



THE TRADIES

2018 AUSTRALIA DAY JUNIOR SOFTBALL TOURNAMENT

**Friday 26 January
to
Sunday 28 January**

Hawker International Softball Centre

Draft Rules



CANBERRA TOYOTA





Foreword

Thank you for your interest in the 2018 Australia Day Carnival. This document provides a draft copy of the special local rules to be used in games played at the 2018 Australia Day Carnival.

Teams are encouraged to review these rules and provide feedback to ausdaysoftball@gmail.com prior to the tournament. Feedback on rules is due by **22 January 2018**.

Interpretation of these rules

1. All divisions will play by the Softball Australia Official Playing Rules and Casebook unless otherwise specified in these rules.
2. The new rules described in Technical Bulletin SAL TB 2017-3, [available from the Softball Australia website](#), will be used unless otherwise specified in these rules.
3. The final authority on interpretations of these rules, or of the Official Playing Rules for the duration of the tournament, rests with the Tournament Chief Umpires.
4. Except for protests regarding ineligible roster members, there will be no protests heard at any games for any reasons. Protests regarding ineligible roster members must be lodged with the Tournament Management Committee after the game has finished, on the same day that the game was played.

Equipment and playing field

5. All players must be in uniform. Uniforms do not need to display numbers.
6. All teams must supply their own match balls for all games. Before each game, both teams will provide at least one match ball to the plate umpire.
7. All match balls must be optic yellow, with red stitching.

Grade	Pitching distance	Base distance	Ball type
TB	35'	50'	11" reduced injury
u13G	38'	60'	11" standard
u13B	38'	60'	11" standard
u15G	40'	60'	11" standard
u15B	40'	60'	11" standard
u17G	43'	60'	12" standard

8. Most diamonds in use are not enclosed. Where a fair-batted ball may become blocked on a non-enclosed diamond:
 - a. By trees or similar features, the batter will be awarded a home run if hit into on the full, or a triple if on the bounce.
 - b. By rolling down a hill out of sight of the umpires, the batter will be awarded a home run if hit over on the full, or a triple if on the bounce.
 - c. By rolling up a hill and out of sight of the umpires, the batter will be awarded a home run if hit over on the full, or a triple if on the bounce. If the ball remains in sight, then the live play will continue instead.
 - d. By a game in progress on another diamond, the batter will be awarded a triple if interfered with by any people or paraphernalia (e.g. spectator's chair). The ball remains live off features of the diamond, such as bases or fences.

Home/Away teams

9. The team first-named in the draw will occupy the 3rd base, and the second-named team will occupy the 1st base dugout.
10. ALL GAMES, including finals, will require a toss of the coin to determine which team will field or bat first. The umpires do not need to be present for the toss of the coin.



Team sizes

11. Team rosters may have up to 15 team members (maximum), as only 15 medals will be presented to the winners and runners up in each division.
12. Teams may start and finish with a minimum of 7 players. An “automatic out” batter must be listed in the batting order for each missing player below 9. The team will forfeit if there are fewer than 7 players available to play.

Under 13 special rules

13. 3 outs or 5 runs
 - a. If 3 outs have not been achieved and a team has scored 5 runs in the inning, then that team is deemed to be retired regardless of outs.
 - b. **No** additional runs scored on the play which scores the fifth run will be counted. The maximum number of runs that a team can score in a single half-inning is five.
14. Battery restrictions
 - a. A player has played a “battery position” if they fielded as pitcher or catcher for at least one pitch during their team’s fielding half-inning.
 - b. Players may play a maximum of three (3) innings or part thereof in battery positions. A pitcher who pitches, or catcher who receives, one or more pitches in an inning shall be deemed to have played part of that inning in a battery position. It’s possible for multiple players to all be credited as playing the same inning in a battery position.
 - c. A player who has played one battery position is not locked in to that position. For example, a pitcher who has pitched 2 innings or part thereof may catch 1 inning.
 - d. If a player plays more than one battery position in the same inning (e.g. changes from pitcher to catcher in the third inning), this does not count as two separate innings.
 - e. Where a game goes to seven (7) or more innings, a player who has played 3 battery innings in the game may return to a battery role for up to a further three (3) innings.
15. Batting through
 - a. Teams may **choose** before the game to list more than 9 players in their batting order. The chosen size of the batting order is fixed for the duration of the game.
 - b. It is permissible to have a batting order of more than 9 players and still have players on the bench (e.g. a team roster of 15, with a batting order of 12 and three substitutes).
 - c. There is no upper limit on the number of players in the batting order, except that all players must be eligible team roster members.
 - d. Teams will bat through their entire batting order, even if it exceeds 9 players.
 - e. Only 9 players may take the field at any one time.
 - f. If a team opts to use more than 9 players in their batting order, they may not use FLEX players.
 - g. The players on the field can be changed at any time while fielding with a simple positional change. This can be a change between two fielders, or between a fielder and a player in the batting order who is not currently fielding. There is no limit to the number of changes that can be requested in this way.
 - h. Players who are not in the batting order may be substituted as normal, or brought on as Replacement Players in the event of a blood bin rule. Re-entries will not be permitted, except in the case of a Withdrawn Player returning following clean-up of any blood.
 - i. If there are no substitutes available, players may be dropped from the batting order at any time for any reason. Players who are dropped from the batting order have left the game and may not re-enter.
 - a. If a dropped player is at-bat and there is no available substitute, the next player in the batting order will take her place and assume her ball-and-strike count.
 - b. If a dropped player is on base and there is no available substitute (e.g. a



player is injured after reaching base safely), a temporary runner may be used in the same manner as the catcher speed-up rule.

- c. If the length of the batting order drops below 9 players, then an “automatic out” batter must be listed in the batting order for each missing player under 9 players. A minimum of 7 players is still required.

Teeball special rules

16. The ball is not pitched in teeball, but is instead batted off a tee.
17. Where the Official Rules of Softball refer to “at the time of the pitch”, this will be taken to mean “at the time the batter hits the ball”. A batter swinging at the ball counts as a “pitch”.
18. Base runners must remain in contact with their base until the ball is hit.
19. A “FOUL BALL” shall be declared in accordance with the Official Rules, or if the batted ball does not travel more than 20’ (6.10m) from the tee, or if the batter hits the tee instead of the ball.
20. The infield fly rule does not apply in teeball.
21. The catcher must wear a catcher’s mask and helmet, fielding facemask, or batting helmet at all times while in the field.
22. The provisions of rule 13 “3 outs or 5 runs” also apply in teeball.
23. The provisions of rule 15 “Batting through” also apply in teeball.
24. The umpire will call “Play ball” prior to each swing at the ball. If a batter swings at the ball before “play ball” has been called, “no pitch” shall be declared.
25. The umpire will call “Time” at the end of a play, when:
26. The ball is possessed by an infielder, who stands either within the pitching circle, or is in front of the lead runner.
27. The runners have stopped running.
28. The umpire may call “time” even if the runners are still moving if, in his or her opinion, this is the appropriate action for the skill level of the players. Runners who are between bases when the time out is granted must proceed to the base they were going to.

Strike zone

29. In all grades, except teeball, the top of the strike zone shall be measured from the location of the batter’s armpits in the natural stance she uses to hit the ball.

Catcher speed-up rule

30. If the catcher is on base with two outs – the catcher may be replaced by any player on the scorecard, including bench players, except that if a non-bench player is chosen they may not be one of the next four batters due up in the batting line-up.

Declaration

31. In all divisions, teams may declare twice during a game.

Time limits

32. ALL Softball games, including finals, will be **one hour and 10 minutes**. For regular round games, time is measured from the scheduled commencement time of each game.
33. Teeball games will be **one hour** in length from the scheduled commencement time.
34. Any game, other than finals, commencing late, for whatever reason, will finish at the scheduled completion time.
35. No new innings should be commenced after one hour and 5 minutes. If, after one hour and 5 minutes, the team batting second is in front and the game is in the bottom of the inning, there is no need to complete the inning in progress.



36. At the conclusion of time, if a batter is in the box, they must complete their turn at bat and the final play in progress must be finished.
37. A request for a time out to make a fielding change, substitution, conference, or any other reason may be refused if the umpire believes there is insufficient time to complete the request. This includes fielding changes in u13s.
38. The umpires' decision on time is final and may not be questioned or disputed.

Finals

39. Finals games include semi-finals and grand finals.
40. The same time limit rules apply to finals as to regular round games, with the following exceptions:
 - a. Time will be judged from the actual start of play, not from the scheduled start time. If a game begins late, the completion time will also be delayed.
 - b. A minimum 20-minute break must occur between the start of a final and the end of the game in which either of the teams competing in that final last played.
 - c. If, at the normal end of the game, a result has been found or can be found by reverting back as normal, that result will stand.
 - d. If, at the normal end of the game, the final score would be a tie, the inning in progress should continue.
 - e. If the score is still tied at the end of the inning in progress, a standard tie-breaker inning should begin with a runner on 2nd.
 - f. Any subsequent tie-breaker innings should begin with runners on 1st and 3rd base.