

**CUMBERLAND NEPEAN SOFTBALL
ASSOCIATION INC.**



**COMPETITION
RULE BOOK
2023 – 2024**

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CNSA Executive & Club Contact Details 2023 - 2024

CNSA Executive Committee

Position	Name	Club
President	Krissi Travers	Waratahs
Vice President	Terri Rauhihi	Waratahs
Secretary	Tricia Vial	Eagles
Treasurer	Chris Marchant	St Michaels
Senior Registrar	Tony Dent	Phoenix
Junior Registrar	Kylie Simpson	Cruisers
Umpires Convenor	Robert McIntosh	Quakers Hill
Ground Manager	Andrew Polaschek	Waratahs
Jnr Rep – Male	Vanessa McRae	Cruisers
Jnr Rep – Female	Kellie Polaschek	Waratahs
Senior Rep (Both)	Narelle McIntosh	Quakers Hill
Minutes Secretary	Karen Elder	Mustangs

Member Protection Officer

Andrew Bradshaw

Ground Maintenance Crew

Rod Worth
Warren Arnott
Patrick Green
Chris Marchant
Leigh Blanning
Jack Rahihi

Canteen

Ellie Vial
Tricia Vial

All correspondence to be emailed to
secretary@cumberlandsoftball.org.au

Communication channels
Facebook - www.facebook.com/CNSASoftball
Instagram - cn_softball_assoc

Adverse Conditions Advice:

All information will be posted on the CNSA Facebook page.

Club Secretaries/Contacts

Club	Email
Blacktown Workers	bwcsoftballsec@gmail.com
Breakaways	cherylville@optusnet.com.au
Castle Hill	castlehillsoftball@yahoo.com.au
Cruisers	secretary@cruiserssoftball.org.au
Eagles	eaglessecretary@gmail.com
Greystanes	greystanes_softball@hotmail.com
Marsden Park Mustangs	secretarympmustangs@gmail.com
Phoenix	phoenixsoftballclub@gmail.com
Quakers Hill	qhpscsecretary@gmail.com
Seven Hills	kellewry@gmail.com
St Michaels	president@stmichaelssoftballclub.com
Titans	Titans.softball@outlook.com.au
Waratahs	kellie@kamakan.com.au

Season Information

Season dates for 2023

- Men Friday 6th October 2023 to 15th March 2024
- Saturday Comp Saturday 7th October 2023 to 16th March 2024
- O35s Wednesday 11th October to Wednesday 20th March 2024

General Meeting (via Zoom unless advised)

- July 23 Monday 24th
- August 23 Monday 28th
- September 23 Monday 25th
- October 23 Monday 30th
- November 23 Monday 27th
- January 24 Monday 29th
- February 24 Monday 26th
- March 24 Monday 25th

2024 SNSW State Championships (TBA):

- U10s
- U12s
- U14s
- U16s
- U18s
- Open Women
- Open Men
- 23s & Under
- O35s
- O45s

CNSA Pitching, Base Path Distances & Run Ahead Rule

Teams	Ball Size (inches) Yellow Optic	Minimum Pitching Distance (feet)	Colour coding for pitching plate	Distance to 1st Base (feet)	Run Ahead Rule
Tee Ball	10.5 Soft core	Min stand 40	White	60	24 after 4 innings
U12 Girls U12 Boys	11	38 (Girls) 40 (Boys)	Light blue White	60	10 after 5 innings
U14 Girls	11	40	White	60	10 after 5 innings
Junior Boys	11	12 & Under - 40 14 & Under - 43	White Yellow	60	10 after 5 innings
Youth Mixed	12	Girls 43 Boys 46	White/Yellow Yellow/Grey	60	As per WBSC
School Girls	12	43	Yellow White	60	As per WBSC
O35 Ladies	12	40	White	60	As per WBSC
C, B Res & B	12	40	White	60	As per WBSC
A Res	12	43	Yellow	60	As per WBSC
A Grade	12	43	Yellow	60	As per WBSC
Mixed A	12	Women 43 Men 46	Yellow Grey	60	As per WBSC
Mixed B	12	Women 40 Men 46	White/Yellow Grey	60	As per WBSC
Mixed C	12	Women 40 Men 46	White/Yellow Grey	60	As per WBSC
Men	12	46	Grey	60	As per WBSC

WBSC Run Ahead rule:

- 15 runs after 3 completed innings: 10 runs after 4 completed innings: 7 runs after 5 completed innings

Note: In all grades an innings shall be completed when either 3 outs have been achieved or **7 runs have scored**.

Youth Mixed Pitching:

** Optional pitching distances for **Youth Mixed**. Refer to competition rules.

CNSA Minimum Playing and Umpiring Age

Age limits as at **31st December 2023** unless stated.

The umpiring age is based on the **player's age** and not the competition that the player competes in.

NOTE: Exemption may be granted on application to the CNSA Executive.

Competition	Min. Age	Max. Age	Min. Age to pitch	Min. Age to umpire - Plate	Min. Age to umpire - Base
Blast Ball	3 Years as at 29/1/2024	5	-	-	-
U8	5	7	-	11*	11
U10	7	9	-	11*	11
U12 Girls/Boys	-	11	-	13*	13
U14 Girls	-	13	-	13*	12
Junior Boys	10	14	-	13*	13
School Girls	-	17	-	13*	13
Youth Mixed	14	19	-	13*	13
B Res	12	-	-	13*	13*
B Grade	12	-	12	14*	14*
A Res	12	-	12	15*	15
A Grade **	12	-	12	15*	15
Senior Mixed Div 1	14	-	15	16*	16
Senior Mixed Div 2	14	-	15	15*	15
Senior Mixed A	14	-	15	15*	15
Senior Mixed Div 3 & 4	14	-	15	15*	15
Senior Mixed B	14	-	15	15*	15
Men	15	-	15	17	17
O35s	35	-	35	14*	14*

NOTES:

* **Umpiring on approval only**

** **Accredited umpires will be allocated to A Grade where possible.**

Any person participating in the CNSA Blues 'n' Training Program will be exempt providing they are supervised by the nominated senior accredited umpire.

Where a game consists of teams of different grades e.g., SG1 playing SG2, then the umpiring age applicable to the **higher** grade (i.e. SG1) applies.

If in doubt, contact the Umpires Convenor on duty.

CNSA Ground Rules

Wherever he/she, or their related pronouns, appear in this rulebook they have been used for literary purposes and are meant in their generic sense (i.e. to both male and female sexes).

All rules are in accordance with the Softball Australia Official Playing Rules except where ground rules are noted and are specific to CNSA competition.

1. NO ALCOHOL is allowed on the ground at any time. **This is in accordance with Blacktown City Council regulations.**
2. Smoking is allowed in **designated areas only**. No smoking/Vaping is permissible on or around the diamonds at CNSA grounds.
3. Games shall be 1 hour 15 minutes duration **(including A Grade)** or 7 innings, whichever occurs first.
4. All games shall start and finish on the Plate Umpire's watch.
EXCEPTION: When the Run Ahead Rule applies. & U10 Competition (1 hour only)
5. Pegged bases are not used at IPP so the sliding base rule shall apply in all games.
6. **Declaration:** The **offensive (batting) coach** may declare the innings closed at any time. This declaration must be noted by both scorers in the scorebook.
7. **Overhead wires:** If a batted ball contacts the wires, foul ball is called and the ball is dead. If a thrown ball contacts the wires, it is 2 bases from the time of the throw.
8. **Overhanging trees:** Diamond 7 and 9 (IPP) – if a batted ball, in the opinion of the umpire, contacts the trees, a foul ball is called and the ball is dead.
9. On all diamonds, during a live play, the ball is alive off the wire fence extending from the back net in both directions.
10. **Bases awarded (IPP) – see also table at end of section:**
 - a. If a batted ground ball leaves the umpires' view on the **creek side** of the park from Diamonds 4, 6, 8 and 10 then the batter is awarded **Two bases from the hit, or the last legally touched at the time of the incident. Fly ball which lands on the full, out of view will be a home run**
 - b. If a batted ball leaves the umpires' view on the **creek side** of the park from Diamond 2, it is a **blocked ball** if the ball goes under or through the fence.
 - c. If a ball is hit from Diamond 2 and hits the fence on the 1st base side of Diamond 1 and bounces off the fence and remains in fair territory, the ball **remains live and played out**. This is similar to balls hit from Diamond 6 into Diamond 5, Diamond 8 hitting into Diamond 9 and Diamond 11 hitting into Diamond 10.
 - d. If a batted ground ball rolls down the **railway side** onto the roadway and out of view of the Plate Umpire from Diamond 9 then the batter is **awarded two bases from the hit, or the last legally touched at the time of the incident. Fly ball which lands on the full, out of view will be a home run.**

- e. If the ball bounces over a fence, the ball is **dead** and the batter shall be **awarded 2 bases**.
 - f. If a batted ball goes over the outfield fence on the full from Diamond 7, the batter will be awarded an **automatic home run**.
11. For games at IPP where there is a possibility of batted balls entering the rail line area, pitching should be halted until the train has passed.
12. When warming up at IPP, all hitting shall be away from the railway lines.
13. The Dead Ball Line on diamonds 1 and 2 at IPP is the fence. Players, officials and spectators are to remain on the outside of the fence.
- 14. Bases Awarded (SG – Diamond 1 & 2)**
- a. If a batted ball goes over the outfield fence on the full, the batter shall be awarded an **automatic home run**.
 - b. If the ball bounces off the fence and remains in fair territory, it **remains live** and be played out.
 - c. If the ball goes under, through or bounces over the fence the ball is **dead** and the batter shall be awarded **2 bases or the last legally touched at the time of the incident**.
- 15. Bases Awarded (SG – Diamonds 3 & 4)**
- a. If a batted ball goes over the fences of Diamond 1 or 2 on the full, the batter shall be awarded an **automatic home run**.
 - b. If the ball goes under or bounces over the fences of Diamonds 1 or 2, the ball is **dead** and the batter shall be awarded **2 bases or the last legally touched at the time of the incident**.
 - c. If the ball bounces off the fences of Diamond 1 or 2 or hits the light poles, it **remains live** and be played out.
16. A team must have a **minimum of 5 players** to take the diamond, of which all must be **original registered** team members.
17. If **after 5 minutes** from the scheduled start time a team has **less than 5 original registered players** ready to play, the Plate Umpire shall declare a forfeit and award the game 7-0 to the opposing team.
- 18. Dress Regulations:** Teams must be in full uniform (as registered with CNSA) when participating in competition games. **NOTE (2023 - 2024): Clubs must apply to the CNSA Executive in writing for any exemption where uniforms are not available due to supplier issues.**
19. Players are permitted to wear any cap or other headgear, approved broad brimmed hats or CNSA caps.
- a. Academy, SNSW and Australian caps, gaskets and hard plastic sun-visors are **not permitted** to be worn.
20. Jewellery, if judged by the umpire to be **distracting** to opposing players. The umpire shall require the item to be removed or covered.
- a. Medical alert bracelets and/or necklaces, if deemed distracting, shall be required to be taped to the body in such a manner that the medical alert information remains visible
 - b. Any player refusing to remove distracting adornments or wear the uniform correctly will be removed from the game.
21. Sunglasses are allowed to be worn.
22. All players, officials and umpires are to wear **fully enclosed** footwear.
23. All males playing softball, regardless of age, **MUST** wear a "box/protector". This applies to all junior male players (including Tee-ball) and men playing in either the Men's or Mixed competitions.

24. The CNSA Executive reserves the right to refuse a hat to be worn if deemed unsuitable.
25. **Advancing to 1st Base:** The batter-runner, on the initial advance to 1st base, is **not permitted** to dive or slide into the base. In the first instance, a team warning shall be issued; on any other occurrence during the game the batter-runner will be called out. This ground rule shall apply to all grades including Division 1 Men and A Grade Ladies. **Note:** Coaches should encourage players to run through the safety base on a single base hit. Once the batter-runner reaches 1st base and becomes a runner, this ground rule will not apply.
26. **Temporary runner:** When the catcher is on base and there are 2 out, it is **mandatory** for the offensive team to replace the catcher with another team member. The substitution rule does not apply and there is no penalty. This rule applies to all grades and has been implemented to speed up the time between innings. The player may not be one of the next 5 batters in the line-up. **Penalty:** At the next half innings, the pitcher of the offending team will be given **no warm-up pitches**.
For the pitcher, the above applies, however this is optional only
27. **Shortie Rule:** If a team has **less than 5 players** at the start or during a game, there shall be no offensive penalty i.e. No out will be recorded. This rule applies to all grades.
28. There shall be **no intentional walk** in any grade.
29. Toss: There will be no toss in any competition. The **first named team** on the draw will **bat first**.

Specific Rules on Bases Award

Venue	Diamond	Award of Bases
International Peace Park (IPP)	All diamonds	A fair batted ball bounces off the fence and remains in field of play, the ball remains alive and played out .
International Peace Park (IPP)	2	A fair batted ball leaves the umpires' view on the creek side of the park and when under through the fence, it is a blocked ball . Award: 2 bases from the time of the pitch.
International Peace Park (IPP)	4,6, 8, 10	If a fair batted ground ball leaves the umpire' s view on the creek side of the park from Diamonds 4, 6, 8 and 10 then the batter is awarded two bases or the last legally touched base at the time of the incident. On the full, a home run will be award
International Peace Park (IPP)	7	If the fair ball bounces over a fence, the ball is dead and the batter shall be awarded 2 bases .

International Peace Park (IPP)	9	If a fair batted ball rolls down the railway side onto the roadway and out of view of the Plate Umpire, the batter is awarded 2 bases or the last legally touched at the time of the incident. If on the full, a home run will be awarded
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CNSA & Softball Australia Codes of Conduct

Fair play involves honesty, respect for umpires and officials, respect for team-mates and opponents - whether winning or losing. Here are some "codes" for all those who take part in the sport of softball at CNSA.

No swearing, sledging or harassment of any kind will be permitted by or to any member of CNSA – this includes officials, players and spectators alike. Any person, whether they are a spectator, player or official ejected or reported will face the Judiciary.

All Policies, Code of Conduct and Guidelines are available on the CNSA/WBSC website.

Protests - There are no protests at CNSA.

CNSA Rule Clarifications

All rules are in accordance with the Softball Australia Official Playing Rules except where ground rules are noted and are specific to CNSA competition.

Eligible Player: Is a registered player who meets all age/gender requirements in that competition. A player who is registered in a grade lower is eligible to play in a competition providing they meet **all requirements as per CNSA registrations for 2023-2024.**

Field of play: The area within which the ball may be played and fielded up to and including the dead ball line.

Game Time: It is a timed game based upon the plate umpires watch unless the game has concluded due to the Run Ahead Rule.

Helmets: Helmets are **mandatory** for batters, on-deck batters, batter-runners, runners, catchers, youth age players (U18s) who coach in the first and third base coach's box and youth age representatives who participate as a batboy/girl while on the field or in the dugout.

Pregnancy: CNSA has adopted the Softball Australia Pregnancy Guidelines. Pregnant participants are advised to read these guidelines and follow any necessary

steps as outlined in these. This can be found on the Softball Australia, Softball NSW and CNSA Website.

Shoes: All players, officials and umpires are to wear fully enclosed footwear. No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed in any division at any level of play.

Shoes with detachable cleats that screw ONTO the shoes are not allowed. However, shoes with detachable cleats that screw INTO the shoe are allowed.

Note: Cleats (plastic only) that screw into the shoe and not leaving an exposed post when the cleat is not on the shoe are legal. Cleats that screw onto a post fastened to the shoe are illegal, as it would be dangerous if the cleat came off and a sharp post remained.

No metal cleats are allowed at all CNSA grounds in any competition or level.

Spitting: The practice of spitting will not be permitted or tolerated from any person. A team warning shall be issued for the first instance. After that warning any offending person will be ejected. ***NOTE: The ground crew must be called and the areas be cleared of any substance.***

Strike Zone: Unless stated for a specific CNSA competition, the strike zone will as be described in the WBSC Official Playing Rules

Warm-up Pitches: Catchers (or other members of a defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches at the pitching plate OR in the warm up area. If a person catching the pitch will not wear the Mask, they must be replaced by a person who will do so. All catchers in Fast Pitch must wear a body protector (chest protector). ***All catchers in Fast Pitch must wear shin guards while on defence that will offer protection to the kneecap.***

CNSA Junior Competition

The Junior Competition at CNSA encompasses Tee-ball, U12s, U14s Junior Boys, Youth Mixed and School Girls.

All players must be under the age for that competition as at 31st December 2023.

2023 - 2024:

Team Sheets:

Official team sheets will not be issued.

The club/scorer shall be responsible for entering the team sheet each week into Rev Sports after the conclusion of the game by **12pm (noon) of the following day.**

- The team official who enters the details shall include all names and positions of the players and any officials on the game.
- The score must be recorded.
- If the CNSA registrar finds a discrepancy, the score books of both teams will need to be supplied.

Playing in multiple competitions:

Junior players must be registered in both teams at the start of the season to play in multiple competitions. They must comply with relevant age restrictions.

Tee-Ball – U8 & U10

All players will receive an acknowledgement from CNSA after the conclusion of the season.

The minimum age for a player to participate shall be **5 years** at 31 December 2023 ***unless an exemption has been granted by the CNSA executive.***

All players must be **under 8/10 years** respectively as at 31st December 2023 for the 2023-2024 Tee-ball competition ***unless an exemption has been granted by the CNSA executive.***

There will be no limit to the gender ratio for this competition.

2023-2024: The club/scorer shall be responsible for entering the team sheet each week after the conclusion of the game by 12noon of the next day.

- The team sheets shall include all names and positions of the players and any officials on the game.
- The score must be recorded.
- If the CNSA registrar finds a discrepancy, the score books of both teams will need to be supplied.

GROUND

The field shall be marked as for softball with the following exceptions:

1. The baselines are **60 feet**;
2. The pitching plate shall be **40 feet** from the apex of home plate and in the centre of the circle with an 8 feet radius. **NOTE:** For safety purposes, the pitcher may stand on **any** of the pitching plates providing he is not closer than 40 feet.
3. An arc with a radius of 20 feet from the apex of home plate shall be drawn in the infield from the home/1st baseline to the home/3rd baseline;
4. A line will be marked between each of the bases (excluding between home plate and 1st Base) this line is marked at 30 feet and be 1 metre long.
5. In a live play, the ball is alive off the fence.

EQUIPMENT

1. The ball shall be a softcore yellow optic 10-½ inches in circumference.
2. The Tee may be made of any suitable material, construction and must be adjustable, must be light enough to be easily moved.
3. A regulation scorebook must be used to record 12 players.
4. Uniform and footwear conforming to the requirements of CNSA or the Softball Australia Playing rules of softball must be worn.
5. All catchers must wear shin pads and chest protectors.
6. The catcher must wear a catcher's mask or batting helmet and must not remove it during play.
7. Knee guards or leggings that protect the kneecap are optional.

PLAYERS

1. A team shall consist of 12 or more players but a maximum of **12** players bat in each offensive innings or to the maximum number of players in either team on the day up to **12** e.g. if both teams have 8 players then they only bat 8.
2. If the two sides have an uneven number of players, e.g. one team has 11 players and the other 10 players, 11 players will bat in each offensive innings.
3. Only 9 players are to field during the game with unlimited substitutions allowed.
4. A designated player is not applicable for this age.
5. Players who are listed to bat only may be used as fielding substitutions. The re-entry rule will not apply. The batting line-up is not altered when fielding positions are changed.
6. The players that "bat only" may be placed anywhere in the line-up before the commencement of the game, with one of the following symbols in the fielding position box on the team sheet: (BO) or (-).
7. A team shall consist of at least **5 players** to be able to take the diamond, of **which 5 must be first registered with the team.**
8. A team with less than 9 batters will not have an automatic out declared because it has less than the number of players for a regulation game. There are no "Shorties" in Tee ball.

GAME

The game shall be **60 minutes (1 hour) or 7 innings**, whichever occurs first.

Exception: Run Ahead Rule shall be **24 runs** at the completion of four innings.

1. All games shall start and finish on the Plate Umpire's watch.
2. An innings is completed when either:
 - a. 3 outs have been achieved by the defensive side; or
 - b. 7 runs have crossed the home plate; or
 - c. The last or twelfth batter is out (e.g. caught out, tagged or out on a forced play); or
 - d. The last or twelfth batter completes their turn at bat and the ball has been returned to the pitcher in the pitcher's circle and no further play is possible; or
 - e. A fielder with the ball touches home plate to retire a preceding runner before that runner reaches home plate when the twelfth or last batter has batted.
3. No run shall score:
 - a. After the last or twelfth batter is out;
 - b. After the last or twelfth batter completes their turn at bat;
 - c. When the last or twelfth batter is caught out or is out in a forced play;
 - d. After a fielder with the ball touches home plate to retire the last or twelfth batter, or any preceding runner on that last play, before they reach home plate; or
4. When the twelfth batter (or last batter if less than 12) for the innings comes up to bat, the scorer shall advise the Plate Umpire of that fact who shall in turn inform both sides by calling "last batter".
5. The Infield Fly rule and Batting out of the Box rules will not apply for Tee ball

6. The ball is batted off the tee which is placed in the centre of the side of the home plate nearest the pitcher.
7. The Sliding Base rule shall apply for this competition.
8. The Scorer of the offensive (batting) team shall advise the Plate Umpire when the **seventh run** has been scored, thereby completing that half innings.
9. The ball is alive and in play off the back net once the ball has been fairly batted. The ball is alive also off the fences extending from the back net on diamonds where fences are provided.
10. Other ground rules may be applied by the Executive Committee as required.

BATTING

The batter shall ensure that the Tee is adjusted to the height for the batter's satisfaction before the plate umpire will signal and say "Play Ball".

1. The back and front feet of the batter must be parallel with the back and front line of the batter's box and only the front foot can move forward whilst swinging at the ball.
2. The batter is permitted to line-up the bat to the Tee prior to each attempt to hit the ball. Any additional movement of the bat towards the ball after the initial line-up will be called a strike.
3. If in the lining-up of the bat to the Tee (after the Tee has been adjusted if necessary) and the batter hits the ball off the Tee into foul ball territory a strike will be called.
4. If it is the third strike, the batter will continue to bat until a fair ball is hit and they become the batter-runner, or called out on an air swing on the third strike only.
5. If the batter hits the ball before "Play Ball" has been called, the ball is dead and no count is recorded against the batter.
6. The batter shall take a normal forceful swing when striking the ball. If the Plate Umpire considers that the batter did not take a full swing, the ball is dead and batter must be called back to swing again.
7. Bunting is not permitted in Tee ball.
8. If the batter bats out of the batter's box to hit the ball, the Plate Umpire shall call "Dead Ball" and the batter shall return for another attempt to hit the ball. There is no penalty; any base runner must return to the base last held prior to the hit.
9. If the batter is in the box at time (indicated by the hooter or the umpires watch) they will complete their turn at bat.
10. A strike is called when:
 - a. a batter swings at the ball and misses;
 - b. a batter swings and hits the Tee and not the ball; or
 - c. a batter hits the ball and it does not travel beyond the 20 feet arc line.
In all cases, this is a foul ball, the ball is dead and runners may not advance.
11. All foul balls are counted as strikes. If the batter does not hit a legally batted ball on the third strike, the batter will continue to bat until either a fair ball is batted or the batter is called out on an air swing.
12. Until the ball is hit:
 - a. the pitcher must have both feet in contact with any of the pitchers' plates (but cannot be closer than 40 feet) and

- b. the catcher must be positioned in the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit. E.g. For a right-handed batter, the catcher will stand on the umpire's right side and for a left-hand batter, the catcher will stand on the umpire's left side.
 - c. All other fielders must be stationed in fair territory in generally accepted fielding placements. Fielders are not permitted to move once the batter's feet are settled in the batter's box.
- 13. No fielder, other than the catcher can be positioned **within 40 feet** of home plate. **PENALTY:** For both point 12c and 13, if the batter does not reach 1st base safely, the batter shall be awarded 1st base and all other runners shall advance one base only. The ball is **dead**.
Note: If the batter hits a fair ball and makes 1st base safely and all runners advance at least one base safely, the ball shall remain live and in play. Runners may advance further at their own risk of being put out.
- 14. The Double Base Rule applies. The batter-runner must run to the foul portion of the base to prevent interference to the fielder at 1st base. The fielder must play the fair portion of the base. Where a base runner leaves or returns to 1st base, it must be from or to the fair portion of the base.

BASE RUNNING

- 1. A runner must wait until the ball is hit before leaving the base. An umpire shall call "Dead Ball" if a runner leaves before the batter hits the ball.
 - a. A team warning will be given in the first instance of any violations by any player after that, the base runner will be called out.
- 2. When the batter hits a fair ball, play proceeds until all runners have been held up on bases or until no further play is possible.
- 3. "Time" shall be called when, in the opinion of the Plate Umpire, all possible play has ceased:
 - a. When a fielder has control of the ball in the infield; or
 - b. The runners are stationary on bases and no attempt to advance is being made.
- 4. Any runner between bases when "Time is called by the Plate Umpire shall return to the last legally held base or proceed to the next base dependant on which side of the designated line (marked at 30 feet) they are at the moment "Time" was called.
- 5. When the batter hits a fair ball that is fielded by an infielder and the throw to 1st base is overthrown, the ball is Dead and the batter runner will only be awarded 1st base.
- 6. If a base runner is injured while on base and cannot run then a team member who is not one of the **next five** to bat can run for the injured runner.
- 7. If a base runner is hit by a batted ball, they will not be automatically out. It will depend on the umpire's judgement whether the base runner interfered with a fielder making a play.

ACHIEVING AN OUT

- 1. The batter shall be given out when:
 - a. After 2 strikes, the next strike is an air swing or
 - b. The batted ball is caught on the full or

- c. A fielder holding the ball touches the fair portion of 1st base before the batter arrives or
 - d. A fielder holding the ball tags the batter before they reach 1st base.
- 2. Base runners shall be given out when:
 - a. A fielder holding the ball tags the runner (either forced or unforced) between bases. When tagging a runner, the fielder must touch the runner with the hand(s) holding the ball. The runner will not be out if the fielder loses control of the ball.
 - b. A fielder holding the ball touches the base with any part of the body before a "forced" runner reaches that base; or
 - c. A runner leaves the base before a batted fly ball is first touched and a fielder in possession of the ball reaches the original base before the runner can return or throws the ball to another fielder at the original base who touches the base.
 - d. Interference called by an umpire.

UMPIRES

1. The Plate Umpire will call "Play Ball" for each batter and after every strike, foul ball, dead ball, or after "Time" has been called. The batter will be called to the batter's box by the Plate Umpire simply by saying "Batter" in the first instance.
2. The Tee must be removed by the Plate Umpire whenever necessary so that players will not be obstructed or injured.
3. The Plate Umpire shall not call "Time" until all possible play has ceased.
4. Umpires shall apply all other penalties pertaining to the violation of the rules in accordance with the Official Rules of Softball.
5. Umpires should be aware that the nature of this age group is social learning experience for all players and should therefore apply the rules with discretion and judgement.

DEAD BALL

The ball shall be dead:

1. When in the line-up swing the batter hits the ball off the Tee
2. When the batter hits the Tee
3. When the batter hits the ball and it does not travel beyond the 20 feet arc. NOTE: the line of the arc is considered to be in FAIR territory.
4. On all interferences.
5. When the ball is overthrown and goes out of play
6. When the ball is thrown to 1st and is overthrown.
7. When the ball hits a person or object not engaged in the game.

COACHES

The offensive (batting) team is allowed two coaches:

1. One within the 1st base coach's box and the other within the 3rd base coach's box.
2. They must not interfere with the ball or any fielder and must not physically assist the batter-runner or baserunner in any way.
3. The offensive coaches are not permitted to take any article with them into the coach's box except for a scorebook, pen or pencil and an indicator.
4. The offensive (batting) coach will have no restrictions on the number of conferences in each innings.

The defensive (fielding) team has the **option** from Round 1 to Round 5 only (**2023 - 2024**):

1. One defensive coach may be positioned in Centre field to coach the fielders during the game. NOTE: This is to assist younger players to become familiar with the game and is for learning purposes only.
2. The coach must not interfere with the ball or any fielder and must not physically assist any fielder in any way.

All coaches shall be suitably attired, preferably in team colours and must wear fully enclosed footwear.

1. There will be no restrictions on the number of conferences by the offensive or defensive coaches.
2. However, if it is deemed time wasting by the Plate Umpire, a warning will be given to that coach.
3. If the Plate Umpire does not acknowledge requested "Time", then the game proceeds, especially if considered to be time wasting.

Under 12s Competition

2023-2024: The club/scorer shall be responsible for entering the team sheet each week after the conclusion of the game by 12noon of the next day.

- The team sheets shall include all names and positions of the players and any officials on the game.
- The score must be recorded.
- If the CNSA registrar finds a discrepancy, the score books of both teams will need to be supplied.

PLAYERS

All players must be **under 12** as at 31st December 2023 for the Under 12 competition ***unless an exemption has been granted by the CNSA executive.***

2023-2024: There will be no limit to the gender ratio for this competition.

EQUIPMENT & DIAMOND:

- Baseline shall be 60 feet.
- A yellow optic 11inch ball shall be used.
- The Zooka machine when used shall be placed with the two front legs of the tripod positioned on the Pitcher's plate.
- The Zooka will be set at the following pitching distances:
 - a. **Both teams consist of girls only – 38 feet**
 - b. **Both teams consist of boys only – 40 feet**
 - c. **Either team is a mixed team – 40 feet.**

GAME

The game shall be a timed game of 1 hour and 15 minutes, or 7 innings, whichever occurs first. **Exception:** When the Run Ahead rule of 10 runs after 5 innings applies.

1. All games shall start and finish on the hooter. When the hooter is not operating, time is to be taken from the Plate Umpire's watch.

2. A team can consist of 12 or more players but a maximum of 12 players bat in each offensive innings or to the maximum number of players in either team on the day up to 12. e.g. if both teams have 8 players then they only bat 8.
3. If the two sides have an uneven number of players, e.g. one team has 11 players and the other team has 10 players, 11 players will bat in each offensive innings.
4. If the batter bunts foul on the third strike, the batter will be out. No team shall be given a warning.
5. The offensive (batting) innings shall be completed when 3 outs occur or when the seventh runner has crossed home plate, whichever occurs first.
6. The Strike Zone is the area from **top of shoulder to below the knee** and any part of the ball crossing the plate (i.e. yellow over white). In all cases the zone is determined when the batter first assumes their natural batting stance. The plate is increased approx. 100mm either side of plate. This gives the pitcher a larger strike zone and teaches our batters they must try to hit the ball and not wait for a walk. The larger home plate is made by the coaches committee.
7. The Drop K2 rule is as per Official Rules of Softball.
8. **Catchers and pitchers must be changed after 2 innings or any combination e.g. 1 catcher and 1 pitcher etc.**
9. In the event of a tie-breaker the catcher and pitcher rule will not apply.

The following rules will only apply to the Under 12s competition:

1. The Zooka machine will be used for the **first two full innings** of each game after which the pitcher of the defensive team will pitch at the top of the third innings and any innings thereafter.
2. The pitcher and catcher of these teams will be developing by the respective clubs during this time.
3. The Zooka machine will be set at a speed of 50kms/hour. **NOTE: In the event this is not the correct speed, the teams will notify the CNSA executive or a nominated person to rectify the issue.**
4. The Zooka machine will be **fed by the fielding team coach** of each team in the fielding innings. A coach may use a glove in order to defend him/herself.
5. A team must use a catcher to catch the balls from the Zooka machine. The catcher must wear full catchers gear including chest protector, leg guards and face mask.
6. A catcher can only catch **one innings** whilst the Zooka machine is in operation. This innings will not be counted towards the 2 innings combination of pitcher/catcher.
7. A pitcher is **optional** whilst the Zooka is in operation. If a pitcher is used, they are to be positioned on the outside the lines of the pitching circle behind the Zooka machine. **NOTE:** If no pitcher is used, the Plate umpire will call "Time" when play has ceased.
8. Stealing is permitted on the release of the ball from the Zooka machine **excepting third base to home**. Once the Zooka has been removed, stealing is permitted from third to home.
9. While the Zooka is being used:
 - a. if a batted ball and settles in the pitcher's circle, the ball becomes **dead** and the batter will be awarded first base and any base runners will be

entitled to one base if forced. This is to avoid any fielders colliding with the Zooka machine.

- b. If a batted ball hits the Zooka, the coach (or the coach's glove) feeding the Zooka machine or any other item associated with the Zooka machine, the ball will become **dead** and the batter will be awarded first base and any base runners will be entitled to one base if forced.

10. If the Zooka Machine is not consistently throwing strikes, the machine maybe adjusted so the ball is now travelling through the strike zone. If needed, this can be done between batters or at the end of each half innings (not adjusted during some ones turn at bat).

Junior Boys Competition

For 2023 – 2024, this competition will be played in **combination with the School Girls** competition.

At the end of the rounds, both competitions will be separated to determine the winners of each.

The minimum age must be **10 years of age** and maximum age must be **14 years of age** as at as at 31st December 2023 ***unless an exemption has been granted by the CNSA executive.***

EQUIPMENT & DIAMOND

1. The pitching distance shall be **40 feet if 12 years** or under as at 31st December 2023 and **43 feet if 14 years or under** as at 31st December 2023.
2. The base path shall be 60 feet and the ball a yellow optic 11 inches in circumference.
3. **No Zooka machine will be used for this combined competition**

For **2023 – 2024**, the following will apply to the ball used:

1. Where both teams are Junior boys (i.e., playing one another), they will use the yellow optic **11 inches ball**.
2. Where a junior boys team plays against a Schoolgirls team, the following will apply:
 - a. The Junior boys' pitcher has the **option** to use either 11 inch or 12-inch ball
 - b. If the 11-inch ball is used, then the Schoolgirls' pitcher has the **option** to use either ball.

GAME

1. The offensive innings shall be complete when either 3 outs have been achieved or when the 7th run has crossed the plate.
2. Catchers and pitchers must be changed after **2 innings or any combination** e.g. 1 catcher and 1 pitcher etc. NOTE: The pitcher and catcher of these teams will be developing by the respective clubs during this time
3. **For 2023 – 2024**, the Zooka machine **will not** be in operation.
4. The catcher must wear full catchers gear including chest protector, leg guards and face mask.

U14 Girls Competition

EQUIPMENT & DIAMOND

1. The pitching distance shall be **40 feet**, the base path 60 feet and the ball a yellow optic 11 inches in circumference.
2. The offensive innings shall be complete when either 3 outs have been achieved or when the seventh run has crossed the plate.
3. No restrictions apply on catchers or pitchers.

School Girls Competition

This age group shall play to Softball Australia playing rules applicable to Fastpitch Softball with the following CNSA competition rules.

For the 2023 – 2024 season, this competition will be combined with the Junior Boys competition.

At the end of the rounds, both competitions will be separated to determine the winners of each.

All players must be **U18 years** of age as at 31st December 2023. Allowances for skill level will be considered for players outside the age limits on application in writing to the CNSA Executive.

The pitching distance shall be **43 feet for all players.**

There shall be no limit on the number of innings a pitcher or catcher may field in that position.

For **2023 – 2024**, the following will apply to the ball used:

1. Where a junior boys team plays against a Schoolgirls team, the following will apply:
 - a. The Junior boys' pitcher has the **option** to use either 11-inch or 12-inch ball
 - b. If the 11-inch ball is used, then the Schoolgirls' pitcher has the **option** to use either ball.
2. Where both teams are Schoolgirls (i.e., playing one another), they will use the yellow optic **12 inches ball**.

The offensive innings will be completed when 3 outs occur or the **seventh** run has crossed the plate.

Youth Mixed Competition

PLAYERS

1. The minimum age 14 years and the maximum age is 19 as at 31st December 2023.
 2. The minimum number of male players, batting or fielding, can be NIL.
 3. **Pitching distance shall be 43 feet for girls and 46 feet for males.**
 4. In an effort to establish this competition, the player combinations for the Youth Mixed Competition are not the same as the Senior Mixed Competition.
- NOTE:** If the player combination is too extreme, or causing issues to player safety, CNSA Executive reserves the right to modify the rules in this competition.

CNSA Senior Competition

The Senior competition will consist of all Adult Mixed, Over 35s, Senior Ladies and Men and Graded competitions.

Unless states, these competitions shall be placed to the WBSC playing rules applicable to Fastpitch.

2023-2024:

Team Sheets:

Official team sheets will not be issued.

The club/scorer shall be responsible for entering the team sheet each week into Rev Sports after the conclusion of the game by **12pm (noon) of the following day.**

- The team official who enters the details shall include all names and positions of the players and any officials on the game.
- The score must be recorded.
- If the CNSA registrar finds a discrepancy, the score books of both teams will need to be supplied.

Senior Ladies Competition

This competition shall play to WBSC playing rules applicable to Fastpitch Softball with the following CNSA competition rules:

1. The minimum age for a player shall be **12 years of age as at 31st December 2023** for all Senior Ladies competitions.
2. State League players are not permitted to play in a grade lower than A Reserve.
3. U16 and U18 Representative Pitchers are not permitted to pitch in the B Reserve or C Grade competitions. CNSA Executive reserves the right to exclude pitchers deemed to be of such standard, even during the course of a game.
4. The pitching distance is 40 feet for all competitions excepting A Reserve and A Grade which shall be 43 feet.
5. There shall be no limit on pitching, catching, etc. (other than as indicated above).
6. It is recommended that junior players playing in this grade wear protective gear when fielding at 3rd base.
7. All catchers are to wear full protection i.e. face mask with throat protector, skull cap, chest protect and full leg guards.

O35's Ladies Competition

This competition shall be played to WBSC playing rules applicable to Fastpitch Softball with the following CNSA competition rules:

1. The minimum age for a player shall be a minimum of 35 years of age as at 31 December 2023.
2. There shall be no limit on pitching or catching.
3. The pitching distance is **40ft.**
4. All catchers are to wear full protection i.e. face mask with throat protector, skull cap, chest protect and full leg guards.

Senior Men Competition

This competition shall be played to Softball Australia playing rules applicable to Fastpitch Softball as an Open aged competition with the following CNSA competition rules:

1. The minimum age to play in the infield shall be 15 years as at 31st December 2023.
2. The minimum age to pitch shall be **15 years** as at 31st December 2023.
3. Boys **under the age of 14 as at 31 December 2023** (born 2008 or later) are **NOT permitted** to play in the 2023 – 2024 competition. In special circumstances (based on skill and physical attributes a request can be made to the CNSA Executive for it to determine whether a particular younger player to participate.
4. Pitching distance shall be **46 feet.**
5. All catchers to wear full protection i.e. face mask with throat protector, skull cap, chest protector and full leg guards for both the game and warming up.

Senior Mixed Competition

These competitions shall be played to Softball Australia playing rules applicable to Fastpitch Softball with the following CNSA competition rules:

1. The minimum age is **14 years** as at 31st December 2023.
2. The minimum age for a **pitcher in any division is 15** as at 31st December 2023
3. The maximum number of junior players 14 years of age (male or female) on the diamond at any one time is 3.
4. The minimum number of male players, batting or fielding, can be NIL
5. The maximum number of female players, batting or fielding, can be 12.
Maximum number of male players, batting or fielding, is 5, or one greater than the number of female players if the team is batting 12.
6. Where teams bat all 12 players, the 3 players who bat only may be placed anywhere in the line-up.

7. Where a team has more than 9 players, the players must be listed in the scorebook in batting order then players who elect to have field-only will be placed after battering line-up.
8. If a Mixed team has elected to bat through regular players listed on the team sheet, where a mixed team has more than 9 players, the ratio of males to females on the scorecard must be 1:1 or only 1 more than the number of females on the scorecard. See the player combinations for allowed player combinations.
9. Where the blood bin rules in applied, the maximum number of males is not to exceed 5.
10. Pitching distance – Male players will pitch at **46 feet (all mixed grades)**; Female players in Mixed A, mixed 1 or 2 will pitch from 43 feet. Player in Mixed B, Mixed 3 or 4 will pitch from 40 feet.
11. Men Division 1, A Grade, State, Australian, State or Winter League, pitchers are **not permitted** to pitch in the Mixed B (Mixed 3 or Mixed 4) competition. CNSA Executive reserves the right to consider pitchers on a case-by-case basis either in writing or during the course of a game.
12. The offensive (batting) innings shall be deemed completed when either 3 outs occur or when the seventh run has been scored in each and every offensive innings.
13. A Grade and Men Division 1 players may not play in Mixed B (Division 3 or Mixed Division 4.)
14. The infield can only have a maximum of four (4) males playing in the standard infield positions

PENALTY FOR PLAYER RATIO VIOLATIONS: Violation of the player ratio is rule after a legal or illegal pitch has been made will result in a **forfeit**. **NOTE:** This applies when the violation is advised during a game.

Violations reported **after the game** has been completed will result in a team warning issued to the club. Any secondary offence to be reported in a game or post game completion will result in the game being a **forfeit**.

Mixed Competition – Player Combinations

The following combinations are allowed team combinations for the **Senior Mixed Competition**.

If the team has 9 players or less:

Male Players	Female Players	Male Players	Female Players
0	9	3	6
0	8	3	5
0	7	3	4
0	6	3	3
1	8	4	5
1	7	4	4
1	6	4	3

1	5	4	2
2	7	5	4
2	6	5	3
2	5	5	2
2	4		

If the team has more than 9 players and up to 12 players, the following are allowed team combinations:

Male Players	Female Players	Male Players	Female Players
0	12	4	8
0	11	4	7
0	10	4	6
1	11	5	7
1	10	5	6
1	9	5	5
2	10	6	6
2	9	6	5
2	8		
3	9		
3	8		
3	7		

Team Numbers

1. A team may play with a minimum of **5 players** of which all 5 must be first registered team members or permanently upgraded players.
2. When a DP is used, a team must start with 10 players. However, if due to an injury the team is reduced to 9 players, the game will continue and the result will be valid. **A DP is not allowed in U8, U10, U12, U14 or Junior Boys competitions.**
3. If a team is reduced to less than 9 players, a 'shortie' shall be entered and noted in the batting order. There shall be **NO PENALTY**.
4. When a team has less than **5** of its registered players in attendance, the team shall forfeit the game. The team has 5 minutes from the time of the hooter or Plate Umpire's watch before the forfeit is called. The result of a forfeited game will be 7-0 win over 7 defensive innings to the non-offending team. Refer to CNSA Ground Rules regarding adding eligible players after the commencement of the game.
5. Where a team intends to forfeit a game, the Club Secretary must contact the CNSA Secretary by **5pm the day prior** to when the game is scheduled. Failure to do so **shall result in a fine** to the Club as set out at the AGM. The CNSA Secretary shall subsequently notify the opposition team's Secretary and rostered umpires. Should 4 or more playing members of the team be present, it **shall not** be considered an intended forfeit.
6. Where a forfeit occurs during a game due to a team being reduced to less than **5** first registered team players or less than 7 players in a team, the forfeit

will mean that the points are awarded for a win to the opposing side and the results will be recorded at 7-0, unless the score for the game at the end of the forfeit is greater, in which case the greater score will stand.

7. Where a team loses 3 or more players (not officials) during the normal rounds of a competition to State/Australian Championships, State/Australian Development Squad Trainings, State/Australian Squad Trainings, State/Australian Team Trainings, pre-advised official State commitments, Academy, Winter and State League matches; then the game may be deferred and played at a mutually agreed time between both teams. This game is to be played **within 14 days of the originally scheduled date**, or adverse condition's date. If the teams cannot come to an agreed date then the CNSA Executive shall set a date that the game must be played, which shall be no later than 4 days prior to the Semi Finals. Failure to attend on this date by one or both teams shall result in a forfeit.
8. Where the round has not been played due to adverse conditions and a game has been deferred, this game will not need to be replayed. It will be categorised the same as all other games not played.
9. On all occasions the CNSA Secretary must be advised at **least 5 days prior** to the deferment of any normal games and to the mutually agreed date to be played. The CNSA Secretary shall be responsible for advising the nominated Umpiring club that their attendance will not be required.
10. The teams playing in the deferred normal game shall be responsible for supplying their own umpires.
11. The UIC must be advised of the date set for the game. When the UIC has been advised of the date of a deferred normal game, the UIC, where possible, will arrange for a Duty Convenor for the game.
12. Should a re-scheduled date for a deferred normal game be washed out, then another mutually agreed date shall be set. If this second date is also washed out, then both teams shall be awarded 2 points.
13. Where a team loses one or more players or its head coach during the Finals Series of a competition to State/Australian pre-advised official commitments in any capacity (e.g. team, squad, State League), then the game may be deferred. Failure to attend on that date by one or both teams shall result in a forfeit. CNSA is to be advised at **least 5 days** in advance of any request to defer.
14. Where the CNSA Secretary has been advised of a deferral, the CNSA Secretary shall be responsible for advising the non-deferring team. UIC shall be advised by the CNSA Secretary of the deferral of the finals game and to the mutually agreed date the game is to be played. If the teams cannot come to an agreement then it shall be played on a date set by the CNSA Executive Committee.
15. The UIC will immediately arrange for umpires for the deferred finals game to be played. The UIC, where possible, will arrange for a Duty Convenor for the game. Should the rescheduled finals game be washed out or extreme heat prevents a game commencing, then the CNSA Executive Committee will set another date to play the deferred finals game.
16. If the two teams are playing a Semi Final, the game is to be scheduled in the period between the set dates of the Semi Finals and Finals, or earlier if possible (e.g. immediately after the last round is completed).

17. If the two teams are playing a Final, the game is to be scheduled in the period between the set dates of the Final and Grand Final, or earlier if possible (e.g. immediately after the Semi Finals are completed).
18. If the two teams are playing a Grand Final, the game is to be scheduled no later than during the week following the conducting of other Grand Finals, or earlier if possible (e.g. immediately after the Final are completed).
- 19.

Registration in More than One Competition

For 2023 – 2024 season, the follow restrictions will apply unless advised by the CNSA Executive:

1. A player must be registered in all teams that they are playing in **at the start** of the season.
2. **The player's name must be listed on the scoresheet on the day to play.**
3. **Late registrations into additional teams must be approved by the CNSA Executive and if necessary, will be added to the subsequent team scoresheet.**
4. If any player plays in a team whilst unregistered, that team shall forfeit all points gained during that round or rounds.
5. A player shall not be de-registered from a team in order to register with a team from another club if they have already participated in a competition game as a player with said team during the season.
6. If a person is unable to play three games due to State/WBSC commitments, then the team affected has the right to approach the Executive Committee for special dispensation to allow this person to participate in the Finals Series, however proof of training attendance must be provided.
7. Should a player play in an age/grade for which the player is not eligible, the team in which that player played **shall forfeit** all points gained during the period of ineligibility. The non-offending team will be awarded a win by forfeit. If the player plays in the Finals Series as an ineligible player the team forfeits to the opposing team.
8. When a CNSA Representative player is injured while training or playing for CNSA/SNSW/WBSC a Club shall have the right to replace that player with a substitute of equal ability from the same Club during the playing of the Finals Series. The substitution must be approved by the CNSA Executive Committee.
9. Where an official or player is registered with one Club in junior competition and registered with another in senior competition, the two Clubs concerned shall share equally the registration fee for that official or player.
10. **A Junior player can be registered in more than 1 junior team but it must be for the same Club (an exception will apply to combination teams).**
11. **A team must have registered 5 players in a team, before a player can be registered in more than 1 team**
12. **A player shall not play for 2 clubs within 1 competition – i.e. a junior player cannot play U12 for Club A and Under 14 for Club B Exception: A player could**

play for Club A in the Mixed Competition and Club B in the Over 35s Competition. A junior player could play for Club A in the Junior Competition and Club B in the Senior Ladies competition.

Combination Sides

Where teams are not able to field complete sides, CNSA encourages clubs to combine with others in the event to form a team for the competition.

Combination sides can be formed in any age/division of the competition.

A combination side consists of:

1. A club having a minimum of 3 players in the team
2. Where a club does not have minimum of 3 players to form a combination side, that player must register and play under the club that has the most members in that team.

Uniform Requirements for Combination Sides

1. Players in registered combination sides are able to wear their primary registered club uniform. **NOTE:** There is no expectation that a player has to buy 2 uniforms.
2. Clubs who player/s wish to combine as the primary club are able to seek an exemption with CNSA to play in their primary club uniform. do not have the players to field a combination side and their primary club uniform.

Batting Order / Line up

1. Teams in grades **other than** Schoolgirls, A Grade, Men's Division 1 may elect to bat through regular players listed on the scorecard, and registered with the team, up to a maximum of 12. **Exception 2023 – 2024: As the Schoolgirls and Junior Boys will be a combined competition, when those teams play one another, the Schoolgirls team will bat a maximum of 12.**
2. If electing to only bat 9 players normal substitution rules will apply.
3. It must be noted on the scorecard and the plate umpire must be notified whether a team is batting through the line up or only batting through 9 players.
4. There shall be no restrictions related to the number of positional changes that may be made during a game and listed on the scorecard.
5. The batting order is to remain the same for the duration of the game.
6. If a team elects to bat through 12 and a runner is injured, they can be replaced on base by another player who is not in the next 5 batters.
7. If a player is injured and unable to bat, the batter is skipped in the line-up and is not recorded as an out and the next batter listed on the line-up will bat.
8. Where teams do not abide by the relevant rules for batting in the respective competition, the penalty is a forfeit to the non-offending team.
9. Where both teams do not abide by the relevant rule for batting in the respective competition, the round game will not be counted and 0 points awarded.

Applications for Downgrading

Application for downgrading of more than one grade will only be considered under the following circumstances:

1. On medical grounds where a medical certificate must be provided.
2. If a player changed Clubs and the highest grade of that Club is lower than the grade previously played.
3. If a player returns to play after a period off of two seasons, no downgrading request is required.
4. In all cases for downgrading the Executive Committee reserves the right to determine the grade a player shall play in.

Competition Winners

For the 2023 – 2024 season, there will be a final series determined by CNSA Executive.

Where there are combined competitions (Junior Boys and Schoolgirls etc), the competition will be split at the end of the season and winners are decided by a 3 weeks finals series (depending upon the number of teams).

Mixed Grades (Mixed A etc.) may be split into several divisions (depending upon team numbers) and contest a Finals series.

Playing Pending Clearance

A player waiting on a clearance from another Association shall not be permitted to play until clearance is received.

1. The clearance must be received by CNSA otherwise the player is ineligible to compete in any rounds until clearance is received.
2. A written clearance is not required by CNSA where a player or official transfers from one club to another within the Association.
3. A Clearance will only be refused if a player or official is placed on a defaulters list.
4. All clearances are to be initiated/listed in Rev Sports

Scoring

2023-2024:

Team Sheets: Official team sheets will **not be issued**.

The club/scorer shall be responsible for entering the team sheet each week into the Rev Sports after the conclusion of the game by **12pm (noon) of the following day**.

- The team official who enters the details shall include all names and positions of the players and any officials on the game.
- The score must be recorded.
- If the CNSA registrar finds a discrepancy, the score books of both teams will need to be supplied.

Blood Bin Rule

CNSA shall enforce the ***Softball Australia playing rules applicable to Fastpitch Softball*** in the event of a player bleeding during a game.

The player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time or if the uniform becomes covered in blood.

The withdrawn player shall not return to the game until all bleeding ceases, the area cleaned and covered and where necessary, the uniform replaced with a clean article of clothing.

Blood in Sport Rule players may be interchanged by any player (or official eligible by sex, age and registered grade for that team).

The consequences and actions to be taken in such situation is covered in the WBSC Rules of Fastpitch Softball.

Serious Injury during a competition game

In the event of serious injury occurring and a game is **prevented from reaching 3 completed innings** or the specified time allocated to that game, then the **game shall be a draw. EXCEPTION:** Where a game in the final series, it will be replayed from the beginning.

If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner (or runner) may be substituted for. The substitute will be allowed to proceed to any awarded base(s).

Team Responsibilities Regarding Equipment

The first named team on the draw for each age/grade playing the first game of the day on each diamond shall be responsible for putting out all bases, including home and pitching plates.

The second named team shall be responsible for putting out the waste bins. No game is to start until all equipment is in place. Failure to carry out the above duties within 10 minutes after the official start time shall result in a forfeit by the offending team.

The winning team playing in the final time slot on each diamond to bring in all bases, including home and pitcher plates.

The losing team on these diamonds shall be responsible for bringing in the garbage bin.

Failure to carry out these duties shall result in the loss of two competition points for the offending team.

Each team will be responsible for the cleaning of the dugout at the conclusion of the games.

Umpiring

2023-2024: All games will be managed using **2 – umpire system** for all club duties.

Clubs will supply **1 – plate umpire and a minimum of 1 – base umpire** in line with the Umpiring Age Grid.

1. All umpire sheets will be via **an electronic link**.
2. Each umpire will be required to enter their details, the time, diamond and grade and other information via the electronic form prior to the start of the game.
3. Failure to sign-on **prior** to the game, will result in volunteers being sourced and the offending club issued a fine.
4. Any games where umpires are not recorded on the electronic sign-on sheets will result in a fine issued by the responsible club for the duty.
5. Any volunteer who fills in for a duty will need to complete the electronic sign-on.
6. The CNSA UIC will check the sheets on following Monday of the competition and advise the Treasurer what fines and payments are to be issued/made.
7. For all plates or volunteer bases, the payments will be made via EFT. **There will be no cash payments.**
8. Harassment of umpires shall not be tolerated at any time. If umpires feel they are being harassed then they are to immediately call for a Duty UIC.
9. Any person found guilty of harassment of umpires shall be ejected from the game. If the UIC feels the harassment is by more than one person, or of such a serious nature, then the team concerned shall have the game forfeited against them.
10. **The CNSA Executive has the right to ask person/s to leave the field of play or the relevant ground if anyone is found to harass players or umpires**

Adverse Conditions during Competition Rounds

Adverse conditions may be defined as severe cold, rain, or stormy weather, as well as including extreme heat (i.e. over 38 degrees Celsius), poor air quality that is

deemed unsafe for outdoor activity or any other circumstances that prevent games from being played. **This includes any Community advice sent by SNSW.**

For the purposes of the Competition Rounds – if a game has commenced but is suspended due to adverse condition, a game will be constituted after 3 innings have been played or **45 minutes** has elapsed.

Competition points:

All teams will be awarded 2 competition points for any games that are **called off due to adverse conditions on the day.**

EXCEPTION: If a team advised the CNSA Secretary **prior to the round** that it is forfeiting and subsequently the games are called due to adverse conditions, the team will be awarded 0 competition points for each of their games for that round.

Scoring Clarification - Tied Games

The result of a game “shall be the score at the end of the last completed inning, unless the team second at bat has scored more runs than the team first at bat in the incomplete inning.

In this case the score shall be that of the incomplete inning.”

This is to be interpreted as follows in situations where scores are tied when time is called (i.e. time has expired):

- If the team first at bat is leading at the last completed inning, and scores are tied when time is called, then the result will be a draw.
- If the team second at bat is leading at the last completed inning, and the scores are tied when time is called, then the result shall be the score at the last completed inning.

Final Series

1. The duration and stating times of all Grand Finals shall be determined by the Executive Committee.
2. The major Semi Final shall be contested between the first and second placed teams at the conclusion of the season. The minor Semi Final shall be contested between the third and fourth placed teams with the loser being eliminated.
3. The Final shall be contested between the loser of the major Semi Final and the winner of the minor Semi Final.
4. The Grand Final shall be contested between the winner of the major Semi Final and the winner of the Final.

In order to qualify for the Final Series, the following number of minimum games applies:

Players – All ages	Minimum 3 games
Coaches – all types	Minimum 3 games
Managers	No minimum. Note: must be registered with a CNSA club or CNSA directly 1 week before the final series begins
Scorers	No minimum. Note: must be registered with a CNSA club or CNSA directly 1 week before the final series begins

Adverse Weather during Final Series

Adverse weather is defined as severe cold or stormy weather, as well as including extreme heat (i.e. over 38 degrees Celsius).

1. Games will be called off if the temperature is greater than or equal to 38 degrees Celsius in the shade. However, games may be called off earlier for junior teams e.g. Under 8
2. In the event of the Semi Finals not being played due to adverse weather, the “Minor Premiers” will progress direct to the Grand Final. The second and third placed teams will contest the Final, with the winner advancing to the Grand Final (this means the team finishing fourth in the competition would be eliminated from the Final Series).
3. In the event the Final is not played due to adverse weather, and cannot be held prior to the scheduled Grand Final dates, then the team finishing second in the competition will advance to the Grand Final to compete against the “Minor Premiers”. In the event the Grand Final is not played due to adverse weather, then the premiership will be awarded to the “Minor Premiers”.
2. In the event of the Final not being played due to adverse weather, and where Semi Finals have been played, and the Final cannot be held prior to the scheduled Grand Final dates, the first two teams at the top of the competition table after the completion of normal rounds shall contest the Grand Final. The team that is successful in the Semi Final will take 1st base side, and the toss.
3. In the event the Grand Finals not being played due to adverse weather the Grand Final will be played on the Wet Weather Weekend.
4. In the event that on both the Grand Final and Wet Weather Weekend games are unable to be played due to adverse weather, and Semi Finals have been played, then the premiership shall be awarded to the winner of the major Semi Final.
5. In the event of all Final Series not being played due to adverse weather, the premiership shall be awarded to the “Minor Premiers”.
6. For the purposes of the Final Series – if a game has commenced but is

suspended due to adverse weather, a game will be constituted after 3 innings have been played or 45 minutes has elapsed.

Final Series Information

During the Finals Series, should a player/official be tied up with a previous game which is running overtime, then the start of the next game which they are involved in shall be delayed until they are available.

For Semi Finals, Finals and Grand Finals (excepting **School Girls Div 1**, A Grade, and Men Division 1 competitions for Grand Finals only), a new innings shall not commence if there are 5 or less minutes of the scheduled playing time to go.

Note: Grand Final Only - School Girls Div 1, Ladies A Grade, and Men Division 1, will play 7 innings.

- If the first team to bat is “at bat” at the conclusion of the scheduled playing time and has equalled or passed the second team “at bat” total runs, the result is determined by reverting back to the last fully completed innings.
- If the score at the last completed innings is equal, the first team at bat continues its innings and the second team at bat completes its innings.
- If the second team equals the first team’s score, then a tiebreaker commences.
- If the second team at bat is “at bat” and is behind or equal at the conclusion of the scheduled playing time, the innings shall be completed for a result.

Should there still be no result at the conclusion of the completed innings, the tiebreaker shall commence.

- Example – Red team batted first and Blue team batted second. The score at the last completed innings was 1-1. Red team scores 1 run when full time is called. Red Team continues and completes its innings. Blue team now bats and as soon as Blue team passes Red team’s score or fails to run in an equal number of runs to Red team the game is completed. If it is a draw when both
- Teams complete their turn at bat then the tiebreaker commences. If Blue team does not score then Red team wins 2-1.
- If at the conclusion of the scheduled playing time, the first team at bat has not equalled or passed the second team at bat’s total runs, the final result will include the run gained by the first team in the incomplete innings. E.g. Red team batted first and Blue team batted second and the score at the last completed innings was Red 6 and Blue 10. Red team scores two more runs at the top of the next innings when time is called. The game result will be Red 8 – Blue 10.

- If the second team to bat is 'at bat' and behind or equal in runs to the first team at bat at the completion of the scheduled playing time, that innings shall continue until completed i.e., until that team scores one more run than the first team at bat. Should there still be no result at the conclusion of the completed innings then the tiebreaker will commence.

Where there are 5 minutes or less of scheduled playing time remaining and it is equal innings and the result is a draw, then the tiebreaker shall commence immediately.

- Tiebreaker is the situation where commencing at each half inning and thereafter, the offensive (batting) team shall begin its turn at bat with the player who is scheduled to bat 9th in that respective half inning being placed on 2nd base. The player who is running can be substituted in accordance with the substitution rules.

Note: for all competitions other than Under 9, Under 11 and Under 13 the batter to be placed on 2nd base is the batter who last completed his/her turn at bat and may not necessarily will be the last batter out.

For Under 10 and Under 12, it will be the 9th batter in turn counting from the last batter who completed their turn in the previous innings.

Each team that is successful in making a Semi Final or Grand Final must produce a new match ball to the Plate Umpire in both cases. The ball can be suitably marked for identification purposes but cannot be used for the pitcher to warm up until presented to the Plate Umpire. The ball will not be accepted unless this procedure is followed. All equipment will be checked prior to the commencement of each Final series game to ensure it complies with softball rules. Scorebooks will also be checked for the correct entry of players and officials.

When a team makes a Grand Final in that competition year, they will progress to the next level up of competition. Where a team is playing at the highest level of competition, they shall remain in that same grade.

- Example A - Team Green and Team Blue make the Grand Final of the Mixed Division 3 competition in 2015. In 2016 both Team Green and Team Blue will play in Mixed Division 2.
- Example B – Team Purple and Team Pink make the Grand Final of the A Grade competition in 2015. In 2016 both Team Purple and Team Pink will stay in A Grade.

The only reason a club will not progress to the higher grade of competition is when they have applied to the CNSA executive for a downgrade.

CNSA Final Series Decision Chart

Note: Red team batted first, Blue team batted second. [Does not apply to Grand Finals scheduled for 7 innings]

Score at End of Last Complete Innings	Who is at bat plus number out at Expiry of Time (i.e. 1hr 15mins)	Score at Expiry of Time (i.e. 1hr 15mins)	Decision
Red = 4 Blue = 3	<ul style="list-style-type: none"> Red batting 2 out 	Red = 6 Blue = 3	Revert to last completed innings, Red wins
Red = 4 Blue = 3	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 6 Blue = 3	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 3	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 6 Blue = 3	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 3	<ul style="list-style-type: none"> Both Red and Blue have completed their turn at bat 	Red = 5 Blue = 5	Commence Tie Breaker
Red = 4 Blue = 4	<ul style="list-style-type: none"> Red batting 2 out 	Red = 6 Blue = 4	Red completes their bat, Blue bats, result depends on runs that Blue scores
Red = 4 Blue = 4	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 6 Blue = 4	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 4	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 6 Blue = 4	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 2 Blue = 6	<ul style="list-style-type: none"> Red batting 2 out 	Red = 7 Blue = 6	Revert to last completed innings, Blue wins
Red = 2 Blue = 6	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 7 Blue = 6	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 2 Blue = 6	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 7 Blue = 6	Blue bats to complete their turn at bat, and result depends on runs that Blue scores

Plate umpires at expiry of time (i.e., 1hr 15mins), are to suspend game (call "TIME") then assess which end of game scenario applies. Refer to both scorers to ensure there is agreement. Based on scenario, the game will either continue or "TIME & GAME" will be called.

Filling out Scorecard

Please refer to your registrar and Rev Sports for completion of Scorecards.

