

Softball rules



1) Equipment

i) The Bat

- No wooden bats to be used
- Bats must have a proper grip – no electrical tape

ii) The Ball – the ball should be an 11 inch yellow leather covered softball.

iii) Plates and Bases

- Home plate must be rubber
- Pitcher's plate should be rubber
- Other bases to be made of canvas
- Safety base on first base (usually orange and white)

iv) Catchers must wear chest protectors, leg protectors and a helmet with an attached catcher's mask.

v) Helmets must be worn by all batters and runners.

vi) Mitts must be worn by all field players

2) Playing Conditions

i) The diamond

Softball

Base lines: 18.29m apart

Pitching distance: 10.67m

Each game is played for either 5 innings or 50min. (Adjust time if late starting)

9 players are on the field at any one time

A game is timed out when the ball is returned to the pitcher.

3) Pitching

Both feet are to be in contact with the pitching plate at the commencement of the pitch. One foot is to remain on the plate during the release of the ball. This trailing foot is allowed to be dragged as a follow through. Pitch must be an underarm release in a continuous motion. Each new pitcher is allowed 5 practice pitches when starting (this could be at the beginning or during the innings). Each team is allowed a maximum of 3 pitchers in the same innings.

4) Batting

i) Only players entered on the score sheet before the game may play. **All batters are entered onto the score sheet as an individual batter as all players will bat in each innings. Only nine players will take the field. This can swap each innings.**

ii) Batter must bat in order on the score sheet.

iii) Substitution of batters may take place but:

- a) A substituted batter must play the rest of the innings
 - b) No more than one batter may be substituted in any one innings.
- iv) A fair hit:
 - a) Ball landing and staying in fair territory.
- v) Foul Hits – landing in foul territory
 - a) Landing in fair territory but rolling in foul territory before reaching 1st or 3rd
 - b) First two fouls are counted as strikes
 - c) No limit to number of foul hits
- vi) Foul Tip - If the ball is tipped by the batter and caught behind the batter is out.
- vii) If a batter is hit by a ball, the batter gets a free walk to 1st base only. The batter must be attempting to take evasive action.
- viii) After the “4th ball’ is called, the batter will hit off a tee, however, the count continues to be honoured. For example, if the batter has 4 balls and 1 strike, the batter can have two strikes at the ball if they miss the first one, however if the batter is at two strikes, they only have one strike at the ball. If the batter misses the ball on both attempts they are out. If the batter hits the ball they can only run to 1st base, while any other runners on base can run home if they desire. This is to encourage people to hit the ball before the tee is bought out.

A Batter is out when:

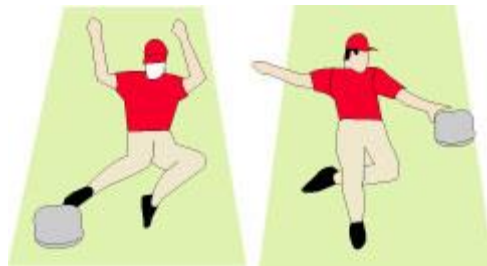
- a) The hit ball is caught (fair or foul) – all runners must keep contact with their base or return to their base before proceeding. If the ball beats the runner back to their base the base runner is also out.
- b) The thrown ball reaches the base before the batter or forced runner reaches it.
- c) An unforced runner is tagged. Unforced runners (runner who does not need to run but chooses to, must be tagged. When tagging a player, this can be done with the ball or with the mitt, if the ball is inside the mitt.
- d) A runner leaves the base before the ball leaves the pitcher’s hand (a warning is usually given before an out is awarded).
- e) Base runners do not go directly to an adjacent base when the pitcher has both feet on the pitcher’s plate and is ready to pitch the ball.
- f) If a base runner overtakes another base runner – the base runner overtaken is out.
- g) A base runner goes off line on the diamond to avoid being tagged.
- h) Catcher catches the ball on the full on the third strike (If the catcher does not catch the third strike on the full, the batter can run).
- i) If it is loaded bases and the ball goes in the air inside the diamond this is known as an infield fly and the batter is automatically out.
- j) If it is loaded bases and there are three strikes the batter is also automatically out even if it is dropped this is to protect the batters already on base. If you want further explanation please see me at any time.

5) Base Running

- a) First and home may be over run. If a batter overruns second and third base, they may be tagged out.
- b) Base runners may steal bases after the ball has left the pitcher's hand BUT:
 - 1) Must return on a foul hit
 - 2) Must return or hold base until a catch is made on a fly ball.
- c) Passed ball – 1 base can be gained to the base runners. Ensure passed ball lines are clearly established before game commences.

6) Sliding

- i) Runners will be allowed to slide into 2nd, 3rd and home base. They must slide into the base using a hook slide. This means they must slide in feet first and their leg closest to the ground must be at a 90 degree angle and the leg on top must be straight. See the picture below for an example.



7) Fielding

- i) No fielder shall be closer than the pitcher to home plate before the ball leaves the pitcher's hand.
- ii) The fielding team must have 3 outfielders outside the diamond.
- iii) Any fielder may tag runners whether they are forced or not between bases (even a runner going to 1st).

8) Sportsmanship

- I. Any attempt by a batting team to purposely get out to finish an innings or deliberately extend the length of an innings will be considered to be bad sportsmanship and the game may be called a draw.
- II. Any behaviour contrary to the GRPSSA Code of Conduct may result in termination of the game if deemed necessary by the umpire.
- III. Just a reminder, PSSA is an opportunity for children to learn new skills, practise game play, meet new friends and most importantly have fun, so please help your children enjoy the game.

9) Timeout

Play will not stop until the ball is returned to the pitcher, or the ball is overthrown and becomes dead. When the ball is returned to the pitcher, runners must immediately return to an adjacent base.

10) End of Innings

Three outs, or when the batting side has made **six** runs. Once the 6th run has been scored, the innings is ended regardless of how many are out.

11) Results

At the conclusion of the game, both teams are requested to TEXT results, including scores, to the convener (Paul Cohen 0410 668 011 paul.cohen@det.nsw.edu.au). These should be received by 3:30pm. Please check that results and scores are agreed upon before leaving the ground. When scores differ, those with the narrower margin will be recorded.

12) Grounds

Grounds have been allocated. Please ensure that you play on your allocated field and always leave them in a tidy condition. The team that arrives at the grounds first is to set up the diamond to ensure game time is maximised.

13) Wet Weather

In the event of wet weather the summer sport conveners and GRPSSA Executive will decide whether or not the round will be played. Schools will be advised ASAP. Wet weather rounds will not be played at a later date and are allocated no points.

14) Umpiring

Usually the teachers alternate umpiring duties by umpiring one innings each (i.e. one round of batting and one round of fielding). Please help each other or conduct the umpiring so that both coaches agree. Parents may umpire as long as both coaches agree. The parent must have some prior experience and knowledge of the game. However, this should not be the first option considered.

15) General

Students may play in a higher division than their age allows. Students playing in a higher division must remain in that division after playing 3 games in that division. Each student may play one game per week, unless otherwise agreed by both coaches.

T-Ball



1) Umpiring

- i) Should call BATTER UP and PLAY BALL for each batter. Also after every strike or foul ball, PLAY BALL should be called after time.
- ii) Should call LAST BATTER when the final batter comes to bat.
- iii) T-ball stand should be placed in front of home plate.
- iv) Umpire to make all decisions

2) Playing Conditions

The diamond

Base lines: 15.20

Pitching distance: 9.15m

Each game is played for either 5 innings or 50min. (Adjust time if late starting)
9 players are on the field at any one time

3) End of Innings

Three outs or when all nine runners have had a bat. The last batter is a forced runner so when the ball is thrown to home plate and catcher/fielder steps on the plate with the ball all runners still running are not home.

4) Batting

- i) Only players entered on the score sheet before the game may play.
- ii) Batter must bat in order on the score sheet.
- iii) Substitution of batters may take place, but:
Once substituted the new batter must play the rest of the innings
- iv) A fair hit:
 - a) Ball landing and staying in fair territory.

5) Strikes

- i) Swings at a ball and misses
- ii) No bunting – players must take a full swing.
- iii) Batter hits the tee and not the ball.
- iv) A fair-batted ball must go beyond 3 metres.
- v) If a batter hits the ball and tee at the same time, the ball travels beyond the 3-metre line; the ball is a fair hit.
- vi) The batter is permitted to level the bat with the ball (half swing), but batter is not allowed a full swing or any additional movements or a strike will be called.

vii) 3 strikes and the batter is out.

6) Fielding

Until the ball is hit:

- Pitchers must have both feet on pitching plate.
- Base players are not to stand on the base
- No fielder shall be closer than the pitcher to home plate (except the catcher)
- Shortstop stands between 2nd and 3rd base and cannot change sides for different handed batters.
- Three fielders are in the outfield.

Forced Runner

- A runner forced to advance need not be tagged.

Unforced Runner

- MUST be tagged out. Ball must be in the fielder's hand or mitt.

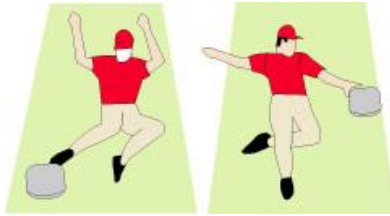
Base stealing is NOT permitted.

A batter is out when:

- a. The batter throws the bat in a dangerous manner (one warning is given before out is called).
- b. The hit ball is caught (fair or foul) – all runners must keep contact with their base before proceeding. If the ball beats the runner back to their base the base runner is out also.
- c. The thrown ball reaches the base before the batter or forced runner reaches it.
- d. An unforced runner is tagged. Unforced runners (a runner who does not need to run but chooses to) must be tagged. When tagging a player, this can be done with the ball or with the mitt if the ball is inside the mitt.
- e. If a base runner overtakes another base runner – the base runner overtaken is out.
- f. A base runner goes off line on the diamond to avoid being tagged.

7) Sliding

- i) Runners will be allowed to slide into 2nd, 3rd and home base. They must slide into the base using a hook slide. This means they must slide in feet first and their leg closest to the ground must be at a 90 degree angle and the leg on top must be straight. See the picture below for an example.



8) Timeout

The umpire can call TIMEOUT when all runners are safe and when any fielder inside the diamond holds up the ball.

9) Sportsmanship

- I. Any attempt by the batting team to purposely get out to finish an innings, or deliberately extend the length of an innings, will be considered to be bad sportsmanship and the game may be called a draw.
- II. Any behaviour contrary to the GRPSSA Code of Conduct may result in termination of game if deemed necessary by the umpire.
- III. Just a reminder - PSSA is an opportunity for children to learn new skills, practise game play, meet new friends and most importantly have fun so please help your children enjoy the game.

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10) Points Score

Win 3 Points, Bye 0 Points, Draw 2 Points, Loss 1 Point, a forfeit results in that team losing.

11) Grounds

Grounds have been allocated. Please ensure that you play on your allocated field and always leave them in a tidy condition. The draw is as per the Cricket draw. The team that arrives at the grounds first is to set up the diamond to ensure game time is maximised.

12) Wet Weather

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