



## **GROUND RULES**

Ipswich Softball Association Incorporated.

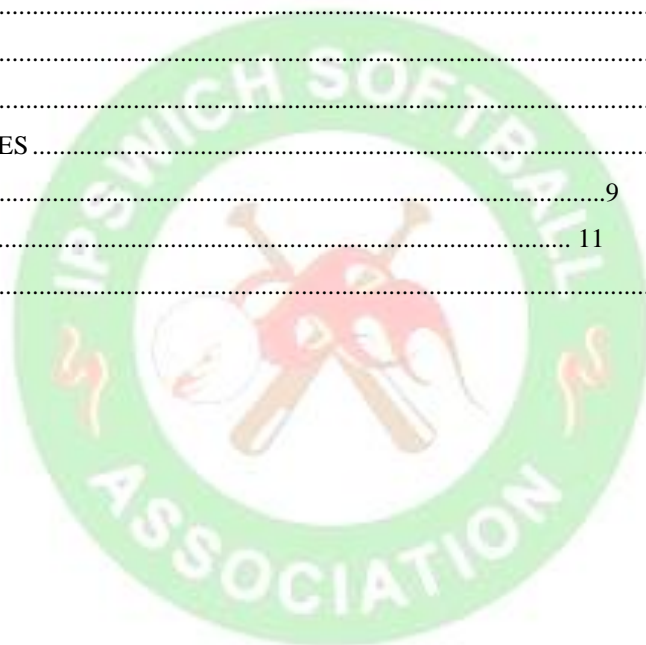
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**SA. L Rules** to apply unless otherwise stated in these rules. All rules apply to each gender unless stated otherwise.

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## 1. **REGISTRATION**

- 1.1 Grades to be considered for the Ipswich competition are as determined by the Games and Grading Committee, in consultation with the Management Committee. The grades that are to be considered, but not limited to are A, A2, B1, B2, C, U/16, U/14, U/12, Rookieball and Teeball. All grades may be split at the conclusion of a fixture round.
- 1.2 Team nomination forms must be submitted no later than 2 weeks prior to the commencement of fixtures. Team nomination forms must include proof of age for all new junior players, Coach and Scorer, along with the names of 8 players. Team numbers will be maintained throughout the season.  
**PENALTY:** Team/s will not be considered if criteria are not met.
- 1.3 All registrations are to be completed online via the approved SQI preferred provider. This includes all players, non-playing officials and umpires.
- 1.4 a) The 1<sup>st</sup> half of season fees are to be paid prior to the commencement of 1<sup>st</sup> week of fixtures.  
**PENALTY:** Forfeiture of all games on that day and until fees are paid.
- b) The 2nd half of season fees are to be paid by date as determined by management.  
**PENALTY:** Forfeiture of all games on that day and until fees are paid.
- c) Any fines or remaining fees must be paid prior to commencement of finals  
**PENALTY:** All members including permitted players are ineligible to participate in the final's series .
- 1.5 Any player to be withdrawn from the team nomination form, who has not taken the field, must be withdrawn within the 3rd playing week of their registration day or full fees will apply. Once registration fees have been forwarded to SQI, no refund will apply. A letter may be sent to Management Committee citing extenuating circumstances for a reduction of fees.  
Any player or official withdrawn, must be made inactive on the database, otherwise fees will need to be paid.
- 1.6 Any new registration's full name must be listed on the back of the scorecard prior to taking the diamond.  
**PENALTY:** Forfeiture of the game and the loss of 2 points.
- 1.7 *No player, coach and/or scorer shall take part in any match unless registered by their club. Online registration to be completed before taking part in any game*  
*(a) Once registered as an official within the Club, the official is able to act as an official for any registered team within That Club if and when required (excluding finals)*  
**PENALTY:** Any team permitting an unregistered player, coach, or scorer to take part in any match shall be deemed to have forfeited that match and the loss of 2 points.
- 1.8 No umpire shall take part in any match unless registered by their club.  
**PENALTY:** Any club permitting an unregistered umpire to take part in any match shall be deemed to have forfeited the games for that club for the day.
- 1.9 Any nominated Representative Player must play no lower than the highest grade in their respective age group for their club. Leniency by the Games and Grading Committee can be sought by Clubs affected due to players being invited to make up numbers so that the Representative team is able to participate.
- 1.10 All representative open players to be on team lists and graded at the first Games & Grading meeting prior to season starting.
- 1.11 Junior, Dual registered junior and senior players, playing in the senior grades, shall be automatically registered in that grade when the member plays a total of five (5) games higher in that one grade within their own club. If the club has 2 teams in that one grade, the member plays for the team with the most games played for.
- 1.12 After registration, no member shall play in a lower grade without application to and approval from the Executive Committee. Such application must be in writing to the Secretary two (2) playing dates prior.
- Dual Registrations**
- 1.13 Any junior player is permitted to dual register to another junior team in a higher grade with any Club without penalty as long as they have permission from their own Club. Teeball can dual register to Rookieball and U/12's. Rookieball can dual register to U/12's and U/14's. U/14's can dual register to U/16's. U16's can dual register to B, A2 and A grades. A junior player can dual register to a maximum of 1 senior team  
Fees as determined by management.

- 1.14 Any junior player is permitted to dual register to another junior team in a higher grade with any club without penalty as long as they have permission from their own club.

Teeball can dual register to Rookieball.

Aged 7 & 8 registered Teeball and Rookieball players can dual register to U/12's.

Aged 9, 10 & 11 male registered U/12 players can dual register to U/14's.

Aged 9, 10 & 11 female registered U/12 players can dual register to U/14's and C Women.

Aged 12 & 13 registered U/14 players can dual register U/16's and either C, B or A/A2 Senior grades.

Aged 14 & 15 registered U/16 players can dual register to either B or A/A2 grades.

Aged 14 & 15 registered U/16 players may dual register to C grade if their club does not field a team in B or A/A2 grade.

A junior player can dual register to a maximum of 1 senior team.

Fees as determined by Management.

## 2. **PARTICIPATION**

- 2.1 All members compete and/or officiate at their own risk.

- 2.2 Members must be in full uniform on or before the fourth playing day after registering with the Association.

**PENALTY:** The clubs shall be fined \$25.00 per player unless permission is given by Management for an extension.

- 2.3 Ages of participation are governed by the table below for all registrations, dual registrations, players playing up and pick up players

| AGE | GRADE |             |     |     |     |                   |              |            |
|-----|-------|-------------|-----|-----|-----|-------------------|--------------|------------|
|     | TBall | Rookie Ball | U12 | U14 | U16 | C                 | B            | A/A2       |
| 4   | X     |             |     |     |     |                   |              |            |
| 5   | X     | X           |     |     |     |                   |              |            |
| 6   | X     | X           |     |     |     |                   |              |            |
| 7   | X     | X           |     |     |     |                   |              |            |
| 8   |       | X           | X   |     |     |                   |              |            |
| 9   |       | X           | X   |     |     |                   |              |            |
| 10  |       |             | X   | X   |     | X (Outfield only) |              |            |
| 11  |       |             | X   | X   |     | X (Outfield)      |              |            |
| 12  |       |             |     | X   | X   | X                 | X (Outfield) |            |
| 13  |       |             |     | X   | X   | X                 | X            | (Outfield) |
| 14  |       |             |     |     | X   | See Note          | X            | X          |
| 15  |       |             |     |     | X   | See Note          | X            | X          |
| 16+ |       |             |     |     |     | X                 | X            | X          |

Note: Club registered U16 players may play in C grade if their club does not field a team in B grade or higher.

**Any requests for players to play outside the age constraints in the above table are to be submitted to the ISA Management Committee for consideration with feedback from selectors.**

***PENALTY for breach of the above table: Forfeiture of the game and loss of two (2) points. Coach is suspended for one (1) game.***

- 2.4 No registered or dual registered player aged 13 years or under may play in the infield in any A or B grade senior game. A Representative Player aged 12 or 13 years old may submit an application to the Committee and be assessed to be allowed

To play in the infield in any A, or B Grade senior game.

**PENALTY:** Forfeiture of the game and the loss of 2 points. Coach is suspended for 1 game.

- 2.5 A team automatically drops from the competition after three (3) consecutive forfeits (card violations not to apply), round to continue as in draw and a forfeit be awarded instead of a bye till round ends, then a bye be awarded from then on. If two teams drop from the competition, then Games and Grading will produce a revised draw. Leniency by the Games and Grading Committee can be sought by Clubs affected by this way during Christmas/school holidays.

- 2.6 Teams going up or down a grade is to do so with the points they have won.

### **3. TEAMS**

- 3.1 No player may be on the score card unless in the bench area. A player must be added to the card, as they become available as per the SAL rulebook.

**PENALTY:** Coach is ejected from the game.

- 3.2 Each team must have a minimum of eight (8) players to start a game, excluding finals where nine (9) must start the game, without an automatic out.

**PENALTY:** Forfeiture of the game.

- 3.3 Clubs with more than one (1) team in any one grade may select only two (2) players to make up a team of nine (9) per fixture into the other team for a maximum of two (2) games, excluding finals. Such players may not pitch or catch.

**PENALTY:** Forfeiture of the game and the loss of 2 points.

### **4. PICK UP PLAYERS**

- 4.1 A pick up player is a player from an equal or lower grade from another club, not registered with that team. Pick up player/s can only be used to make a team of nine. The pickup player's name, club and grade must appear on the scorecard. A maximum of two (2) pick-up players permitted, but a player may play only a maximum of twice for each team in the respective grade.

**PENALTY:** Forfeiture of the game and the loss of two (2) points.

- 4.2 Pick up players may field in any position with the exception of pitching or catching positions

**PENALTY:** Forfeiture of the game and the loss of two (2) points.

- 4.3 A pick up player must be replaced by a player registered with that team at any time during the game, as they become available

**PENALTY:** Forfeiture of the game and the loss of 2 points.

- 4.4 No pick-up player may play in finals.

**PENALTY:** Forfeiture of game.

- 4.5 A player can be brought on at any time from an equal or lower grade to save a forfeit, without contravening an existing pick-up player rule. If one of your nine players gets hurt a team can continue with eight players without penalty.

- 4.6 Pick-Up Player definition:

A player from a lower grade within your Club is not considered a pick-up player, however rule 1.11 still applied.

### **5. THE GAME**

- 5.1 The Registrar can reschedule any fixture with two weeks' notice where possible, without the consultation of Games and Grading. Sundays will be set aside for make-up games.

- 5.2 The first named team in the draw shall occupy first base bench and shall call the toss of the coin.

- 5.3 **Games limited to a regulation game or a maximum time limit as set as follows:**

- Tee Ball be at least two (2) complete innings and at least a minimum of forty-five (45) minutes and no longer than a maximum of one (1) hour,
- Rookie Ball one (1) hour,
- U12 be at least three (3) complete innings and/or a minimum of one (1) hour fifteen (15) minutes
- All others grades (except A Grade) to be at least three (3) complete innings or one (1) hour and thirty (30) minutes whichever comes first.
- A Grade to be at least seven (7) innings or **two (2) hours whichever comes first.** Except Double Headers which will be one (1) hour and thirty (30) minutes completing the innings.

- 5.4 Games will start and finish by umpire's watch. The game will not be extended beyond the set finish time regardless of the time started. No new innings to commence with less than (not equal to) 10 minutes to go. A new innings is considered to have started after the third (3<sup>rd</sup>) out.

- 5.5 Time allowed for players to arrive at the commencement of a game shall be no longer than ten (10) minutes after the scheduled starting time. However, if the team has 8 players at the scheduled start time (excluding finals) the game will start at that time.



- 5.6 Points to be awarded  
 2 points for a win or a win by forfeiture  
 1 point for a draw  
 1 point for a bye  
 0 points for a loss  
 A forfeit shall be recorded as 7 – Nil over 7 innings, provided that a better run average has not been achieved.
- 5.7 SAL Run Ahead rule to apply throughout the season.  
 15 Runs ahead after 3 innings  
 10 Runs ahead after 4 innings  
 7 Runs ahead after 5 innings
- 5.8 Declaration Rule; the team batting may declare their innings completed (3 outs) at any time during their “at bat” during a timed game; provided both coaches are in agreement at any time during the game; excluding finals.
- 5.9 The pitching distance:
- |            |        |              |              |
|------------|--------|--------------|--------------|
| Under 12   | Girls  | Min. 30 Feet | Max. 35 Feet |
| Under 12   | Boys   | Min. 35 Feet | Max. 40 Feet |
| Under 14   | Girls  | Min. 35 Feet | Max. 40 Feet |
| Under 14   | Boys   | Min. 40 Feet | Max. 43 Feet |
| Under 16   | Girls  | 43 Feet      |              |
| Under 16   | Boys   | 46 Feet      |              |
| C Grade    | Ladies | 40 Feet      |              |
| B Grade    | Ladies | 40 Feet      |              |
| B Grade    | Men    | 46 Feet      |              |
| A/A2 Grade | Ladies | 43 Feet      |              |
| A/A2 Grade | Men    | 46 Feet      |              |
- 5.10 All pitchers must pitch from the distance as per the grade playing. U12 and U14 pitchers to nominate distance prior to their first pitch. Players cannot alternate the distance during the game.
- 5.11 U12 and U14 pitchers and catchers may pitch or catch or a combination of pitch and catch for a maximum three (3) innings with two (2) consecutive innings then a full completed innings break.  
**PENALTY:** Coach is suspended for one (1) week and loss of two (2) competition points
- 5.12 Under 12's: After a maximum of seven (7) runs have crossed home plate in any one innings; the scorer shall inform the Umpire who will then call side away before the next play.
- 5.13 Under 14's: After a maximum of nine (9) runs have crossed home plate in any one innings; the scorer shall inform the Umpire who will then call side away before the next play.
- 5.14 In junior competition, (SAL rules to apply to seniors). any player who throws the bat or helmet in the opinion of the plate umpire in an offensive manner, both teams shall be warned by the plate umpire and for any subsequent offence by any junior player, that player shall be removed from the game.
- 5.15 All players down in the catcher's position must be fully kitted to receive pitches. This includes facemask, chest plate and leg guards, regardless of whether they are receiving warm up pitches or pitches in a game.  
**PENALTY:** Non-compliance will cause the player involved and coach to be removed from the game by the umpire
- 5.16 The base distances: Tee-Ball – 45 feet: Rookie Ball – 50 feet: U12 – 55 feet: All other grades – 60 feet
- 5.17 A ball that passes the Home Run line on the grass diamonds will be declared dead and three (3) bases will be awarded to Batter Runner.
- 6. BLOOD RULE**
- 6.1 A bleeding player must leave the field immediately and remain off the field until such time as all trace of blood has been erased.
- 6.2 A replacement player may be used until the affected player satisfies the Umpire that all traces of blood have been removed or covered. If all traces of blood cannot be removed to the Umpire's satisfaction normal rules regarding substitution shall apply.
- 6.3 A replacement can be any bench player of that team or from a lower grade.

## 7. **BLEEDING OFFICIALS AND UMPIRES**

The bleeding official/umpire must leave the field immediately and secure the affected areas before returning to the game. In the event of the umpire being unable to secure the affected area within 5 minutes, a replacement umpire must be sought.

## 8. **FINALS**

8.1 The finals series shall be run as set out by Games and Grading in consultation with Management using Ground Rule 8.3 and Ground Rule 8.4 as guidelines.

8.2 All teams in finals must consist of player registered with that club who have played at least three (3) games for that team during the season. A junior/senior member of that club in a lower grade may play in a final in a junior/senior game to save a forfeit in extenuating circumstances even if three games have not been played provided that 50% of Games and Grading agree to it.

**PENALTY:** for non-compliance - forfeiture of game

8.3 a) 4 Team Final  
1 verses 2 3 verses 4  
Winner of 1 straight to Final, Loser to play Preliminary Final, Winner of 3 and 4 to Preliminary Final, 4 eliminated

b) 3 Team Competition – Game 1 – 1 v 2 Winner to final  
Game 2 – Loser v 3  
Game 3 – Winner Game 2 v Winner Game 1

c) 2 Team Competition – 1 game on Preliminary Final day and 2 games on Grand Final day if necessary

8.4 **The following system to be followed if an unforeseen circumstance that could cause peril to members interferes with the finals series**

8.5 If Semi Final is interfered with: -  
1 versus 4 and 2 versus 3, Winners to Grand Final

a) If Grand Final is interfered with: -  
Grand Final Day postponed to following week, if interfered with: -  
1 Champions and 2 Runner Up.

b) If Semi Final and Preliminary Final is interfered with: -  
1 verse 2 for Championships

c) If Semi Final Day played but Preliminary Final washed out: -  
Winner of 1 and 2 to play Grand Final  
Loser of 1 and 2 to play Winner of 3 and 4. The Winner of this game to Play Winner of 1 and 2 on Grand Final day, this will mean 2 games on Grand Final Day.

d) If Grand Final is interfered with: -  
Winner of 1 & 2 Champions  
Losers Runner up

e) If Final Series is interfered with: -  
Minor Premiers – Champions 2<sup>nd</sup> placed after rounds – Runner Up

Explanation: This now covers not only inclement weather but anything that could place our members in peril which was the problem with Covid-19.

8.5 Any play-off or final shall be a regulation game as per SAL Rule Book. No game, excluding A Grade, shall go more than two hours; however, once an innings is started it must be finished. If in the event of a game being tied after completion, a tiebreaker shall be played to obtain a result. SAL– Run Ahead Rule to apply.

|         |   |
|---------|---|
| U12     | 1hr 15mins or 7 innings (whichever comes first) |
| U14     | 1hr 30mins or 7 innings (whichever comes first) |
| U16     | 2 hours of 7 innings (whichever comes first)    |
| C Grade | 2 hours or 7 innings (whichever comes first)    |
| B Grade | 2 hours or 7 innings (whichever comes first)    |

|          |           |
|----------|-----------|
| A2 Grade | 7 innings |
| A Grade  | 7 innings |

- 8.6 The Association will supply one (1) legal softball to each team for each final. Each team is to sign for the ball on collection and return. Any team not returning the ball the Club will be invoiced the full price for the ball.
- 8.7 All games in finals shall commence on the time set down as such provided that person or persons are not participating in any other game.
- 8.8 Finals protests will be heard on the field, during the game. Time will be called; the Umpire in Chief or delegate and two members of Management will hear the protest. No argument will be entered into by the coaches. The decision reached by the Committee is final.
- 8.9 No team standing can change once finals have commenced.
- 8.10 No night game to commence on lighted diamonds, until previously scheduled daytime games are finished on other diamonds. This is to facilitate the low light level in the event of games running longer than expected and have to be moved to be completed.
9. **INCLEMENT WEATHER – PLAYER PERIL**
- 9.1 When a situation arises that is deemed to put players in peril, a decision to call off the fixture/s is to be made **three (4)** Members of Management in consultation grounds person where possible. Each Affiliate Secretary is to be contacted by Management. **Friday:** All fixtures to be called off by 4.00pm. **Saturday/Sunday:** Junior fixtures to be called off by 6.00am and senior fixtures to be called off by 11.00am.
- 9.2 The suspension of play.  
A game suspended due to player peril will be restarted at the time the game was suspended and finished to time as per I.S.A. timed games. (Ground rule 5.3).
- 9.3 Make-up games to be rescheduled by Registrar. Sundays will be set aside for makeup games. Two (2) weeks' notice will be given where possible.
- 9.4 In games which time is 'called' on an incomplete innings SAL Rule 5 Section 3 and 4, 'a' and 'b' shall apply irrespective of innings with the following exceptions: -
- a) In the event of player peril causing fixtures to be abandoned the following process shall be adopted - if half or more than half of the games in that grade have been played, other games in that grade must be played.  
1 versus 4 and 2 versus 3, Winners to Grand Final
  - b). When less than 50% of games played, all teams; receive one (1) point each.

**Explanation:** Covers any situation that could cause player peril whether it be weather, pandemic or any dangerous situations.

## 10. **EQUIPMENT**

- 10.1 A backstop shall be erected at each diamond on the limit of the playing field, which shall be not less than 25 feet from home plate. Any ball touching the backstop and remaining in the field of play shall be alive.
- 10.2 Each team is to supply one legal softball, in reasonable condition for each game. Balls must be handed to the Plate Umpire for inspection before the start of play. The Umpire is to ensure that both balls are in similar condition.

## 11. **SCORECARDS**

- 11.1 Each team shall use the official scorecards available from the Association. The card shall be filled in with the players Christian name and surname and positions (in biro not, pencil) and the captain/coach shall sign the scorecard before handing it to the umpire. When filling in with players from their lower grade team/s, the first registered grade of such player/s shall be clearly placed on the scorecard alongside player/s name. Prior to card being handed to opposing team. **PENALTY:** The team at fault shall pay a fine of \$20.0011.2
- 11.3 It is the captains/coach's responsibility to hand in the score card within 48 hours  
**PENALTY:** Normal Fixtures-Loss of 2 points, Finals- forfeiture of game.
- 11.4 All changes to scorecards to be filled in. Umpire to notify both coaches of all changes throughout the game. Scorer to correctly fill in final results, umpire to check score and innings score of each team and sign scorecards prior to leaving the game. Captain/coach to fill in most valuable player points registered with the opposing team and mark on back of card and check card has been correctly filled in before being handed to registrar.  
**PENALTY:** Failure to fill in all relevant information is a \$20.00 fine.



## 12. **UMPIRES**

- 12.1 The UIC must reallocate or reschedule games where no umpire presents themselves at the scheduled commencement of the game and penalty then applies.

**PENALTY:** Failure for any Umpire to carry out his/her rostered duty is a fine per umpire per duty.

|                                       |         |
|---------------------------------------|---------|
| 1 <sup>st</sup> Offence               | \$20.00 |
| 2 <sup>nd</sup> Offence               | \$30.00 |
| 3 <sup>rd</sup> Offence               | \$50.00 |
| 4 <sup>th</sup> or subsequent Offence | \$70.00 |

- 12.1a *All fines for umpires that do not show up will be pooled. At the completion of the round games the total fine money will be distributed to umpires that covered said duties on a unit allocation basis. This means if 10 duties are required over the season and a person does 2 duties they will receive 2/10ths of the total pool.*

- 12.2 No Umpire can impose a "New Rule" of the SAL Rules until the Management Committee has informed all clubs of the new rule and the date set for its inception.
- 12.3 Each club will be rostered for equal umpiring duties (where practicable) according to the number of teams entered by each club. 'T-Ball and Rookie Ball are exempt'. UIC, in conjunction with the Registrar, will allocate umpiring duties so as to expedite the draw for season fixtures. The UIC is to roster umpiring for the finals.
- 12.4 Umpires or coaches must clearly state on the back of the scorecard any rostered club umpire who fails to turn up for duty, to enable a penalty to be imposed upon that umpire. The fine imposed on the club for the failure to supply an umpire will go to the stand in umpire.
- 12.5 No T-ball player or Rookie Ball player shall be allowed to plate or base umpire. A junior player umpiring must play one grade higher than that which they are umpiring.
- 12.6 Any levelled umpire may umpire any grade, as long as their levels are current. Age and experience appropriate umpiring duties should be allocated for levelled umpires
- 12.7 Payment per game on a sliding scale between the two (2) teams.
- Trainee Umpire \$10.00
  - Level 1 Umpire \$12.00
  - Level 2 Umpire \$15.00
  - Level 3 Umpire \$18.00
  - Level 4 + Umpire \$20.00

## 13. **PROTESTS** (Forms available at the office or on the USB originally supplied)

- 13.1 The notice of intention to protest must be filled out on the back of the scorecard and submitted on the fixture day to the Registrar or Umpire in chief. The person protesting must notify the opposing team of their intentions and the rulings under which they are protesting at the time in question before the next pitch. Official protest forms are then required to be submitted within 72 hours of the end of playing day to the Umpire in chief or the Registrar.
- 13.2 Any coach, player or spectator who may require clarification on the interpretation of a rule, can lodge Protest without Prejudice. This form when completed should be handed to the Registrar at any time and a reply will be given within two weeks of lodgment date. Copies of the reply will also be circulated to all clubs within I.S.A, to ensure they are aware of the correct ruling.
- 13.3 Protest Committee to consist of Umpire in Chief, or Delegate and 2 members of Management. Also, to be present are Umpires on the game and Coaches and Scorers involved. Umpire and the Management member are to be neutral. In the case of conflict of interest, the Umpire in Chief will stand down from the Protest Committee and another leveled Umpire will be called on to fill the position.
- 13.4 Finals protests will be heard on the field, during the game. Time will be called; the Umpire in Chief (or delegate) and two members of Management will hear the protest. No argument will be entered into by the coaches. The decision reached by the committee is final.

## 14. **DUTIES**

- 14.1 If diamond is untidy upon arrival record on back of scorecard and have it witnessed by an Umpire or a Member of Management. All teams throughout the day to ensure that they leave the diamond and surrounding areas clean and tidy.
- PENALTY:** A fine of \$20.00 shall be imposed.

- 14.2 Final Clean Up of the day is done by both teams on that diamond, which also encompasses the surrounding area of the whole diamond. The first base team is responsible for the bases and the third base team is responsible for the bins. All bases are to be returned to the clubhouse and are to be put in the storeroom in a tidy manner. All bins are to be emptied into the industrial bin (Canteen staff has a key) and placed neatly in the bin storage area. Failure to do so will incur a fine.  
**PENALTY:** A fine of \$20.00 shall be imposed
- 14.3 Clubs will be set and or rostered duties and working bees as required by Management, with two weeks' notice provided to clubs.  
**PENALTY:** A fine of \$50.00 will be levied to Clubs who do not supply two (2) or more workers
15. **GENERAL GROUND RULES**
- 15.1 All team officials will be advised that they will be held responsible for the behavior of their players and supporters.  
**PENALTY:** Team to be given a warning, forfeiture of game for any subsequent abuse.
- 15.2 No team member whilst on the bench or in the coaches' box will smoke.  
**PENALTY:** Player and coach will be ejected from the game.
- 15.3 Alcohol is to be consumed only the in the defined area.  
**PENALTY:** Offenders will be asked to dispose of alcohol or leave the grounds. Failure to comply will result in suspension and/or fines.
- 15.4 No glass vessels (bottles, jugs etc.) are permitted on ISA grounds.  
**PENALTY:** Offenders will be asked to dispose of vessels or leave the grounds
16. **TEE BALL RULES**  
Tee-Ball is designed to teach children the basic skills of batting, fielding, throwing and base running and must be played in a spirit which ensures the children get the maximum enjoyment from it. This is far more important than any competitive aspect of the game. No penalties to apply for Tee Ball infringements.

**Team Registration:** No less than 8 registered players but can take the field with 6 players.

**Player Age:** Minimum of four (4) years of age to maximum of seven (7) years of age

**Game Time:** 60 Minutes – completed innings

**Playing Field:** Bases 40 feet  
10-foot foul ball arc

**Equipment:** 11" Incrediball or other "Low Impact" ball  
Collapsible batting Tee  
Glove  
Bat  
Batting Helmets with Chin straps

**Skill Development:**

- Use of a glove
- Hit (through middle of the ball)
- Run (addressing the base – sprinting around the bases)
- Field ground ball
- Field Fly ball
- Throwing technique for the development of accuracy
- Catching a thrown ball
- Games sense – fielders moving to bases to receive throws and throwing to base ahead of runner.
- Base running – addressing the base

**Playing Guidelines:**

- Fielding team coach is umpire.
- Plate umpire to call play for each batter
- Permitted to take the field with less than 9 players to ensure a game is played
- Hit and run until the ball is fielded and thrown towards a base.
- Outs to apply
- No bunting in a game.
- No stealing bases in a game
- No sliding in a game
- No reversing the batting order in a game

- 2 feet to be in contact with the pitcher's plate for the start of play
- Only one practice swing at each turn at bat is permitted then a maximum of 6 swings Batter is out if failing to hit the ball in the 6 swings
- Play stops after ball is thrown once (must not be rolled) - ball does not have to be caught
- Batter is out if the bat is thrown
- An out is made if:
  - a) A hit ball is caught on the full. Normal fly ball rules apply.
  - b) The hit ball is fielded, thrown, and held at first base (or forced at any base) before the batter arrives.
- Player leaves the diamond when called out
- Bat through the 9 regardless of the number of outs
- When the ball is thrown on the 9<sup>th</sup> batter it is side away
- Finish the game on a completed innings
- Players rotate through the batting order each week to ensure that each player bats in a different part of the order each week. (Self-monitoring).
- Rotate in 2's anticlockwise each innings so all players play infield and outfield.
- 2 registered Defensive coaches allowed on Diamond in the outfield to coach and teach
- Games can be scored but no points tally to be kept. (All players receive the same trophy)
- No Most Valuable Player points in Tee Ball
- Coaches reported for not upholding the player focus of this development program will be asked to show cause why they should not be suspended for a week. In the case of repeat offenders, the club will be asked to replace the coach.

#### **ADDENDUM TO RULES:**

To be read in conjunction with the above rules with these additions to cover the inclusion of our players with a disability.

- Must always wear a helmet
- Can only field in the outfield
- Must drive over the ball to affect a throw
- If a batted ball lands on the full within a 3' radius of a wheelchair participant, a catch is deemed to be taken
- Members of the opposition is to bat for him / her
- Wheelchair participants must 'run' all the bases and is deemed to be safe when they draw level with the base
- All normal "outs" apply

These rules can be adapted and changed as required.

#### **17. ROOKIE BALL RULES**

**Team Registration:** No less than 8 registered players but can take the field with 6 players

**Player Age:** Minimum of five (5) years of age to maximum of nine (9) years of age

**Game Time:** 60 Minutes

**Playing Field:** Bases 50 feet  
Pitching 30 feet

**Equipment:** Size 11" Incrediball or Low Impact ball  
Glove  
Bat  
Batting Helmets with Chin straps (Note: Chin straps recommended)  
Catching Equipment

#### **Skill Development:**

- Use of a glove
- Hit a moving ball (developing tracking skills with inconsistent pitches)
- Correct base running techniques
- Leading off base on pitch
- Retreating to base
- Field ground ball
- Field Fly ball
- Throwing technique for speed, distance, and accuracy.
- Catching a thrown ball
- Bunting
- Sliding

- Tagging (Game sense development – Tag Play v Force Play)

## THE GAME:

- Fielding gloves will be worn by all fielders.
- Mitts are to be discouraged at this young age.
- Catchers must have some form of protection for their face and head. The proper catcher's helmet and mask can be quite unwieldy so the lighter Cricket style batting helmet with the wire face protection is recommended for Rookie ball catchers.
- Properly fitting Chest Protectors are recommended especially for female catchers. Catchers should have some form of leg protection, but the time taken to kit up a catcher must be minimized as while this is happening the other kids are getting bored. Soccer or Hockey tube type shin protectors of an adequate size are recommended.
- The game should be scored on the Junior Score sheets available on the QSA Scoring website to facilitate up to fifteen (15) batters per team as all available players will bat in order.
- A maximum of nine players will field in any one innings but all available players will bat in a fixed batting order. A good way of keeping track of this is to write the player's batter number on the back of their hand. No automatic outs will apply at any time.
- The defensive coach or his delegate will be the umpire and help to retrieve passed balls.
- The offensive coach will pitch a maximum of 7 pitches to each of their own batters. The umpire is to err on the side of the batter when calling balls & strikes. If after 7 pitches, the batter has not hit the ball into fair territory or been struck out, then that batter will retire and the next batter will take their place at the plate.
- A batter will be given seven (7) opportunities to hit the ball. If the ball is not hit the batter is out.
- There will be no base on balls (walks); however, a batter will become a base runner on being hit by a pitched ball.
- Base runner may advance one base only on an overthrow into foul territory or passed ball
- Stealing home on a passed ball is not permitted. (One base only at other bases if not held up by a runner on 3<sup>rd</sup>)
- Bunting is not permitted.
- A base runner may advance on the pitch as normal from first or second bases. However, from third base the runner must be batted in. A runner cannot score on a passed ball or wild pitch.
- Runs will score and outs will be obtained as in any softball game up until either three outs are obtained by the defensive team or until five runs have been scored by the offensive team, regardless of the number of outs. Then that half innings is over.
- Coaches reported for not upholding the player focus of this development program will be asked to show cause why they should not be suspended for a week. In the case of repeat offenders, the club will be asked to replace the coach
- The Coach of a Rookie Ball team is not permitted to play a position in the event the team does not have 9 players.  
**PENALTY:** Loss of 2 points and coach is suspended for 1 week.
- Rotation of players through different position per innings and a player cannot play the same position in each innings including infield and outfield  
**PENALTY:** Coaches breaching the rule will need to front the Committee.

## POINTS:

- Teams will be awarded points for winning each week as is the case for other grades.
- In the event of a grade split, points will be reset

## MVP POINTS:

The three players named on the back of the card each week will receive one (1) point each towards the MVP trophy at the end of the season.

## Addendum to Rules:

### DISABILITY

Each Child with a disability has their own elements of difficulty with ability to play needing to be reviewed by Games & Grading

- May be held by the torso by a supervisor and if required use a "quick stick and a whiffle ball" at turn of bat
- Consultation with Games & Grading Committee on each individual child on alterations to adopt to game where required
- Use of a whiffle ball to prevent confrontation of supervisor helping to hit the ball too hard

## 18. WINTER BALL

Team composition – 7 players + 3 pick-ups permitted

- Umpiring – each team will be rostered to umpire and must complete these duties. Teams on a bye will not be rostered to umpire. **PENALTY: Loss of 2 points for each no show**
- Games 1hr 15 mins due to Council restrictions on the lights
- Team composition – permitted to play with seven (7) players and no auto out.
- Pick Up Players – must have five (5) own team players to be eligible to pick up and play with seven (7) – three (3) Pick Up players permitted. *Pick Up players cannot Pitch or Catch*
- Pitching Distance – 46 feet men and 40 feet for women.

- U16, U18 & Open Representative female players can choose to pitch from 40 or 43 feet
- Minimum age – twelve (12) years and over
- U14 aged players – male and female – are only permitted to play outfield
- Fees – as determined by the Management Committee
- Players not registered need to pay SQI, SAL and Insurance.
- Payment upfront
- Finals games one (1) hour thirty (30) minutes
- Minimum of seven (7) players for finals - no pickup players

