



SOFTBALL

RULES AND CONDITIONS OF COMPETITION

REVISED FEBRUARY 2016





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

Softball is a game that has a comprehensive set of rules. Generally adhere to the rules of NSW Softball. However, some rules and conditions have been modified for our association.

Note: The infield fly rule does not apply to our games.

1 Team

- 1.1 Each school needs to field two teams - Mixed and Girls. A mixed team can consist of all boys
 - 1.1.1 Players must turn 11, 12 or 13 during the year.
 - 1.1.2 Where possible, teams should consist of students from years 5 and 6 only.
 - 1.1.3 A team shall consist of no more than 12 players
 - 1.1.4 9 players at a time on the field
 - 1.1.5 They must bat in the same order for the duration of the game
 - 1.1.6 If a team does not have 9 players, an automatic out is given where the 9th batter would have been.
- 1.2 A sun safe hat must be worn at all times on the field. No player can take part without it.

2 Field positions

- 2.1 Field positions and corresponding numbers are as follows:-
 1. Pitcher
 2. Catcher
 3. 1st Base
 4. 2nd Base
 5. 3rd Base
 6. Short stop
 7. Left field
 8. Centre field
 9. Right field

3 Field

- 3.1 18 metres between bases (approx. 20 strides) This is the same for mixed and girls.
- 3.2 Pitchers plate is 11 metres from home plate for the mixed team 9 metres from home plate for the girl's team
- 3.3 Pass ball boundary is approx. 8 metres. This should be marked behind the home plate.



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Time

- 4.1 Games starts at 12.50pm
- 4.2 Order of games should be the Girls game to play first, followed by the Mixed game
- 4.3 Time will be divided between the Mixed and Girls teams so games should be approx. 45 minutes in length or 5 innings. Catchers should be dressed and ready. Movement on and off the field should be as quick as possible.
- 4.4 The umpire should clearly state the time the game will end before the game commences.

5 Game

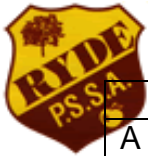
- 5.1 After Fourth Ball Pitched – the batter hits off a tee.
 - 5.1.1 The batter will have one attempt at hitting the ball. They are allowed one movement to line up the ball and then can swing.
 - 5.1.2 If the ball is missed they are out.
 - 5.1.3 Runners may advance a maximum of two bases and the batter may advance to first base only on a hit ball.
 - 5.1.4 The tee must be positioned behind the umpire when not in use at a safe distance.
 - 5.1.5 The pitcher must move three metres behind the pitchers plate when a ball is hit off the tee for safety.
 - 5.1.6 No stealing is allowed when hitting off a tee.
 - 5.1.7 Outs can be made when hitting off the tee.
 - 5.1.8 If a ball is hit into foul territory off the tee it is out.
 - 5.1.9 The umpire must remove the tee after use.
 - 5.1.10 The ball must travel 5 metres to be a fair hit .
- 5.2 Runners may advance on a Pass Ball if they have already made an attempt to steal the base before it is missed by the catcher. If no movement has been made by the runners and the catcher misses a pitched ball the runner may not advance. A pass ball is approximately 8 metres as marked (Refer to 3.3).
- 5.3 Automatic double – If a hit ball lands fair and runs out of bounds behind a fence/screen or into a hazard e.g. roped off cricket pitch, runners and batter are advanced two bases.
- 5.4 There can only be four players defending in the infield (1st baseman, 2nd baseman, 3rd baseman and shortstop). Outfielders must begin the play in the outfield, and can only enter the infield (diamond) once the ball has been hit.
- 5.5 Base fielders must stay within 3m of their bases until the ball is released from the pitchers hand.
- 5.6 9 across the plate rule in effect, side away for both Mixed and Girls games.



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- 5.7 Fielders cannot block the base path from oncoming runners. If a fielder is in the base path and not making a play on the ball, the runner will automatically be rewarded the next base.
- 5.8 Any interference with a runner by a fielding team player will result in an awarded base to the runner, unless the fielding team player is fielding the ball.
- 5.9 Stealing – Runners can only steal one base per appearance as a runner – this is to encourage catchers to attempt to throw out a runner but not to penalise the fielding team in developing this skill. For the safety of all players stealing of home base is not allowed. Players are able to slide into a base must make no contact with the fielder.
- 5.10 Throws that are dead balls – no runners may advance on dead balls – this is to encourage fielders to attempt to throw out a runner at first base and third base but not to penalise the fielding team in developing this skill. A dead ball is ruled when the ball travels past the 8 metres marked behind home plate.
- 5.11 Runner interference. Any base runner that interferes with a defending player making a defensive play shall be called out. This includes physical or verbal interference, including yelling.
- 5.12 Base line rule: Runners who run beyond one metre on either side of the base line to intentionally dodge a play will be called out. Rounding a base is accepted.
- 5.13 Safety Bag Rule: Runners must always use the safety bag (yellow/orange) at 1st base.
- 5.14 Over running 1st base: Over running 1st base allowed, however the player must not turn towards 2nd base or is then able to be tagged out.
- 5.15 Catcher must be ready quickly - if the catcher is not ready after 3 minutes the next batter for the catchers' team will commence their at bat with two strikes.
- 5.16 On an uncaught third strike with no runner on first base or with two outs, the batter immediately becomes a runner. The strike is called, but the umpire does not call the batter out. The umpire may also actively signal that there is "no catch" of the pitch. The batter may then attempt to reach first base and must be tagged or forced out.
- 5.17 Foul tips: A foul tip is a 3rd strike that is a batted ball that goes directly from the bat to the catcher's hands and is legally caught. A foul tip is considered a strike and the ball remains "in play."
- 5.18 If an innings is incomplete the following applies.

Team	1	2	3	Total	Result
A	3	7	2	10	Team a wins
B	0	7	1 but incomplete innings	7	
A	0	0	9	0	Team B wins
B	1	0	1 but incomplete innings	1	



A	2	1	9	3	Draw
B	3	0	Did not bat	3	
A	4	1	2	7	B wins because score is beaten
B	0	0	8 but incomplete innings		

6 Results

- 6.1 Result should be entered via the PSSA web site at <http://www.pssa.net.au> by the Monday after the game.
- 6.2 Each school is to be responsible for entering and checking the results.
- 6.3 Where a school disputes the results entered on the web site, the sports coordinator from the school should fax the sport's convener, indicating the round and score in dispute.
- 6.4 If no results are received the match in question will be deemed a draw.
- 6.5 Points during the competition will be awarded as follows:-

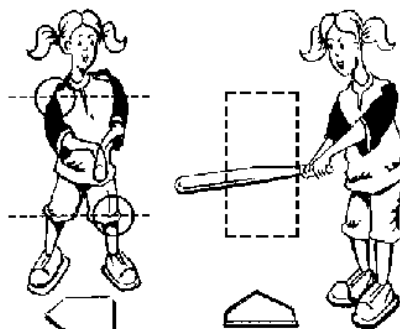
- Win - 3 points
- Draw - 2 points
- Loss - 1 point
- Forfeit - 0 points

7 Strike

- 7.1 A strike is called when:
 - 1) The batter swings and misses
 - 2) A pitched ball enters the strike zone and the batter does not swing at the pitch.
 - 3) The ball is hit into foul territory and is not caught on the full.

8 Strike zone

- 8.1 The strike zone is the area from the armpit to the top of the knee of the batters normal batting stance where the ball crosses the plate.





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Ball

- 9.1 A ball is called when the pitch does not pass through the strike zone and is not struck at by the batter.

10 Fair territory

- 10.1 A ball is declared fair if:

10.1.1 It lands within the 1st and 3rd base lines in the infield (or on the line) and stays in the infield.

10.1.2 1st and 3rd base are classified as infield (not the safety base)

10.1.3 It bounces within the 1st and 3rd base lines in the outfield and the ball bounces into foul territory.

11 Foul territory

- 11.1 A ball is declared foul if:

11.1.1 It lands within the 1st and 3rd base lines in the infield (or on the line) and then bounces/rolls over the line.

11.1.2 It does not land within the 1st and 3rd base lines in the outfield.

12 Dead ball

- 12.1 If a pitched ball hits the batter, he/she takes a walk to 1st base.

12.2 If the batter hits the ball and the ball then hits the batter, this is a foul and a strike is against the batter.

13 Play

13.1 Scenario - It is 2 out. The next batter gets out at first base that makes it 3 out. Meanwhile, the runner on base runs home. This run is not counted.

13.2 If a runner chooses to run to a free base (free runner), the field must tag the runner for the runner to be called out.

13.3 If a runner has a run to the next base (forced runner), the field do not have to tag the runner.

13.4 If the batter hits the ball and can run to 2nd base, the white section of the base must be touched.

13.5 When a ball is caught, the runners must return to their base if they have left it. After touching the base they can run to the next base.

13.6 You may bat all 12 players through an innings or have batters share a game.

13.7 If a batter is in the middle of their at bat when third out occurs in the field, he/she is first batter next innings.

13.8 Pitcher must start with both feet on the pitching plate.



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14 Out

- 14.1 The batter is out if:
 - 14.1.1 the ball is caught by any fielder on a fair hit or a foul hit.
 - 14.1.2 a foul ball goes over the shoulder of the batter and is caught by the catcher.
 - 14.1.3 the fielder has the ball at the first base before the batter arrives at the base.
 - 14.1.4 he/she runs 1 metre off the direct line to the base to avoid being tagged.
 - 14.1.5 he/she is not wearing a helmet.
 - 14.1.6 catcher fails to cleanly catch a pitch for the third strike and first base is occupied with less than 2 out.
- 14.2 The base runner is out if:
 - 14.2.1 tagged by a fielder whilst off the base.
 - 14.2.2 when forced to run, fails to reach the base before the fielder on base has the ball.
 - 14.2.3 he/she fails to proceed to the bases in the correct order.
 - 14.2.4 he/she attempts to occupy a base already occupied.
 - 14.2.5 he/she passes the preceding runner.
 - 14.2.6 he/she leaves the base before the ball has left the pitcher's hand.
 - 14.2.7 he/she is hit by a batted ball. The base runner must avoid a ball in play.
 - 14.2.8 he/she runs 1 metre off the direct line to the base to avoid being tagged.

15 Safety rules

- 15.1 A safety base is used for 1st base.
- 15.2 Each batter must wear a helmet whilst batting and running around the diamond.
- 15.3 If a batter throws the bat, the batter is automatically out.
- 15.4 The batting team must remain at least 10 metres from the batting box.
- 15.5 Batters are not to practice during the innings.
- 15.6 The catcher must wear:
 - 15.6.1 a catcher's face mask and helmet including an attached throat protector
 - 15.6.2 a chest protector
 - 15.6.3 leg protectors
- 15.7 If a ball from another game comes onto the field, the umpire is to uphold the game until the ball and fielder have left the field.
- 15.8 The game is to be suspended if a lightning storm is imminent.
- 15.9 Pitcher is allowed 3 warm up pitches in the first innings. If a pitcher is changed throughout the innings he/she is allowed 3 warm up pitches.



16 Umpires

- 16.1 Umpiring is done by the teacher.
- 16.2 For the safety of the umpire it is recommended that they wear a mask, a helmet and chest plate for their own protection.
- 16.3 Both teams are warned prior to the commencement of the match about leaving the base early and throwing the bat.

17 Finals

- 17.1 Semi-finals are 1st vs 4th and 2nd vs 3rd
- 17.2 Finals are played between the winners of both semi-finals
- 17.3 Drawn Semi-finals
If the game is drawn the highest team on the table advances to the final.
- 17.4 Drawn finals
 1. Count Back
 2. Incomplete innings to be completed
 3. Extra innings to be playedIf the game is still drawn, the teams will be declared joint champions.
- 17.5 During the finals no rules will change.