's conference will be held on the diamond before each match; at which the coach is to present the team list to the plate umpire and sign off the team.

- 23.4 Any team that forfeits a Major Semi Final prior to the commencement of the match shall be deemed to have also forfeited the Final.

- 23.5 **Championship Series:**

Semi Final – Day 1

Game (a) Team 1 plays Team 2

Game (b) Team 3 plays Team 4

Final – Day 2 Game (c)

Loser of game (a) plays the Winner of game (b)

Grand Final – Day 3 Game (d)

Winner of game (a) plays the winner of game (c).

- 23.6 If at the completion of time and the game is in the top of an innings, time and game will be called with the score reverting back to the last completed innings.

EXCEPTION: - If at the completion of time, with incomplete innings, the score would revert to a draw, the innings in progress is to be played out.

If at the completion of time, the second team is at bat and is behind with the opportunity to win the game (i.e. within the run rule restrictions); the innings in progress is to be played out.

In all grades, if the score is tied after 7 innings or at time, whichever occurs first, and the above rules have been applied (as necessary), the TIEBREAKER RULE will be applied. The tiebreaker process continues each innings until there is a result or three complete tiebreaker innings have been played.

- 23.7 For all Final Series games, a result must be obtained. If the application of the normal match rules and HDSA 23.6 variances still result in a tie, then;

- If an innings has just been completed, further innings should be played, with the Tiebreaker commencing immediately.
- If an incomplete innings is in progress (and the score would otherwise have reverted to the end of the last

complete innings), the incomplete innings should be completed. If the result is still a tie, further innings should be played, with the Tiebreaker commencing immediately.

- In the event of a draw after three full Tiebreaker innings are played, the team with the higher position on the competition ladder will be declared the Winner and/or Premiers.

Tiebreaker rules:

- Each innings commences with a runner on second base with no outs.
- A full innings is played.
- The batter immediately prior in the batting order to the first at bat in the normal innings order will be placed on 2nd base as a runner. (e.g. If batter 7 is next to bat, batter 6 will be the runner).
- Modball A: The Pitcher/Catcher restriction does not apply, in the event of a Final Series Tiebreaker.

23.8 Wet or Extreme Weather Procedure for the Final series.

- HDSA Rule 9 applies for the Final Series.
- If the game commences and is subsequently abandoned HDSA 9.3 applies. If these conditions are not met, the team finishing highest at the completion of the competitive rounds will progress to the next game as per the following,
- If in the event of a Semi-Final being washed out, the teams will progress based on their position at the conclusion of the final competition round. That is 1st to GRAND FINAL, 2nd to FINAL and 3rd to FINAL.
- If in the event of the FINAL being washed out the team that lost the Major Semi-Final (i.e. came 1st or 2nd) will progress to the Grand Final.
- If in the event of the SEMI-FINAL and FINAL both being washed out, the GRAND FINAL will be played between the teams who occupy 1st and 2nd positions after the completion of the competition rounds.
- If in the event of both the FINAL and GRAND FINAL being washed out, then the winner of the MAJOR SEMI FINAL (1st and 2nd) will be declared the premiers.
- If in the event of the GRAND FINAL being washed out then the winner of the MAJOR SEMI FINAL (1st and 2nd) will be declared the premiers.
- If in the event of all three weeks being washed out then the MINOR PREMIERS will be declared the premiers.

23.9 If the revised competition option is invoked per HDSA Rule 2.10 and 2.11 the revised Final Series will comprise a One-Day series on the designated Grand Final date, based on the competition results to the last extended competition day as decided by the Competition Committee.

i.e. One-Day series: The week before the scheduled Grand Final date, on the following basis:

- Team 1 plays Team 2
- Team 3 plays Team 4
- Team 5 plays Team 6) depending on teams in competition
- Team 7 plays Team 8) depending on teams in competition

If the Final Series game is not played because of wet or extreme weather, then the teams standing at the end of the extended competition will be the declared final results for the Final series.

23.10 Pennant Series:

Note: Draw for the Championship Series is as per Rule 23.5.

The secondary competition (Pennant Series) will comprise teams that do not qualify for the Championship series and those knocked out during the Semi Finals and Finals.

The HDSA Board through a nominated sub-committee responsible for the Finals series, will determine the draw and running of the competition.

The format of the Pennant Series draw is as follows;

4 Team Competitions:

Pennant Series Semi Final: No games as all teams play in Championship Final Series. (See HDSA 23.5)

Pennant Series Final: Bye for the Loser of Championship Semi Final - Team 3 v's Team 4.

Pennant Series Grand Final: Loser of Championship Final v's Pennant Series Final Bye team.

5 Team Competitions:

Pennant Series Semi Final. The 5th placed Team at the completion of the Competition rounds has the Bye.

Pennant Series Final: The Bye Team from the Pennant Series Semi Final v's the Loser of Championship Semi Final - Team 3 v's Team 4.

Pennant Series Grand Final: The Winner of the Pennant Series Final v's the Loser of the Championship Series Final.

6 plus Team Competitions:

Pennant Series Semi Final: The 5th and 6th placed Teams at the completion of the Competition rounds play each other.

Pennant Series Final: The Winner of the Pennant Series Semi Final v's the Loser of the Championship Semi Final – Team 3 v's Team 4.

Pennant Series Grand Final: The Winner of the Pennant Series Final v's the Loser of the Championship Series Final.

24. Teeball Rules

24.1 The Teeball competition will not participate in the "Finals Series" as this is a non-competitive division. They will continue to play their competition **Draw** up to and including Grand Final Day.

24.2 **General:**

(a) These rules are to be read in conjunction with the Official Rules of Softball as issues by SAL and adopted by SNSW.

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

(b) The ball is not pitched in Teeball - instead it is batted from a Tee.

(c) For the purposes of Teeball, unless otherwise specified in these rules 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".

24.3 HDSA: Optional: A 4th outfielder can be fielded by the defensive (fielding) team at any time.

24.4 **References: -**

24.5 **Base Runner:** - 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, **there shall be no Penalty**. The Umpire shall call "Dead Ball" and the runner shall return to the base.

24.6 **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. When a team has a full complement of players each player may only bat once during each half innings.

24.7 **Bunting:** - is not permitted. The batter is not permitted to take a half swing. If the umpire feels the batter is not taking a full swing, they may be called back to bat again.

24.8 **Fair Ball:** - Identical to Softball with one exception that the batter must hit the ball beyond the line 15ft (4.5m) arc.

24.9 **Foul Ball:** - Identical to Softball with two exceptions:

- (a) Should the batter step out of the batter's box when the ball is hit, there shall be no penalty. The Umpire will call "Foul Ball".
- (b) The ball is foul if it travels less than 15ft (4.5m) from the home plate in fair territory.

24.10 **Infield Fly:** - The infield fly rule does not apply in Teeball.

24.11 **Offensive/Defensive Conference:** - There shall be no limit to the number of conferences either coach is permitted in any one half innings. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.

24.12 **Pitcher:** - The pitcher shall be in contact with the pitcher's plate until the ball is hit. The Pitcher may wear a two-eared helmet or a catcher's helmet.

24.13 **Side Retired:** - The Offensive side is retired when

- (a) 3 outs are made, or
- (b) **HDSA:** after 5 runs have been scored, whichever occurs first.

24.14 **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. Hitting the tee is considered a foul hit.

HDSA NOTE: Unlimited strikes (air swings) are allowed before the December break and the player cannot be given out. If necessary the coach can assist the player with the swing and hit from the tee.

24.15 **HDSA Overthrow:** - If the ball is overthrown and is blocked or enters dead ball territory, all runners shall be awarded one base from the last base legally touched, at the time of the throw.

24.16 **The Playing Field:** - The field shall be marked as for softball except;

- (a) The baselines shall be (60ft 18.29m)
- (b) The pitcher's plate shall be 40ft (12.19m) from the apex of the home plate.
- (c) The pitcher's plate shall be in the centre of a circle of 6ft (1.8m) radius.
- (d) An arc with the radius of 15ft (4.5m) from the apex of home plate shall be drawn in the infield from home/first baseline to home/third baseline.
- (e) On open grounds a field limit line should be drawn parallel to and 25ft (7.6m) to 30ft (9.1m) outside the home/first 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 150ft (45.7m) from the apex of the home plate.

24.17 **Equipment:** -

24.17.1 The ball shall be a "Soft Core" teeball 10.5 inches (267mm) in circumference.

24.17.2 The Tee:

- (a) May be made of any suitable material;
- (b) May be of any suitable construction and should be adjustable;
- (c) Must not have any sharp edges or protuberances;
- (d) Must be light enough to be easily moved;
- (e) Must be adjustable to suit the batter;
- (f) Must be placed with the stem over the centre front of home plate with the home plate left free See diagram 25.7.1);
- (g) Must be removed by the umpire whenever necessary after the batter hits a fair ball.

24.17.3 A practice tee, with home plate as the base and the stem of the tee in the centre of the base, is not suitable.

24.17.4 **Double Base:** - Safety bases (rectangular bases half white and half contrasting colour) will be used on all diamonds at first base, with the following rules applying:

- (a) The fielder **MUST** always use the white base.
- (b) The batter/runner **MUST** use the contrasting colour on the first attempt through first base if there is any likelihood of a play at first. She must return to the white portion of the base only.
- (c) The batter/runner **MAY** use the white base at first attempt if there is no likelihood of a play at first

- base;
- (d) The batter/runner MAY legally proceed to second base after initially touching either the white or contrasting colour base;
- (e) The white base MUST be used on any return to first base by the batter/runner;
- (f) A batted ball hitting the white portion of the safety base is fair. A batted ball hitting the coloured portion is foul.
- (g) When tagging up on a fly ball, the white portion must be used.

Safety bases are used to minimise the risk of interference or injury arising from a collision at first base.

This purpose must always be considered when applying the rule.

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

24.17.6 **HDSA:** Numbers not required on the back of players uniforms in Teeball.

24.17.7 **HDSA:** Batting helmets providing adequate safety to the offensive player and defensive players if required, must be used.

24.17.8 All other equipment, including uniforms and footwear shall conform to the requirements of the Official Rules of Softball.

24.18 The Players & Substitutes: -

24.18.1 All players shall be under 11 years of age as at 31st December in the year of the competition commencement.

A team may consist of a mix of female and male players within this competition, but no one team may contain more than four (4) male players, either originally registered within the said team or borrowed to make up nine members.

HDSA: Under special circumstances the Committee may waive these requirements.

24.18.2 A team shall consist of a minimum of 7 and a maximum of 12 players to play in any week. The Committee can approve additional numbers and where allowed, all players are to be fully involved in each game on the day. Refer HDSA 4.6.

24.18.3 If 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 7. If players arrive during the game, they may be added to the batting order as batters 8, 9, 10, etc.

24.18.4 All players shall play on offence and defence equally in every game, however, only **ten** players (ie 4 in outfield) are permitted on the field at any one time.

24.18.5 The re-entry rule shall not apply.

24.18.6 A designated player may not be used in Teeball.

24.18.7 There shall be no restrictions related to the type or number of defensive substitution that may be made during a game but the batting order remains the same for the duration of the game.

24.18.8 If a batter, batter/runner or runner is injured that player may be substituted for that inning by a “pinch” runner, who is to be the last runner home. In later innings if the player is unable to bat that batter is omitted from the line up until fit to resume the game in the starting line up order. The injured batter is not recorded as out and the next batter bats. Refer HDSA 1.6.

24.19 The Game: -

24.19.1 A regulation Teeball game shall be one hour.

24.19.2. **HDSA: An innings is complete when either three outs have been made or 5 runs scored.**

- 24.19.3 No runs shall score:
- (a) After the 3rd out is made.
 - (b) **HDSA:** After the 5th run is scored in any one innings.
 - (c) As otherwise prescribed in softball.

24.20 Pitcher/Catcher: -

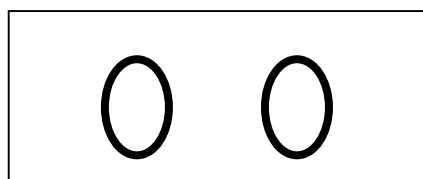
- 24.20.1 The ball is not pitched in Teeball – instead it is batted from a Tee.
- 24.20.2 The pitcher shall keep both feet in contact with the pitcher's plate until the ball is hit. The catcher must be in the catcher's box until the ball has been hit.
- 24.20.3 The catcher is required to wear a catcher's mask with helmet, but chest protector and leggings are optional. The catcher cannot remove the mask/helmet until the ball is hit. 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. e.g. For a right handed batter the catcher will stand on the umpire's right hand side and for a left handed batter the catcher will stand on the umpire's left hand side.

This is important for safety reasons for thrown bats.

24.21 Batting: -

- 24.21.1 The umpire shall ensure that the tee is adjusted to the batters satisfaction before calling "Play Ball" and that the batter's feet in a normal batting position are parallel to the side of the batting box.

Batting Box showing feet parallel to the sides.



Tee showing positioning at Home Plate

- 24.21.2 The batter shall be permitted to check the distance / set-up. Should the ball fall off the tee on the distance check, there shall be no penalty. Any additional movement of the bat towards the ball after this distance check shall be called a strike.
- 24.21.3 If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 24.21.4 The batter shall take a **normal forceful swing** when striking at the ball. Bunting is not permitted. If the umpire feels the batter is not taking a full swing they may be called back to swing again.
- 24.21.5 Should the batter step out of the batter's box when hitting the ball, there shall be no penalty. "Foul Ball" will be called by the Umpire.
- 24.21.6 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 are counted as strikes.**
- 24.21.7 Until the ball is hit:
- (a) The pitcher must have both feet in contact with the pitcher's plate;
 - (b) The catcher must be behind home plate in the catcher's box.
 - (c) All fielders, except the catcher, must be stationary in fair territory.

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

24.21.8 There shall be no penalty for violation of HDSA rule 24.21.7. The umpire shall call "Time" and correct the situation.

24.21.9 **HDSA:** The scorer shall inform the umpire when **5 runs** have been scored.

24.21.10 **HDSA:** Should the scorer fail to notify the Plate Umpire that **5 runs** have been scored; no further runs shall score after the **5th run** is scored.

24.21.11 **HDSA:** The batting team shall bat in the order listed in the score book to the intent that if more than 9 players are listed on the score sheet, each player listed shall bat in succession through the order as listed until 3 outs are made or **5 runs** have been scored.

24.21.12 The next batter, in the next innings, shall be the team member whose name is listed on the score book and follows that of the batter/base runner who was either 3rd out in the preceding innings or the next batter who follows the batter who completed her turn at bat in the previous innings.

24.22 Base Running: -

24.22.1 **Teeball A:** When the ball is overthrown and becomes dead i.e. goes into the bench area or beyond the limits of the playing field or hits a person not engaged in the game, etc. all runners shall be awarded one base from the last legally touched at the time of throw.

Teeball B: When the ball is overthrown and goes beyond the fielder the throw was intended, all runners shall be awarded one base from the last legally touched at the time of throw.

24.22.2 A runner must wait until the ball is hit before leaving the base. The umpire shall call "Dead Ball" if a runner leaves before the batter hits the ball. There is no penalty, the runner returns to the base.

24.22.3 When the batter hits a fair ball, play proceeds until all the runners have held up on bases or until no further play is possible.

24.22.4 The umpire shall call "Time" when: -

In the opinion of the umpire, the ball is controlled by an in fielder **in any infield position** or if the runners have stopped or when the pitcher, in the 6ft (1.8m) circles, 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. **IMPORTANT: Control means being held in the glove or hand in the normal manner, NOT holding the ball in the air.**

(a) (i) e.g. Runner on second, ball hit to shortstop, which feints to hold the runner at second and then throws to first to retire the batter/runner. The runner at second may advance to third on the throw but cannot pass third unless the first base person attempts a further play.

(ii) e.g. A runner rounds third as the infielder takes secure possession and continues homeward without hesitation, and then the defence may allow him to advance or make a play on the player.

(b) The ball becomes dead.

(c) As necessary e.g. for injury

Note: To avoid confusing players and other coaches, coaches should wait until play has ceased before requesting time. **This is a common courtesy of the game unless a player requires urgent attention for an injury.**

24.23 Dead and Alive Ball: -

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

24.23.2 The ball shall be dead (foul) when the batter hits the tee.

24.24 Protests: - There shall be no protests in Teeball.

Clarification on the determination of the final score is allowed after the game and not considered as a protest; i.e. whether the score should revert back or not, or do all runs count etc.

24.25 Umpires: -

24.25.1 HDSA: - Juniors umpiring home plate MUST wear a mask.

24.25.2 The umpire shall call "play ball" for each batter and after every strike, foul ball and dead ball. Also after "Time" has been called.

24.25.3 The umpire or catcher shall place the ball on the Tee and the batter can adjust the height of the Tee to suit them. **Coaches are not permitted to adjust the height or positioning of the Tee.**

24.25.4 The Tee must be removed by the Umpire whenever necessary, so that players will not be obstructed or injured.

24.25.5 All interference that occurs shall be called by any umpire. There shall be no penalties applied. The ball will be dead and all runners shall return to the base they held at the time of the interference unless forced to advance by the batter-runner.

24.25.6 All obstructions that occur can be called by any umpires. The ball will be dead immediately and all runners shall be awarded the base they would have made had the obstruction not occurred.

24.25.7 The umpire shall not call "Time" until all possible play has ceased.

24.25.8 Umpires shall apply all other penalties pertaining to the violation of the rules in accordance with the Official Rules of Softball.

24.25.9 **HDSA:** Not more than two defensive on field coaches shall be permitted on the field and then only provided they are stationed directly behind and no closer to any base than 3 metres. Only minimal movement is permitted while the ball is alive.

24.25.10 A defensive on field coach shall be permitted to assist fielders with positioning prior to a batter entering the box.

24.25.11 Should a defensive on-field coach interfere with the play, a ball in play or touch a fielder or base runner while the ball is alive, the umpire shall call "Dead Ball" immediately and the coach shall be removed from the field for the remainder of the game.

24.25.12 The home team shall supply the plate umpire and the away team shall supply the first and third base umpires.

25. Modball A Rules

- **Modball A** is competitive and will participate in a Final Series,

25.1 General:

These rules are to be read in conjunction with the Official Rules of Softball as issued by SAL and adopted by SNSW where modified and altered by the HDSA Rules Committee, as indicated by the rules marked **HDSA**.

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

25.2 References:-

25.2.1 **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.

25.2.2 **Bunting** – is permitted against pitched balls.

25.2.3 **Defensive Conference** – There shall be no limit to the number of defensive conferences the fielding side is permitted with a pitcher in any half innings. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.

HDSA: There is to be no defensive huddle/conference prior to the fielding team taking the field and no consideration for allocating positions to fielding players for each innings will be allowed.

25.2.4 **Dropped Third Strike:**

- **Modball A** - Standard softball rule applies

25.2.5 **Infield Fly:**

- **Modball A** - Standard softball rule applies

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

25.2.7 **Overthrow – HDSA:** If the ball is overthrown and is blocked or enters dead ball territory, all runners shall be awarded one base from the last legally held base at the time of the throw. This also applies to a catcher attempting a “pick off” at any base, once the ball has gone past the base thrown at. I.e. if thrown at 2nd and the fielder misses the ball, the runner can only take the one base, even if the ball goes to the outfield.

Intention: To encourage catchers to have a “go”.

25.2.8 **Strike Out** – A strike out shall occur:

- **Modball A** - Standard softball rule applies

25.2.9 **Strike Zone** – The strike zone is that area over the home plate between the batter’s armpit and the top of the knees when assuming a natural batting stance. If any part of the ball enters the strike zone before hitting the ground or touching home plate, the pitch is a strike.

25.2.10 **Retired Side** – The offensive side is retired when 3 outs are made or **five runs** have been scored in Modball A, **OR when the team at bat declares their turn at bat complete. A teams batting declaration can only occur once per game.**

25.3 The Playing Field: -

25.3.1 The field shall be marked as for softball except:

- (a) The baselines shall be
 - **Modball A** 60ft (18.29m)
- (b) The pitcher’s plate shall be
 - **Modball A** 35ftOn open grounds a field limit line should be drawn parallel to and 25ft (7.6m) to 30ft (9.1m) outside the first baseline and third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- (c) The playing field shall have a radius of 150ft (45.7m) from the apex of the home plate.

25.4 Equipment: -

25.4.1 **For Modball A:** The ball shall be leather, 11 inches (279mm) in circumference and Optic Yellow in colour.

25.4.2 **Modball A:** The standard home plate is to be used.

25.4.3 **Double Base** – Safety bases (rectangular bases half white and half contrasting colour) will be used on all diamonds at first base, with the following rules applying:

- (a) The fielder **MUST** always use the white base in Modball B.
- (b) The batter/runner **MUST** use the contrasting colour in Modball B on the first attempt through first base if there is any likelihood of a play at first. She must return to the white portion of the base only.
- (c) The batter/runner **MAY** legally proceed to second base after initially touching either the white or contrasting colour base;
- (d) The white base **MUST** be used on any return to first base by the batter/runner;
- (e) A batted ball hitting the white portion of the safety base is fair. A batted ball hitting the contrasting colour portion is foul.
- (f) When tagging on a fly ball, the white portion must be used.

Safety bases are used to minimise the risk of interference or injury arising from a collision at first base.

This purpose must always be considered when applying the rule.

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

25.4.5 **HDSA:** Numbers on the back of each player is not required in Modball.

25.4.6 All equipment including helmets, catcher's gear, and footwear, shall conform to the requirements of the Official Rules of Softball.

25.5 Players and Substitutes: -

25.5.1 **HDSA:** The requirement is for all players to be under 13 years of age as at 31st December in the year of the season start. Under special circumstances the Committee may waive this requirement.

25.5.2 **HDSA:** All players shall play evenly on defence throughout every game, however; only nine players are permitted on the field at any one time.

25.5.3 **HDSA:**

- **Modball A:** A player may either catch and/or pitch **ONLY 2** innings in a game. **This does not apply in the event of a Final Series Tiebreaker.**

NOTE: The intention of this rule is to ensure each team develops more than one battery (pitcher/catcher) hence each team member is restricted to a maximum of two innings within the battery - one ball per innings as a catcher or pitcher qualifies as being in the battery.

25.5.4 The re-entry rule shall not apply in Modball.

25.5.5 A designated player shall not be used in Modball.

25.5.6 There shall be no restrictions related to the type or number of defensive substitutions that maybe made during a game but the batting order remains the same for the duration of the game.

25.5.7 The Catcher Replacement rule (3.2) applies.

25.5.8 If due to injury or illness, 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 seven.

If a batter/runner is injured or unwell that player may be substituted by the last runner home. In later innings if the player is unable to bat that batter is omitted from the line up until fit to resume the game in the starting line up order. The injured batter is not recorded as out and the next batter bats.

25.5.9 If 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 seven. If players arrive, they may be added to the batting order.

25.6 The Game:-

25.6.1 The starting time will be as determined by the Committee and published in the Fixtures Draw. **Modball A games shall last for 75 minutes.**

25.6.2 **HDSA:**

- **Modball A:** An innings is completed when either three outs have been made, **five (5) runs** have been scored, **OR when the team at bat declares their turn at bat complete. A teams batting declaration can only occur once per game.**

25.6.3 No runs shall score:

- (a) After the 3rd out is made.
- (b) **HDSA:** After **5 runs** have been scored in that innings.
- (c) As otherwise prescribed in Softball.

25.7 Pitching: -

25.7.1 Deleted

25.7.2 **HDSA:** Illegal pitches shall not be called by any umpire.

- a) In the event a pitcher pitches illegally, "NO PITCH" shall be called by the umpire.
- b) The umpire shall immediately inform the defensive coach who shall be afforded the opportunity to rectify the illegality.
- c) In the event the illegality continues, the coach will be directed to remove the pitcher from the pitching position at the end of the innings.

25.8 Batting: -

25.8.1 **HDSA: Modball A** - Should the batter bat out of the batter's box then the Official Softball Rules shall apply.

25.8.2 **HDSA: Modball A** - Should the batter bunt foul after 2 strikes then the Official Softball Rules shall apply.

25.8.3 Until the ball **crosses home plate** or is hit, no fielder, other than the catcher, may be stationed within 30ft (9.1m) of home plate.

25.8.4 **HDSA:** The scorers shall advise the umpire when **five runs** have been scored in Modball A.

25.8.5 **HDSA:** Should the scorers fail to notify the plate umpire when **five runs** have been scored, no further runs are to be scored and the batter at plate or due at plate when the fifth run was scored, will be the first batter in the next innings.

25.8.6 **HDSA:** No runs shall score after the set runs have been scored or three outs have been completed and the side shall be deemed retired. The next batter, in the next innings, shall be the team member whose name is listed on the score sheet and follows that of the batter/base runner who was either the 3rd out or who had completed their turn at bat when **five runs** had been scored in the preceding innings.

25.8.7 If a batter is hit by a pitched ball not struck at and cannot run, then the batter runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat. **HDSA:** If the batter gets injured striking at a pitched ball and cannot complete their turn at bat, then their turn at bat will be cancelled.

25.8.8 If a runner is injured whilst on base and cannot run, then the runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat.

25.8.9 **HDSA:** The batting team shall bat in the order listed in the score book, to the intent that if more than 9 players are listed in the score book, each player listed shall bat in succession through the order as listed to a maximum of 12 registered players.

25.8.10 **HDSA:** When the count on the batter reaches

- **Modball A** - BALL 4

The coach is called to do a pop up from the opposite batter's box or use a tee stand (optional choice as determined by the coach of each team at any time in the game and for any batter) the following shall apply:

No bunting allowed on pop up/tee hit.

PENALTY - Dead ball and strike recorded.

Catcher to be in normal position with all gear on for pop up/tee stand.

- For safety reasons the pitcher is to move back to the 40ft mark or back of the pitcher circle.
- In the above, should a batter already have 1 or 2 strikes on her then the count stands, i.e. 1, 2 or 3 attempts to hit the ball depending on the relevant count.
- The batter is not given any practice swings and when entering the batting box **MAY NOT** extend the bat to gauge the distance.
- For tee hits, hitting the Tee and not the ball is a foul as per tee ball.
- Batter and base runners may only advance a maximum of 2(two) bases from a pop up/ tee hit.
- Runners cannot leave the base (steal) during a pop up/tee stand until the batter has made contact with the ball.

PENALTY: Dead ball – NOT OUT – go back to base.

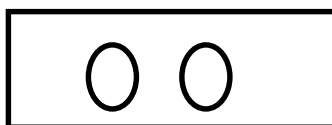
NOTE: To speed up the tee process each team must nominate a tee person for each innings when they are batting to deliver and retrieve the tee promptly.

NOTE: For Modball A; the Competition Committee will review the ongoing use of the tee after four competition rounds.

- The umpire shall ensure that the tee is adjusted to the batters satisfaction before calling "Play Ball" and
- The batter's feet in a normal batting position are parallel to the side of the batting box.



Home Plate with Tee in front



Batting Box showing feet position

25.9 Base Running:-

- 25.9.1 Should the catcher obstruct or prevent the batter from striking at a pitched ball the umpire shall call obstruction.
- (a) If the batter hits the ball and reaches first base safely, and if all runners advance at least one base on the batted ball, catcher's obstruction is cancelled. All action as a result of the batted ball stands
 - (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.

- 25.9.2 Fielders shall not be permitted to block bases as prescribed in the Official Rules of Softball.

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

- 25.9.4 **HDSA:** If a runner leaves the base early a dead ball shall be called and the runner warned. If that runner transgresses again they may be given out. If the umpire considers the team is transgressing deliberately (coached or otherwise) a team warning may be given to the batting coach with all runners from then on given out without warning.

25.9.5 Deleted

- 25.9.6 **Dead Ball:** The ball shall be dead on all interferences and obstructions.

25.10 Umpires: -

- 25.10.1 **HDSA: Modball A** - All interferences that occur shall be called by any umpire and the Official Softball Rules shall apply.

- 25.10.2 All obstructions that occur shall be called by any umpire. The ball will be dead immediately and all runners shall be awarded the base they would have made, had the obstruction not occurred.

- 25.10.3 Umpires shall apply all other penalties pertaining to the violation of the rules in accordance with the Official Rule of Softball.

- 25.10.4 **HDSA:** When not supplied by the USC, the home team shall supply the home plate umpire and the away team shall supply the first and third base umpires.

25.11 Protests: -

25.11.1 There shall be no protests allowed in Modball.

Clarification on the determination of the final score is allowed after the game and is not considered as a protest; ie whether the score should revert back or not or do all runs count etc.

26. Modball B Rules

- **Modball B** is non-competitive and will continue to play their round games up to and including the Grand Final Day.

26.1 General:

These rules are to be read in conjunction with the Official Rules of Softball as issued by SAL and adopted by SNSW where modified and altered by the HDSA Rules Committee, as indicated by the rules marked **HDSA**.

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

26.2 References:-

26.2.1 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.

26.2.2 Bunting – is permitted against **pitched** balls. Bunting is **not** permitted off a tee hit.

26.2.3 Defensive Conference – There shall be no limit to the number of defensive conferences the fielding side is permitted with a pitcher in any half innings. However, the Plate Umpire shall have the authority to restrict these conferences if necessary.

HDSA: There is to be no defensive huddle/conference prior to the fielding team taking the field and no consideration for allocating positions to fielding players for each innings will be allowed.

26.2.4 Dropped Third Strike:

- **Modball B** - The dropped third strike rule shall **not** apply.

26.2.5 Infield Fly:

- **Modball B** - The infield fly rule shall **not** apply.

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

26.2.7 Overthrow – HDSA: If the ball is overthrown and is blocked or enters dead ball territory, all runners shall be awarded one base from the last legally held base at the time of the throw.

26.3 The Playing Field: -

26.3.1 The field shall be marked as for softball except:

- (a) The baselines shall be
 - **Modball B** 60ft (18.29m)
- (b) The pitcher's plate shall be
 - **Modball B** 30ft

On open grounds a field limit line should be drawn parallel to and 25ft (7.6m) to 30ft (9.1m) outside the first baseline and third baseline. The player benches shall be outside this area. The ball is dead beyond the limits of the playing field.

- (c) The playing field shall have a radius of 150ft (45.7m) from the apex of the home plate.

26.4 Equipment: -

26.4.1 For **Modball B**: The ball shall be 11 inches (279mm) in circumference Optic Yellow reduce injury ball or

“Incrediball”.

26.4.2 **Modball B:** The larger home plate is to be used.

26.4.3 Double Base – Safety bases (rectangular bases half white and half contrasting colour) will be used on all diamonds at first base, with the following rules applying:

- (g) The fielder **MUST** always use the white base in Modball B.
- (h) The batter/runner **MUST** use the contrasting colour in Modball B on the first attempt through first base if there is any likelihood of a play at first. She must return to the white portion of the base only.
- (i) The batter/runner **MAY** legally proceed to second base after initially touching either the white or contrasting colour base;
- (j) The white base **MUST** be used on any return to first base by the batter/runner;
- (k) A batted ball hitting the white portion of the safety base is fair. A batted ball hitting the contrasting colour portion is foul.
- (l) When tagging on a fly ball, the white portion must be used.

Safety bases are used to minimise the risk of interference or injury arising from a collision at first base.

This purpose must always be considered when applying the rule.

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

26.4.5 **HDSA:** Numbers on the back of each player is not required in Modball.

26.4.6 All equipment including helmets, catcher’s gear, and footwear, shall conform to the requirements of the Official Rules of Softball.

26.5 Players and Substitutes: -

26.5.1 **HDSA:** The requirement is for all players to be under 13 years of age as at 31st December in the year of the season start. Under special circumstances the Committee may waive this requirement.

26.5.2 **HDSA:** All players shall play evenly on defence throughout every game, however; only nine players are permitted on the field at any one time.

26.5.3 The re-entry rule shall not apply in Modball.

26.5.4 A designated player shall not be used in Modball.

26.5.5 There shall be no restrictions related to the type or number of defensive substitutions that maybe made during a game but the batting order remains the same for the duration of the game.

26.5.6 The Catcher Replacement rule (3.2) applies.

26.5.7 If due to injury or illness, 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 seven.

If a batter/runner is injured or unwell that player may be substituted by the last runner home. In later innings if the player is unable to bat that batter is omitted from the line up until fit to resume the game in the starting line up order. The injured batter is not recorded as out and the next batter bats.

26.5.8 If 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 seven. If players arrive, they may be added to the batting order.

26.6 The Game:-

26.6.1 The starting time will be as determined by the Committee and published in the Fixtures Draw.

Modball B games shall last for 75 minutes.

26.6.2 Each team bats for **ten (10) minutes per inning** – regardless of the number of outs. It is expected that all players should have at least one turn at bat in the 10 minute inning. His time can be extended to allow each batter one turn at bat, however it is expected that the coaches of both teams should hurry the players along to ensure that

all players bat within the 10 minutes.

26.7 Coaches:-

- 26.7.1 One (1) Coach is permitted on the field but can only be positioned behind the infield area when their team is fielding.
- 26.7.2 The batting team is allowed a Coach in each of the coaches boxes on the diamond.
- 26.7.3 Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of playing the game.
- 26.7.4 No open-faced shoes such as thongs or sandals are permitted on the diamond.

26.8 Batting:-

- 26.8.1 All players should be rotated through the batting line-up each week to ensure that each player bats in a different position in the batting line-up each week.
- 26.8.2 The Coach (or other registered team official) **pitches to their own team.**
- 26.8.3 Each batter is given a **maximum of three (3) pitches per turn at bat** from their own coach. **There are no walks or strike outs.**
- 26.8.4 If a batter does not hit the ball **fair** when pitched by their own coach within these three (3) pitches, they are then permitted to **hit off the tee**, with rules as per **Part 26.9** regarding hitting from the tee being applied.
- 26.8.5 On a safe hit off a tee the batter-runner and any base runner/s may advance a **maximum of two (2) bases** only.
- 26.8.6 Batters may run as many bases as they can when they hit the pitch from a coach until such time as the ball is controlled in the infield. This is to reward and encourage players to hit the pitched ball and not wait for the tee.
- 26.8.7 Should the batter bat out of the batter's box there shall be no penalty. The umpire shall call "Foul Ball".
- 26.8.8 Should the batter bunt foul after two strikes there shall be no penalty. The umpire shall call "Foul Ball".
- 26.8.9 If a batter is hit by a pitched ball not struck at and cannot run, then the batter runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat. HDSA: If the batter gets injured striking at a pitched ball and cannot complete their turn at bat, then their turn at bat will be cancelled.

26.9 When the Tee is used the following rules apply:-

- 26.9.1 A batter must have a full swing to make contact with the ball.
- 26.9.2 A batter is **not out** if on the 3rd strike an "air swing" occurs. The batter continues and should be encouraged to hit the ball.
- 26.9.3 There is no **foul ball circle.**
- 26.9.4 A fair ball must travel a **minimum of 1 metre** from the tee to avoid any obstruction and maintain general safety at home plate.
- 26.9.5 If the tee alone or ball and tee are hit at the same time by the bat the umpire will call "**foul ball**" – there is no limit to the number of foul balls called on a batter.
- 26.9.6 The batter-runner and any base runner/s can only advance a **maximum of two (2) bases** when the ball is hit off the tee.
- 26.9.7 The pitcher and infielders must move to the back of the pitching circle when the ball is hit off the tee.

26.9.8 Batters should be warned not to line up to the tee – no strike will be called for a batter lining up to the tee.

26.10 Fielding:-

26.10.1 No fielder can be closer to the batter than the pitcher.

26.10.2 All players must play both infield and outfield positions in each game.

26.10.3 Players should not play the same position for more than one (1) innings.

26.11 Outs – An out is made when:-

- A hit ball is **caught on the full**; or
- A fielder with the ball **touches the base** before a forced runner; or
- When a **tag is made** with the ball on a runner who is off the base.

26.11.1 Unforced runners must be **tagged** running bases.

26.12 Base Running:-

26.12.1 The batter-runner and all base runner/s can only advance **one base on a ball that hits the coach**.

26.12.2 The batter and base-runner/s may advance **one base** only from the time of the throw **on an overthrow**.

26.12.4 Sliding is permitted into bases in Modball B.

26.12.4 Base runners cannot steal bases or steal home.

26.12.5 If a runner is injured whilst on base and cannot run, then the runner may be replaced without penalty by a bench player or a team member, who is not one of the next five at bat.

26.12.6 Should the **catcher obstruct** or prevent the batter from striking at a pitched ball the umpire shall call obstruction.

- (a) If the batter hits the ball and reaches first base safely, and if all runners advance at least one base on the batted ball, catcher's obstruction is cancelled. All action as a result of the batted ball stands
- (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.

26.12.6 Fielders shall not be permitted to block bases as prescribed in the Official Rules of Softball.

26.12.7 If a runner leaves the base early a dead ball shall be called and the runner warned. If that runner transgresses again they may be given out. If the umpire considers the team is transgressing deliberately (coached or otherwise) a team warning may be given to the batting coach with all runners from then on given out without warning.

26.13 Players Pitching: -

26.13.1 When determined by the **HDSA Rules Committee** players can pitch for the 3rd or more innings for the remainder of the competition.

26.13.2 When players are pitching there are **no warm-up pitches**.

26.13.3 The pitcher pitches from the 30 foot mark.

26.14 Catching:-

26.14.1 Catchers must wear full protective catching gear.

26.14.2 Catchers must stand a safe distance from the batter directly behind and in a straight line with the home plate.

26.14.3 Catchers must throw the ball back to the team official who is pitching and not to the player-pitcher. This will

keep the game moving quicker so that players get to bat more and there is less time wasted.

26.15 Scoring:-

26.15.1 The **fielding team** scores one (1) point for each out.

26.15.2 The **batting team** scores one (1) point for each run scored across home plate.

26.15.3 There are **NO** half points

26.16 Protests: -

26.16.1 There shall be no protests allowed in **Modball B**

Clarification on the determination of the final score is allowed after the game and is not considered as a protest; ie whether the score should revert back or not or do all runs count etc.

27. Blast Ball

To be added when the competition established and rules defined.

28. Slow Pitch

To be added when the competition established and rules defined.