

ALL BASES SOFTBALL CARNIVAL

RULES of the GAME

The rules of softball apply with the exception of the following:

1. DEFINITIONS

- 1.1 Batting Order** – The official listing of batters in the order in which the players must come to bat. Two females may bat consecutively but not two males.
- 1.2 Commitment Lines** – These are marked at the halfway mark between bases. Once a runner's foot touches the ground on or past this line, the runner must continue to the next base or home plate.
- 1.3 Forced Runner** – A runner who is compelled, by the batter hitting a fair ball, to advance to the next base. A forced runner may only be played out at the base to which he is forced to advance.
- 1.4 Free Runner** – A free runner is one who is not forced to run by the batter hitting a fair ball. A free runner is played out the same way as a forced runner.
- 1.5 Illegal Pitch** – A pitch that does not satisfy any one of the conditions in the pitching rule.
- 1.6 Innings** – An innings is completed when either 3 outs have been achieved, or 9 batters have completed their turn at bat.
- 1.7 Safety Zone** – These are circles (3ft radius) around second and third base and a semi-circle marked on the fair territory side of first base. The circles are used to remove sliding and tagging from the game. If a play is made on a runner, the runner must have a foot within the circle before a fielder, in possession of the ball, contacts the base to which the runner is advancing. If no play is made on a runner, the runner must touch the base.
- 1.8 Scoring Line** – An 8ft scoring line shall extend from 2ft from the corner of home plate closest to third base into foul territory at a 90-degree angle to the third base line. *A scoring home plate shall be placed at the end of the scoring line with the straight edge on the scoring line and the plate facing away from third base. To score a run, a runner must have touched the scoring home plate before a fielder, in possession of the ball, contacts the diamond home plate.*
- 1.9 Sliding** – There is no sliding in this carnival.
- 1.10 Stealing Bases** – Stealing is not permitted. Runners may only advance to the next base when the ball is hit fair or when forced by the batter. A runner may not leave a base before the ball is hit.
- 1.11 Strike Zone Mat** – A strike is called when a legally pitched ball hits any part of the mat. The mat includes the home plate marked on the mat.
- 1.12 Tagging** – There is no tagging in this carnival.

2. EQUIPMENT

- 2.1 Only the supplied softball bats may be used.
- 2.2 Enclosed footwear must be worn by all players.
- 2.3 Gloves must be used by players.
- 2.4 Helmets and face protectors may be worn by batters and runners and face masks may be worn by catchers.
- 2.5 All players on a team shall wear tops alike in colour and trim.
- 2.6 A reduced injury softball will be used.

3. PLAYERS AND SUBSTITUTES

- 3.1 All players must be employees of either the Australian Public Service or the ACT Government Public Service. Please bring your employee identification to confirm your eligibility (if asked).
- 3.2 A team can register up to 14 players, however each game will use nine players with a maximum of four males in the team at any one time.
 - a) players may be interchanged throughout the game
 - b) other players may be put into the game if they arrive after the game has started
 - c) pick-up players from other teams or spectators may be used to make up numbers provided they comply with registration of players requirements.
- 3.3 A team can play with a minimum of seven (7) players provided a maximum of three (3) males are in the team at any one time.
- 3.4 At the start of each pitch, the fielding players may be positioned anywhere in fair territory, with the following exceptions;
 - a) the catcher must be in the catcher's box.
 - b) the pitcher must be in a legal pitching position.
 - c) a maximum of three (3) males can be in the infield area (on a base, pitching or catching position)
- 3.5 There is no limit to the number of substitutions that can be made during a game. Substituted players cannot re-join the game.
- 3.6 When a substitute enters the game, they must play at least one complete innings. For example, one turn at batting and one turn at fielding. Exception is where a substitute enters the game in the 3rd innings.
- 3.7 There is no limit on the number of females allowed in the line-up.
- 3.8 Males can substitute for females provided the number of males in the line-up does not exceed the maximum allowed.
- 3.9 When a player at bat requires a runner they are able to. The runner shall position themselves an equal distance from first base as the batter, but at a safe distance behind the catcher. The runner may not run before the ball is hit. The runner shall be of the same gender as the batter.
- 3.10 All substitutions and changes to the line up are to be communicated between team scorers, the umpire is not required to be notified of changes or substitutions.
- 3.11 A 9th batter rule applies. When the 9th batter in an innings comes to bat, the umpire shall notify the fielding team. Once the 9th batter has completed their turn at bat, the batting team is deemed to have been retired, and all runners remaining on base score. The exception to this is if the 9th batter is put out, or the third out occurs elsewhere. It is the responsibility of the batting team to notify the umpire of the 9th batter.
- 3.12 The 9th batter receives a base on balls with 10 balls, not the usual 4.

4. THE GAME

- 4.1 One team bats (offense) for an innings against the other team who fields (defense). An innings ends when 3 offensive players are declared out or 9 batters have completed their turn at bat, whichever occurs first.
- 4.2 A regulation game is 3 innings or 45 minutes, (depending on team numbers) whichever occurs first. No new innings shall commence within 5 minutes of the scheduled finishing time, but an innings in progress at the scheduled finishing time shall continue until completed.
- 4.3 If a game is abandoned for any reason it shall be considered a regulation game if one innings has been completed. The score will be as of the last complete innings.
- 4.4 A run is scored each time a runner legally crosses the scoring home plate.
- 4.5 The winner of the game shall be the team that scores the most runs.
- 4.6 No time outs are allowed for conferences during play.
- 4.7 Changeovers are to be completed as quickly as possible.

5. PITCHING

- 5.1 When pitching, the pitcher must have at least one foot in contact with the pitcher's plate.
- 5.2 If the pitcher takes a step when delivering the pitch, the step can be forwards, backwards, or sideways.
- 5.3 The pitcher's foot must remain in contact with the pitcher's plate until the ball leaves the pitcher's hand.
- 5.4 The ball must be delivered in an underarm motion and released at a moderate speed.
- 5.5 The ball must be pitched in an arc, and during the arc, the ball must reach at least 6ft above the ground, but not higher than 12ft.
- 5.6 The pitcher must release the ball on the first forward swing of the arm past the hip.
- 5.7 The penalty for an illegal pitch is a ball on the batter unless the batter swings at an illegal pitch.
- 5.8 The ball is dead after each pitch, unless the pitch is hit.
- 5.9 No warm up pitches are allowed at the start of an innings or for a new pitcher.
- 5.10 A pitcher can pitch a maximum of two (2) innings or part thereof per game and must not delay in pitching
- 5.11 The pitcher has 15 seconds to pitch the ball from when the umpire calls "play ball", between pitches, from the time they receive the ball or between batters. - no throwing the ball around the infield.

6. BATTING

- 6.1 The batter must take his position in the batter's box within 10 seconds after the umpire has declared play ball.
- 6.2 A strike is called:
 - a) For each legally pitched ball that hits any part of the strike zone mat.
 - b) For each pitched ball that is swung at and missed.
 - c) For each foul ball.
- 6.3 A ball is called:
 - a) For each pitched ball not swung at that does not land on the strike zone mat.
 - b) For each pitched ball not swung at that is not the correct height.
 - c) For each pitched ball that hits the batter when not striking at the pitch.
- 6.4 If the pitcher pitches 4 balls to a batter, the batter is awarded first base. All runners forced by the batter also advance one base.
- 6.5 The batter is out:
 - a) when the ball is bunted or chopped downward.
 - b) when the third strike hits the strike zone mat.
 - c) when the third strike is struck at and missed.
 - d) when the ball is batted foul on the third strike.
 - e) when the ball is hit in the air and caught, in fair or foul territory.
 - f) when the ball is hit and the defensive team gets the ball to a fielder standing on first base, before the batter touches first base.
 - g) the batter stands on home plate when they hit the ball.

7. BATTING ORDER

- 7.1 In the first innings, batters 7, 8 and 9 in the batting order stall commence on 3rd, 2nd and 1st base respectively (i.e. loaded bases). The first listed batter in the batting order will take up position in the batter's box.
- 7.2 In the second innings, irrespective of who was the last out, batters 1, 2 and 3 in the batting order stall commence on 3rd, 2nd and 1st base respectively. The fourth listed batter in the batting order will take up position in the batter's box.

- 7.3 In the third innings, irrespective of who was the last out, batters 4, 5 and 6 in the batting order stall commence on 3rd, 2nd and 1st base respectively. The seventh listed batter in the batting order will take up position in the batter's box.

8. BASERUNNING

- 8.1 Runners must remain in contact with the base until the ball is hit.
- 8.2 Runners may not advance on a foul ball.
- 8.3 There are circles (3ft radius) around second and third base and a semi-circle marked on the fair territory side of first base. The circles are used to remove sliding and tagging from the game. If a play is made on a runner, the runner must have a foot on or within the circle before a fielder, in possession of the ball, contacts the base to which the runner is advancing. Otherwise, the runner is out. If no play is made on a runner, the runner must touch the base. The semi-circle around first base is only used when a runner is returning to first base.
- 8.4 The runner is not to touch any of the bases while running the diamond (except 1st base). The runner must step on or inside the safety circle line at each base but must not touch the base itself when running to or through that base. However, when the play is over the runner must return to have his foot in contact with that base.
- 8.5 On balls hit into the air and caught, runners must remain on the base until the fly ball has been touched or lands. The runners may then advance to the next base at their own risk.
- 8.6 The batter is permitted to overrun first base provided they make no attempt to continue to second base.
- 8.7 A runner is not permitted to interfere with, or prevent, a fielder fielding the ball.
- 8.8 A fielder not in possession or not attempting to field the ball must not obstruct a runner.
- 8.9 There are no return lines marked halfway between bases and home plate. Once a runner places a foot on or over this line they must continue to the next base or home plate.
- 8.10 A runner is not permitted to overtake a preceding runner.

9. PROTESTS

- 9.1 There shall be no protests.
- 9.2 The umpire's decision, at all times, will be final. No question will be considered on an umpire's decision that is judgment (fair/foul, ball/strike), but the team captain may question a decision related to a rule, or the interpretation of a rule.