# School Sport SA Sapsasa state carnival

## Softball Rules for Division 2 &3

1. All games at School Sport SA Sapsasa State Carnival will be played in accordance with:
   1. Softball Australia Official Playing rules
   2. State Carnival Sapsasa Softball Rules
2. **Games consist of 60 minutes** 
   1. A game consists of three complete innings with each team batting and fielding three times per game.
   2. Each inning shall be 9 minutes batting with a 1 minute changeover then 9 minutes fielding
   3. Each team bats for 9 minutes per inning – regardless of the number of outs
   4. It is the responsibility of the coach / umpire batting team to notify the opposition of the expiration of 9 minutes of time.
   5. If teams are drawn after 60 minutes the game shall not continue and the drawn result shall stand. No game shall progress past 60 minutes.
   6. At the time of 9 minutes lapsing, the batter in the batter's box does NOT complete their turn at bat and will return to bat in the next inning with a 0-0 count.
3. **Batting**

5.1 All players’ names are to appear on the scorecard. This is the ‘batting line-up”, and batters must bat in the order in which they appear in the line-up including those who are not fielding.

5.2 If a batter doesn’t hit the pitch ‘fair’ before either getting 3 strikes or 4 balls they will then use a tee. Batters get three swing off the Tee. If no contact with the ball is made or it is hit foul the batter retires, it MUST be a swing not a bunt.

5.3 On a safe hit off the Tee the batter runner may advance a maximum of two bases.

5.5 Bunting is not permitted.

1. **Fielding**

No fielder can be closer to the batter than the pitcher. The pitcher can move behind the pitching plate when the batter is using a tee.

1. **Players retired (outs). An out is made when:**

* A hit ball is caught on the full.
* The bat is thrown (it must be dropped).
* A fielder with the ball touches the base before a forced runner.
* When a tag is made with the ball on the runner who is not touching a base whether the ball is held in the tag play or not (dropped). (This is to encourage the players to execute the correct play, particularly on lead runners, and not to penalise them for lack of skill in this stage of their development).
* If the Tee is used and there is no contact with the ball after 3 swings or the ball is hit foul.

1. **Running Bases**

* On a hit into fair territory off the pitched ball, a batter runner may advance until the ball is fielded and held at a base in front any runner.
* On a safe hit off the Tee the batter runner may advance two bases only.
* A base runner can advance unlimited bases.
* The batter runner and base runners may advance one base only on an overthrow. For all games on diamond 1 & 2 only - The ball will be played as "alive" at all time within the fences.
* Sliding is permitted (except into first base).
* Stealing bases or home is not permitted.

1. **Pitcher / catcher restriction**  
   A single pitcher or catcher cannot play more than 1 innings in that position during any one game.

# School Sport SA Sapsasa state carnival

## Softball Rules for Division 1

1. All games at School Sport SA Sapsasa State Carnival will be played in accordance with:
   1. Softball Australia Official Playing rules
   2. State Carnival Sapsasa Softball Rules
2. Games consist of 60 minutes
   1. If teams are drawn after 60 minutes the game shall not continue and the drawn result shall stand. No game shall progress past 60 minutes. No new innings to start after 55 minutes.
   2. At the time of 60 minutes lapsing, the batter in the batter's box completes their turn at bat and all subsequent plays, before the umpire calls time.
   3. In an incomplete Innings, the score shall revert to that of the last even innings unless the team second at bat has more runs when time expires.   
      OR  
      In its incomplete Innings has tied the score, and then the score shall stand.
   4. Time will be kept by the managers.
3. **Seven run limit**  
   A seven run limit per innings applies in this competition.
4. **Pitcher / catcher restriction**  
   A single pitcher or catcher cannot play more than 2 innings in that position during any one game. If a pitch is thrown in any innings that will constitute an innings.

## Softball State Carnival Organisation

1. **Equipment**
   1. Batters and base-runners must wear a batting helmet. This includes a player acting as a 1st or 3rd base coach.
   2. Fielders playing pitcher, 1st and 3rd base must wear a face shield. Others fielders are encouraged to wear mouth guards or face shields.
   3. All catchers are to wear a chest protector, leg guards, and catcher’s helmet and face mask with throat protector.
   4. A 10.5” softcore ball shall be used
   5. Each fielding player must wear a glove
   6. Bats should be regular softball bats with non-slip grip covering the handle, and the length/weight of the bat should be suitable for the size of the players.
   7. Players are not permitted to wear metal cleats
2. **Diamonds**
   1. 1st named team bat first and takes 1st Base Bench.
   2. 2nd named team field first and takes 3rd Base Bench.
   3. Diamonds are marked, with baselines of 60' and pitching distance of 35' for both boys and girls.
3. **Interchange rule**  
   Substituted players may be returned to a game at any time, without restriction. All team members bat.
4. **Warm up pitches**  
   No warm-up pitches will be permitted.
5. **Designated player rule**   
   This rule does not apply in School Sport SA Sapsasa competitions, to ensure that players both bat and field.
6. **Illegal pitching**  
   Intentional Base on Balls are not to be used in this carnival.  
   No penalty will be awarded for an illegal pitch. The pitcher is to be informed of why an illegal pitch is called. However, a pitcher will not be permitted to gain any definite advantage.
7. **Unfinished games due to weather**
   1. The result of any game, which has to be abandoned after 30 minutes from the scheduled starting time, will stand as a completed game. The final score will be taken as the score at the last even innings, except that if the team second to bat has more runs when time expires, then the score stands.
      1. Games interrupted by weather. At least 30 minutes of play must be completed before the score will be legal. When less than 30 minutes can be played; will be scored as a 0-0 draw.
   2. Games may be stopped or abandoned at the discretion of the Carnival Manager.
   3. If the temperature for the day is reported on the Bureau of Meteorology website for Adelaide Airport as being 35 degrees or higher at 8am in the identified day, the games will be shortened to 40 minutes to ensure the safety of all participants.
8. **Speed up Play Rule**
   1. Teams are to `hustle' on and off between innings.
   2. The fielding side is expected to provide a player to take care of pass balls and when possible `overthrows'.
   3. Catchers speed up rule is to be used to ensure innings changeover is timely.
9. **Team 'warm-ups'**  
   Warm-ups should be conducted well away from games in progress. All catchers must wear full protective equipment when warming up a pitcher.
10. **Teams**  
    Teams shall consist of 11 players. Districts are encouraged to use all players in each game using substitute rule. This is easily done as all players bat in each game. Students must be in district uniform at all times whilst at the carnival.
11. **Umpires**  
    Each district is responsible for the umpiring of the games in which they are playing by either sourcing an umpire for the team or the coach/ manager share the umpiring duties. The team on 1st base supplies the plate umpire, the team on 3rd supplies the base umpire.
12. **Scorecards**  
    The official scorecard must be signed by both coaches and umpires and placed the in the scorecard box in the clubrooms by the winning team immediately after each match.
13. **Points**  
    3 for win, 2 for a draw, 1 for a loss.
14. **Carnival awards**
    1. There are no finals in any division.
    2. Participation certificates will be awarded to all players.
    3. Gold medals will be presented to each player in the top team for each division.
    4. Silver medals will be presented to runner up teams in each division.
    5. If more than one team finishes in equal first position in a division, then the title will be shared and joint winners announced.
    6. Match points are awarded in all games. Percentage is not taken into account when determining the premiership table to discourage teams from scoring more runs than necessary and demoralising their opposition.