

Liverpool Zone By-Laws For Softball

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- *Convenors have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.*

1. DRESS – School sports uniform

2. SUPERVISION –

- 2.1 Standard teacher Duty of Care applies at all times and for all teachers regardless of the school that teacher attends.
- 2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.
- 2.3 Remind students to use school toilets before leaving for PSSA fixtures.
- 2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.
- 2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

3. EQUIPMENT

- 3.1 Bats – aluminium junior size bat (**Recommended Size 27-29inch**). All bats must have a grip on the handle.
- 3.2 Balls- A **leather fast pitch softball (Size - 11 inches circumference)**
- 3.3 Diamond – A diamond is set up with four bases (**18m apart**) *It is recommended to carry a long piece string with the increments of 10.5m, 16m & 18m marked on it. Measurements are to be taken from the back of home plate (ie furthest point from the pitcher)*
- The pitching plate is placed 10.5m from the home plate.
- 3.3 First Aid Kit
*See appendix for field set up and how to score.

4. SAFETY

- 4.1 Fielders must wear a glove on their non-throwing hand
- 4.2 All fielders must wear shin pads
- 4.3 All runners and batters **must** wear a helmet at all times
- 4.4 The catcher must wear a chest plate, mask and helmet and a throat protector and leg guards
- 4.5 A safety base is required at first base to minimise the risk of the runner and first base fielder colliding. Yellow to outside, white to inside (Runner to yellow & fielder to white)

5. VENUES

Daruk Park

Hammondville Oval

Jacquie Osmond Reserve

6 TEAMS

- 6.1 The competition will be divided into two divisions – T-Ball for juniors and softball for seniors
- 6.2 Seniors - Years 5 and 6
Juniors - Years 3 and 4 - Yr 5&6 Special Needs Students can play T-ball if appropriate.
- 6.3 The batting line up will include all 12 players, however only 9 may take the field. (See appendix for game examples).
- 6.4 A team may take the field with no less than 7 players. A missing player is deemed out when they should have batted – unless two are missing together from the batting order and then is counts as only one out.
- 6.5 A batting order list must be established on the official scoresheet prior to the commencement of the game. (See appendix for official scoresheet and examples of how to fill it out)
- 6.6 If there is a mixed team they are to play in the Boys competition

7. DURATION OF MATCHES

- 7.1 T-Ball and Softball games to be played concurrently.
 - One teacher to umpire whole Softball game.
 - Game to last 1hour & 15 mins and completed by 11:15am
- 7.2 When the batting team has had **eight** runs scored in any single innings, then they **must declare the innings**. Batters may have to bat twice in one inning to allow the possibility of 8 runs to score. (For instance, if there are 9 batters on the score sheet and only 6 runs have been scored - batter 1 bats again, and then batter 2 and you keep going until there are 3 outs or 8 runs). PLEASE DO NOT STOP THE TEAM BATTING AFTER THE LAST BATTER ON THE SCORE SHEET LIKE IN T-BALL.
- 7.3 **Declaration / mercy rule:** If, after two complete innings a team is 10 or more runs ahead **the game is declared a win** for that team.
(eg The score at this time may be 14-4). This is recorded as the final score and friendly play continues for the remainder of the game. This time is spent coaching both teams in regards to strategy, understanding the rules and technique. The maximum score difference at the conclusion of a game should be 10 (ie. some scores will need rounding down).
- 7.4 A result is decided on **completed** innings (see Softball Terminology) within the specified time limit. In the case of an incomplete innings when time is called, the score reverts to the last completed innings. The final score of an incomplete innings will stand if the team batting second has overtaken the score of the other team.
NB: Please email scoresheet to convener if you are unsure of a result.

8. UMPIRING CONDITIONS

- 8.1 Base coaches may coach the runner
- 8.2 A team will have no more than two coaches to give words of assistance and direct them while batting. One will be stationed at 1st and the other at 3rd
- 8.3 Parents CANNOT umpire unless both coaches agree prior to the start of the game and can produce a verified "Working With Children Check". (Not permitted for finals).
- 8.4 For safety reasons, umpires should call the game from **behind the pitcher** unless they are wearing full protective gear.

9 RULES:

- 9.1 A pitch is deemed to be a **STRIKE** if:
 - a) Any part of the ball passes over home plate and is between the batter's armpits and knees in a normal batting position (See appendix for diagram)
 - b) Any foul ball until the call of strike 2
 - c) Any pitch swung at and missed
 - d) An attempted bunt when the bat is actually moved.
 - e) If the batter swings and misses on the third strike, they are out unless the ball is dropped by the catcher. The batter must try to run to first base before the fielding team gets the ball to first base.
 - f) If there is a runner at 1st (prior to the pitch) and a third strike is called, the batter will be automatically out.
- 9.2 A batter is out when a hit ball is caught on the full by a fielder in both fair and foul territory.
- 9.3 A ball is deemed a foul if:
 - a) It lands within the 1st and 3rd base lines in the infield (or on the line) and then bounces/rolls over the line.
 - b) It does not land within the 1st and 3rd base lines in the outfield.
- 9.4 There is no limit to the number of fouls, but the first two are counted as strikes
- 9.5 A foul ball is a dead ball and runners can't steal or be put out
- 9.6 A **BALL** is called if a pitched ball is not in the strike zone and is not struck at by the batter.
- 9.7 Four **BALLS** entitle the batter to take first base. Others may steal at their own risk if it is not forced.
- 9.8 If the batter is struck with the ball, they get a free base walk but they **must attempt to avoid being hit**. If they don't, the call is a ball.
- 9.9 A foul bunt on strike three is out
- 9.10 Any pitch which is contrary to the rules ie not having both feet on the plate to begin, taking more than one step before pitching, having wrist wider than the elbow (sidearm) will result in a **BALL** being called. The pitch is called a ball no matter where it goes and batters advance one base
- 9.11 Any pitch missed by the catcher (Passed Ball) and travelling 8m behind home plate leads to all runners advancing one base. The ball is called dead. This rule only applies if playing on a ground where there is no back net, otherwise the ball is live and runners advance bases at their own risk.
- 9.12 Any runner off a base can be tagged out by any fielder
- 9.13 Free runners (stealing or not forced) must be tagged
- 9.14 A runner that over-runs 2nd and 3rd base may be tagged out
- 9.15 If the fielder drops the ball, the runner is safe, unless he/she caused the fielder to do so by deliberately barging the tagger. The fielder has the right of way.

- 9.16 If a batter has been caught out, any runner who has left the base before the catch must return to the base they came from (TAG UP) and can be played out by the fielding team returning the ball to that base before the runner gets back or by tagging the runner.
- 9.17 Runners on base may steal at their own risk after the ball has left the pitcher's hand. If the runner leaves early they will be called out. (Umpires should remind both teams of this rule prior to the start of the game).
- 9.18 A foul tip caught by the catcher is a strike. On the third strike, if the foul tip (see terminology) is caught by the catcher the batter is out. **If the ball comes off the bat in an arc and is caught by the catcher before touching the ground, the batter is out under Rule 9.2 irrespective of the strike count.**
- 9.19 Runners may attempt to steal on an overthrow if the ball stays within fair or foul territory. If the overthrow goes into dead territory (see appendix), runners can only take **ONE** extra base.
- 9.20 The batter is out if the bat is thrown out of the hands in one continuous action while completing the hit. (Umpires should remind both teams of this rule prior to the start of the game).
- 9.21 If a batter has a foot on home plate and hits the ball, the batter is out
- 9.22 Catcher's Interference – If a catcher is too close and gets struck by the bat, the batter gets first and the ball is declared dead.
- 9.23 Batter's Interference – If the batter blocks the catcher trying to make a play, the batter is out
- 9.24 Any ball striking the umpire is live and must be fielded. Runners can steal.
- 9.25 When a runner has slid to base, they must remain where the base should be and wait for the base to be replaced.
- 9.26 Batting team is out when the fielding team has made three outs. An innings must be declared when **EIGHT** runs have been scored. **Batters may have to bat twice in one inning to allow the possibility of 8 runs to score. (For instance, if there are 9 batters on the score sheet and only 6 runs have been scored - batter 1 bats again, and then batter 2 and you keep going until there are 3 outs or 8 runs). PLEASE DO NOT STOP THE TEAM BATTING AFTER THE LAST BATTER ON THE SCORE SHEET LIKE IN T-BALL.**
- 9.27 If a batted ball hits the batter, it becomes a dead ball and is called foul.
- 9.28 Fielders cannot stand in the way of runners unless directly fielding the ball or making a tag.
- 9.29 Fielders cannot stand on the base or baseline and block the runner's path.
- 9.30 Fielders may touch the base once they have the ball in their hand or mitt to make a forced play.

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