



## **Softball Local Club Rules**

### **GAMES**

1. Must start and finish on time as regulated by the fixtures and the Plate Umpire.
2. Shall be played to 90 minutes or nine (9) innings, whichever comes first.
3. No new innings shall commence if there is less than 10 minutes remaining of playing time, as regulated by the Plate Umpire.
4. All games will be played out to complete even innings. In finals games, tied scores will result in additional inning/s and time being played until a result is achieved.
5. The Home Team will field first in all qualifying and finals games.
6. The Home Team in finals games will be determined by the qualifying position on the ladder.
7. In the event of inclement weather or poor light resulting in the game being called off by the Plate Umpire, a legal game shall constitute two (2) complete innings in a qualifying game and three (3) complete innings in a finals game. Any qualifying game not deemed a legal game will result in a tied result and any finals game not deemed a legal game will be rescheduled.

### **SCORING**

1. Scoresheets must be filled in completely and correctly.
2. Teeball scoring is sufficient; however, all scoresheets should clearly identify
  - a. Players' given name and surname;
  - b. Runs scored;
  - c. Outs made.
3. The Home Team is required to complete the scoresheet for all qualifying games. The completed scoresheet is to be handed into the Committee at the completion of the game.

### **PROTESTS**

1. No protest will be accepted in any game. Any issues must be resolved by the Team Representative or Coach on the Diamond with the Umpire.

### **MIXED COMPETITION**

1. A maximum of four (4) males can be on the diamond at any one time.
2. A maximum of six (6) males can be listed in the team line-up at any one time.
3. Pitcher/Catcher combinations can be made up of anything other than male-to-male.
4. Each player is permitted to pitch only one (1) innings in qualifying and finals games.
5. Pitchers can rotate in any order.
6. 'Slingshot' / ' Underarm' pitching is permitted; 'Windmill' style is not permitted.
7. The pitching distance shall be set at 14.02 m (46 feet) for all players.
8. Fielding substitutions can be made throughout the game.

## **BATTING**

1. In mixed teams, the batting order must alternate between male and female players until the one sex has been exhausted, then the remaining batters complete the line-up, up to twelve (12) players.
2. The '10<sup>th</sup> batter rule' applies to this Mixed Social Competition. When the 10<sup>th</sup> batter in the line-up comes up to bat, the umpire must notify the fielding team. Once the 10<sup>th</sup> batter has completed their turn at bat and all players are completed the batting side is deemed to have been retired.
3. The team retires when 3 outs have been achieved or the 10<sup>th</sup> batter has completed their turn at bat, whichever comes first.
4. A 'vacant' position in the batting line-up (be it temporary or for the duration of the game) shall be ignored and the next batter is to assume his/her position and complete the line-up. The 'vacant' batter can only resume in the same line-up position on return to the game.

## **SPEED-UP RULE**

1. A base runner (referred to as the designated runner) of the same gender shall be permitted for all Catchers in any game when there are two (2) outs and the said player advances safely after completing their turn at bat.
2. The designated runner, in the first instance shall be the last player declared out (of the same gender).

## **BLOOD RULE**

1. If a player is injured in such a manner that bleeding occurs the game is to be stopped immediately by the Plate Umpire.
2. The game shall recommence once the injured player is removed from the diamond if a substitute is available. If a substitute is not available, the Plate Umpire will allow a maximum time of five (5) minutes for the player to stop any bleeding and to clean blood from him/herself and/or clothing.
3. If the time exceeds five (5) minutes, the Plate Umpire will restart the game without the player. The player is then not permitted to re-enter the game until the beginning of the next innings.

## **TEAMS**

1. All teams may commence/conclude a game with eight (8) players.

## **ELIGIBILITY TO PLAY FINALS**

1. All players must have participated in a minimum of five (5) qualifying games to be eligible to play in finals.

The above detailed 'Club Rules' are in addition to, or in place of, current 'Softball Australia Rules' and have been adapted to ensure a safe, fair playing environment for all participants.