

CABOOLTURE SPORTS



SOFTBALL ASSOCIATION

GROUND RULES

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<u>TABLES OF CONTENTS</u>	<u>GROUND RULE NO.</u>	<u>PAGE</u>
Playing times / distances	1 (a/b)	2
Preliminary / Semi Finals	2 (a)	2
Grand Finals	2 (b)	3
The Toss	3	3
Game Balls	4	3
Conferences	5	3
Caps & Visors	6	3
Warm Up (on diamond)	7	3
Protests	8 (a/b/c/d)	4
Team Umpiring	9	5
Scorers	10	5
Wet Weather Procedure	11	5
Smoking / Alcohol in dugouts	12	5
Persons allowed in dugouts	13 (a/b)	5
Player Umpires	14	6
Metal Cleats	15 (a/b)	6
Ejections	16	6
Equipment abuse	17 (a/b)	6
Designated runners	18	6
Catchers – 2 out	19	6
Cross Registration	20 (a)	7
Double Registration	20 (b)	7
Junior Players - playing up	20 (c)	7
Pick Up Rule	20 (d/e)	8
Shorty Rule	20 (f)	9
Representative Players	21	9
U17 Pitchers	22	9
Pitcher / Catchers / U13 & U15	23	9
3 out rule U13 & U15	23 (a)	9
Junior player eligibility into Senior Grades	24 (a/b)	9
Transfer / Permit Forms	25	10
Multiple Teams of one club in one Grade	26	10
Games Times / Forfeiture	27 (a/b)	10
Registered Players / Final Series	28	10
Uniform requirements	29	10
Diamond 7/9 ground rule	30	10
ANNEXURE (this annexure will change without being ratified – Executive Committee contacts)		11

The Executive / Management Committee prior to or at the commencement of a season & after an assessment of nominations reserve the right to introduce competition rulings to vary current Ground Rules & By Laws for the competition in any grade .

1(a) Times and distances for games will be as follows:-

<u>GRADE</u>	<u>BASE</u>	<u>PITCHING</u>	<u>ROSTER TIME</u>
T/Ball	50ft	30ft	Association organised training and games
Rookie Ball	60ft	30ft	
Under 13	60ft	35ft	1hr 15 mins
Under 15 Combined	60FT	40FT (girls)	1hr 30 mins
		43FT (boys)	
Under 17 Combined	60ft	43ft (girls)	1hr 30 mins
		46ft (boys)	
Women	60ft	40ft	1hr 30 mins
		WB1 & WA (CSW comp) are to be 43 ft pitching	
Men	60ft	46ft	1hr 30 mins

1(b) All senior games will be 1 hour 30 minutes or 7 innings whichever is completed first.

RUN AHEAD RULE

15 runs in 3 innings , 10 runs in 4 innings , 7 runs in 5 innings.

All fixture games to start at the scheduled time and finish at the scheduled time.

NOTE : The clock in the office is the time indicator for scheduled games

Senior rostered timed games with completed innings or result.

(New innings will not start within 5 minutes of completion of time)

Umpires **must** confirm the time with **both** scorers prior to the commencement of the game.

Games rostered at 4.30 pm : If any game is affected by glare it shall be suspended until safe to play with umpires and officials to agree. The time lost in suspension shall be added to the game time and both scorers notified of the time added.

2(a) **SEMI & PRELIMINARY FINALS ~ Senior & Junior Games**

Rostered timed games with completed innings or result.

(New innings will not start within 5 minutes of completion of time)

*Games are to start and finish by the umpires watch. Umpires **must** confirm the time with **both** scorers prior to the commencement of the game.*

Under 15 Grand Final games will be 1 hour 30 minutes or seven (7) innings whichever is completed first.

Under 17 and Senior Grand Finals games will be two (2) hours or seven (7) innings whichever is completed first.

These games must be played to completed innings or result. In the event of tied game in all finals the tie breaker ruling will be enforced.

(Ninth batter of the innings goes onto second base)

*Games are to start and finish by the umpires watch. Umpires **must** confirm the time with **both** scorers prior to the commencement of the game.*

3. The team named first on the draw will occupy the first base bench area and will call the toss for choice of fielding / batting. A representative from each team must be present at the toss prior to the commencement of the game.

Teams to do the toss prior to Umpires arrival.

4. CSSA use a one (1) ball system in the competitive grades . (See the staff in the office for information or purchase of the current sanctioned ball)

5. All conferences in the last five minutes of play shall be restricted to 30 seconds and the umpire will enforce this.

(Abuse of this rule will result in the offending coach/player being EJECTED.)

6. Caps or Visors

- (i) Junior players **must wear caps or visors** in Club colours
- (ii) Senior players have the option to wear caps/visors, but if worn, must be in club colours

Note: A mix of caps & visors is allowed , however, they must be alike and **must be worn in the correct manner** .

- 7 Infields on diamonds are not to be used prior to the commencement of games. The infield area is defined as that area within the base lines of the playing diamond.

Exception : The Battery can warm up in **foul territory area** in front of their own dugout .

NOTE : If the grounds people are on the diamond then NO-ONE is allowed on the infield until they leave.

8. PROTESTS

The following conditions will apply to protests:-

- (a) The Coach must advise the umpire of his /her intention to protest before the next legal or illegal pitch or before the defensive team has left the field. "Left the field" occurs when the pitcher and all players have left fair territory on the way to the bench area or dugout.
- (b) Both scorebooks should be marked at the time of the protest with the details of the protest i.e count on the batter, position of runners, score, time etc.
- (c) Intent to protest should be noted on the back of the game cards and signed by the officiating plate umpire.
- (d) After the game or no later than 30 minutes after the completion of the last fixture game of that's days play a written protest accompanied by a \$20.00 fee is to be presented to a member of the Executive Committee. This fee is refunded if the protest is upheld.
(Protest forms are available from the office)

All protests will be resolved within one week by the Protest Committee. The Executive Committee and Registrar shall resolve disputes regarding player eligibility in final series games prior to that game commencing or continuing .

All protests in a final series are to be addressed immediately, before the game can proceed.

NOTE : Protest time is not added to game time.

- (e) The Protest Committee is to consist of the President or Vice President of the CSSA and the Umpiring **Co-ordinator** or the highest levelled umpire available on the day of the protest, and one Committee **or an approved member**.
Prior to convening a meeting to hear the protest, the Protest Committee shall determine whether a protest situation applies as per the ASF Rule Book and CSSA By-laws or Ground Rules **and competition rules**.
- (f) If the protest is upheld and the game replayed, the original teams must play from the time of the protest with the incorrect ruling corrected. "Original team" means the same players as listed on the original game card for the game being replayed. Under **special circumstances** where players are unable to attend on the day of the replay, teams are able to change the original team, but, **must** notify in writing those changes and present to a representative of the Protest Committee no later than 60 minutes prior to the commencement of the game.

Penalty – Failure to do so will result in that team forfeiting the game .

9. All Clubs shall be responsible to make players available for umpiring duties each fixture day. Failure of umpires to attend will incur a loss of one point for the team responsible for the umpiring duty that was not fulfilled and the Club will be **fined \$50.00** for each umpiring duty not fulfilled.

Two umpires must attend when allocated.

(Any fine applied for failure to umpire **MUST** be paid before that teams next scheduled fixture game.

PENALTY will be forfeit of their next game played)

10. Each team shall supply a scorer for each game who is a registered member of CSSA. In the event of a team not supplying a scorer the opposing team scorer's result shall be deemed as the game result and no dispute of that result will be permitted.

The scorer is to print their name clearly on the top of each game card.

11. In the event of wet weather, the grounds shall be inspected by the grounds person and 1 Committee member. A decision whether games will be played on that day will be sent by email / text / face-book to each nominated Club/Team delegate, and also the delegate will be contacted by phone .

(Contact details are to be submitted to CSSA prior to the commencement of the season)

Suggested contact procedure ~ Rain effected days/wet fields

Delegates will be contacted by 6.30am for Junior games and 10.30am for Senior games.

Suggested contact procedure ~ Rain effected days/wet fields

Please consider this procedure to spread the decision made by the Executive, which will reduce the load on telephone calls.

Step 1 Executive Committee to contact Team/Club delegate

Step 2 Delegates to contact Team Coaches

Step 3 Coaches to contact Players / Parents

12. No person, players or member of a team (Coach, Assistant Coach, Scorer, Manager or Player) shall **smoke** or **consume alcohol** whilst the team is participating in a game.

Penalty ~ The offender will be ejected from the game.

13. (a) Players, Scorers, Managers, Coaches and bat persons are the only persons permitted in the dugout during the game.

Penalty ~ the game will not continue until the offender(s) have been removed from the dugout.

(NOTE Bat persons must wear helmets at all times during the game)

(b) Members except reserve players warming up with another player prior to entering the game, are not permitted to leave the dugouts without the approval of the plate umpire.

14. Player umpires cannot umpire any games of a higher grade than that in which they are registered unless that player is also an accredited umpire.

15. METAL CLEATS

- (a) Metal cleats can be worn by any player competing in the senior competition . Players who choose to wear metals must do so with a "DUTY OF CARE " to all other players. *Players must be already 16 years old to wear these shoes.*
- (b) **NO CLEATS** that have **screw on rubber/plastic studs** are permitted, only studs that screw **into the sole** are permitted.
Penalty - the player will **be ejected** from the game & **fined \$150.00**.
Note: All ejections rules apply & the fine must be paid prior to the player taking part in any further games.
16. All ejections must be noted clearly on the back of the game card by the umpire. The umpire is to sign card, with a report in writing to the Umpiring co-ordinator or **an Executive member of CSSA** by the end of that fixture day.
Any ejected player or official must leave the immediate area of the diamond and have no further part **or have any influence** in that game.

Failure to abide by this rule will result in forfeit of the game.

17. (a) Any person sent from the field, or reported to the Association, by an Umpire or an official of the CSSA for verbal or physical abuse before, during or after the game shall be reported to a CSSA Executive Committee member for a report to be forwarded to Zero Tolerance Committee of SQI
- (b) Players who in the opinion of the plate or base umpire perform equipment abuse shall be given one warning by the umpire and if this abuse continues during that game the player will be **removed** from the game.
18. Designated runners must be listed on the line up card at the start of the game. Place the name of the designated runner in the space provided. The "D/R" can only be used once in an innings for any player. "TIME" is to be called and the umpire informed that the "D/R" is to enter the game. No changes need to be made on the line up card and the "D/R" cannot bat, but may be legally substituted, and the original player cannot re-enter the game
19. After there has been two outs in an innings and the catcher is a base runner, any other legal player may replace the catcher on base so that the catcher may prepare for the next innings by putting on the appropriate protective equipment.

This player CANNOT be within the next 4 batters

NOTE: The catching position cannot be changed in the offensive innings

CROSS REGISTRATION

- 20 (a) Cross registrations are permitted for **JUNIOR PLAYERS ONLY** to play in a Senior grade, when the Club of that player does not have a Senior team, or vacancy **in which that player can play within their own club**, or a Senior team of the players club, which standard does not match the standard of which the junior player is capable i.e. Rep U17 girl playing in the lowest women's grade .
(**Maximum of 2 cross registered players allowed per senior team**)

All applications for cross registration are to be in writing (Form GR20 accompanied by personal letter from junior players parent/guardian). The player/s are to be assessed by the grading committee. The parent club of that player/s be listed on the SQI Registration Form . Once a Cross Registration is approved that player is subject to all Senior rules.

NOTE: The parent club is the juniors club that the player is registering from.

DOUBLE REGISTRATION

20. (b) **Double registration** of players is not permitted for Senior games except where a Club/s are attempting to enter two or more teams and are unable to field complete teams of nine players in one of those teams. In that case the Dispensation Committee may approve two (2) players being registered in the team unable to field nine registered players. These double registered players must remain unchanged throughout the entire season unless extenuating circumstances occur and prior approval to change the players is received from the Dispensation Committee. Double Registered players must play in their lower grade team on the same fixture day they play in the double registered team.

Penalty - Forfeit Game

The letters "DR" must be entered on both the scorecard beside their name.

Intent of this rule . Note : Double registration is for when clubs are attempting to enter 2 teams and don't have the 18 players required , Max. of 2 players from the lower team can be double registered.

***Dispensation with valid* reasons need to be applied for to have 10 or more in the lower team .**

- 20(c) **T/Ball & Rookie Ball** players can play up to Under 13 without penalty and intermix with other T/Ball & Rookie Ball Club Teams
Under 13 players can play up to Under 15 without penalty so long as the registered players of the Under 15 side play first. (With-in their own club)
Under 15 players can play up to Under 17 without penalty so long as the registered players of the Under 17 side play first.(With-in their own club)

20(C)con't

Under 17 players are permitted to play games up to Senior Grades of their own club a max. of 4 times and the 5th time be entered onto the senior team sheet. , provided those registered players of the team play first.

All Junior players requesting to be entered on a Senior Team Sheet must be subject to grading & a written request from Parents

PICK_UP RULE

20(d) When unable to field a complete side of 9 players, **senior teams** who do not have a lower graded team from which players can **'play up'** may **'pick up'** a maximum of two (2) players from any team of another Club of that

The letters 'P.U' along with the grade normally played by the pick up player shall be recorded next to that players name on the game card. The pick up player must wear a shirt of the colour as the main colour of the shirt of the team that has picked up that player.

Pick up players are not to play in the pitching or catching positions and pick up players are not to be utilised in **any finals games.**

CSSA must be given proof / notice before the consideration of excessive pick ups be accepted. Proof of inclusion to STATE & NATIONAL DUTIES, PRIMARY SECONDARY SCHOOL, SQI TID Camps/ REGIONAL ACADEMY are the only identities to be considered

Pick up players can only play a maximum of 3 games for any one team.

Penalty: Forfeit Loss for the team that uses the player a fourth time

20 (e) If a registered team member arrives after the commencement of the game and a PU player is being utilised, the registered team member will enter the game and the PU player becomes a bench player, and not classed as a substitute.

NOTE: The PU player may enter the game for any person in the game, by way of legal substitution.

THE SHORTY RULE

20 (f) Teams may take the field with eight (8) players. The ninth (shorty) is placed No. 9 in the batting order, and is an automatic **‘OUT’** for each turn at bat.

A registered team member arriving late, may take the place of Shorty in substituted for that player, provided that such a substitution does **not** reduce the number of active players to less than eight (8). “Shorty” takes the place of the injured / ill player in the batting line up, and is an automatic **‘OUT’** at that persons turn of bat.

If when fielding a team of nine players, one player is **ejected** from the game, “Shorty” **cannot** be used (**this is a forfeit game**)

The scorer for the team with “Shorty” on the batting list, is to inform the Plate Umpire of “Shorty” turn at bat.

The “Shorty” rule is not applicable in the final series

21. All representative players must play in the highest Club team according to their ability as determined by the Grading Committee.

22. **Under 15 Rep pitchers & catchers, U17 team pitchers & catchers** are not permitted to pitch / catch in the lowest women senior grade **WB2**

NOTE : Grading committee to regulate

23. Under 13 Competition : Pitchers can only pitch 40 pitches in any one game

Under 15 Competition : Pitchers can only pitch a maximum of 50 pitches in any one game.

Penalty - removal of the pitcher from the pitching position .

(a) Under 13 games & Under 15 fixture games, play 7 runners across home plate or 3 outs, and the innings is complete. (**7 runners across home plate not applicable in U15 Final Series**)

24. **(a) Junior "Mixed" Competition - U15 & U17 Competition**

For a fair & mixed competition, CSSA allows:

- a ruling is permitted for a maximum of 6 males on the diamond.
- no ruling of a pitcher/catcher combination. (Coaches to exercise a duty of care.)
- no ruling of the player positions when fielding. (Coaches to exercise a duty of care.)
- Club scorers and/or Umpires to ensure that the changes to Score Cards are completed correctly.
- Penalty applied to teams that breach rule - **FORFEIT RESULT**

(b) On assessment & a written request from Parents, Junior female players must be already turned 13 years or older to play **WB2 or WC**

On assessment & a written request from Parents, Junior female players must be 14 years or older to play **WB1 or WA or CSW**.

All JUNIOR male players under 16 years must be assessed to play in senior men teams & a written request from the Parents.

Coaches must show a ‘Duty of Care’ for in-field positions of Junior players who play in Senior games.

NOTE : CSSA RECOMMENDS THAT JUNIOR PLAYERS WEAR FACE PROTECTION WHILE FIELDING ON THE INFIELD.

25. All Transfer / Permit Forms and Permit Fees must be finalised and passed onto CSSA no later than the 4th week of competition games. **After the 4th week these forms are to be completed in full PRIOR to the player/Official taking part in any game.**

Any member entering the competition without the correct Permit / Transfer forms duly signed/ **completed in full**, will be deemed ineligible.

Penalty: Playing of an ineligible player is a forfeit of the game

26. When fielding two (2) or more teams in the same grade (except when the P.U rule applies) players **are not permitted** to interchange with teams of the same grade.
Penalty – this action will result in the team in which the player is not registered forfeiting the game in which that player participated.

27. (a) Game times once rostered cannot be changed within 8 days of the game.
(b) Any team in the competitive series that forfeits 4 or more games (for non attendance of players) in the season will not be able to compete in the final series.

28. For final series games all registered team players must be present in the dugout before the game commences. All registered players names must be on the card before the card is presented to the plate umpire.

**NOTE : One Pick-up player can be used in a final series to make 9 players & MUST be from a lower grade and play outfield ONLY
(Double registered players who play in the same grade are not eligible.)**

29. All players must be in full uniform 4 weeks from when they are registered and all uniforms must be worn in the correct manner. Any player refusing to wear the uniform in the correct manner following one warning from the umpire officiating/ **CSSA executive member** on that game will be **removed** from the game

30 Games played on Diamond 7

When a batted ball runs underneath the high voltage tower, this is an automatic home run. If the ball hits the fence on Diamond 10 this is a 'play on rule'. (If the ball becomes blocked in the **D10 fence or Raked grass pile**, this is a 'dead ball' ground rule 3 base hit)

Games played on Diamonds 7 & 9

When a batted ball hits the HIGH TENSION cables it will be declared a "DEAD BALL, NO PITCH".
