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# BUNDABERG SOFTBALL ASSOCIATION INCORPORATED.

## GROUND RULES 2016-17

Adopted August 2015

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Affiliated with Softball Queensland Inc. and Softball Australia Ltd.

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## 1 INTRODUCTION

All games will be played as per the ASF Official Rule Book with the exception of any ground rules stated herein. BSA Ground Rules will take precedence over the ASF Official Rule Book.

These rules will apply for all regular scheduled fixtures and finals. However, special rules may apply for certain competitions, as may be determined by the Management Committee from time to time.

Clubs will be notified in writing two (2) weeks prior to the implementation of a change of rule/s. extenuating circumstances may override the notification timeline.

## 2 THE GAME/DIAMONDS

All Officials (Coaches, Assistant Coaches, Managers, Scorers, and Umpires) irrespective of grade must obtain a (Blue) suitability card before participating in the game. Such "blue" card must be available for inspection by the BSA; failure to be able to present this card will result in removal from officiating until card is provided.

All teams from Junior Little League through to Major League may be Mixed (Boys & Girls).

The team named first in the draw shall occupy the first base bench and shall call the toss.

**Declaration Rule:** The team in the lead may offer a declaration. The opposing coach has the option to reject the offer.

### Team Duties:

- Teams occupying the diamonds in the last game time are required to return equipment
- Team occupying 1st base bench - to bring in bases and bins.
- Team occupying 3rd base bench - bring in orange witches hats.
- **All teams are required to leave the dugouts in a clean condition at the end of the game.**

### DIAMONDS FOR TRAINING AND WARMUPS:

Do not use pitching machine on Diamond 1

Clubs/Teams are encouraged to rotate diamonds during training sessions to minimise the wear on Diamond 1.

**The hitting and pitching of softballs into diamond fences (Diamond 1,2,3&4) during training and warm ups is prohibited (wiffle/tennis balls permitted).**

### 3. GAME TIMES

The playing times and any modified rules and conditions will be set by the Management Committee and made known to all clubs before the first fixture round.

Proposed Game times: -

- Junior Little league 8:30am - 9:30am
- Senior Little League 8:30am – 9:45am
- Minor League 10:00am – 11:30am
- Major League 12:00pm - 1:30pm
- Seniors 2:00pm – 3:30pm and 4:00pm – 5:30pm

Play shall commence at the appointed time on the siren according to the draw. Games, which commence after the scheduled time, shall end at the appointed time on the siren notwithstanding that the time limit has not expired for that game.

**Note:** *If there is a batter in the box at the time of the siren signalling the end of game. Game is still deemed complete.*

### 4. SOFTBALLS

The Association will provide an official softball in good playable condition and marked. Umpires may reject any ball, which is considered unsuitable for play.

Official softballs shall be used in all divisions:

- Mens, Womens - 12inch Softball Easton 888
- Major League, Minor League - 11inch Softball Easton 804
- Junior Little League 10 ½ inch Foam Ball
- Senior Little League – 11 inch Incrediball (Reduced Injury Ball - RIB)

### 5. SCORECARDS and POINTS ALLOCATION

All teams are required to complete the scorecard. Failure to comply with this may result in an Insurance Claim being denied in the event of injury.

Prior to the start of the game scorecards must be filled in completely in pen with players' surnames and given names printed clearly.

#### **PENALTY: Loss of Points**

Any player filling in a higher division should have their registered division recorded in the player status column; SLL, MinL, MajL, B. A pick up player must be clearly marked in the player status column as PUP. No forms need to be filled in prior to the game.

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1. The opposing team shall be given the opportunity to peruse the team card prior to the card being submitted to the plate umpire before the game starts.

**PENALTY: Loss of Points**

2. At the conclusion of the game the scorers shall insert the results of the game on each card and have the score checked and card signed by the umpires.

**PENALTY: Loss of Points**

3. Upon receipt of the signed team card from the plate umpire, the team card shall be placed in the Registrar's provided receptacle.

**PENALTY: Loss of Points**

4. The Registrar shall make the appropriate records from the information on the team card and shall retain the team cards until the conclusion of the fixture competition.
5. A correctly filled in team card shall be considered as having been returned to the Registrar if it is placed in the receptacle provided for such purpose within 30 minutes of last round of fixtures.

**PENALTY: Loss of Points**

6. Points shall be awarded to teams as follows:

(a) For each win	3 points (whether on forfeit or not)
(b) For each draw	2 points
(c) For each bye	2 points
(d) Washouts	2 points (Where possible catch up rounds will be played)
(e) For each loss	1 point
(f) For each forfeit	0 point

**Note:** Byes are not counted as a regulation game for player eligibility

7. In the event of a team forfeiting three (3) games, it shall be called upon to show cause to the Management Committee as to why it should not be de-registered. If the majority of the Management Committee is of the opinion that there was no reasonable cause for such forfeiture then the offending team shall be de-registered forthwith.
8. At the conclusion of the fixture competition the team with the highest point score in each grade shall be declared the "Minor Premiers" for that grade.
9. Minor Premiers - should two or more teams have equal points at the end of the competition; the placings shall be determined by the following formula: defensive average and the team with the lower quotient shall be placed higher than the other.
10. Any team claiming a forfeit shall be deemed to have played one regulation game provided their name is valid on the score card which is submitted to the registrar
11. A regulation game will be recorded for a player when their name is recorded on the score card. Where a forfeit occurs prior to game day all registered players for the team claiming the forfeit will have a regulation game recorded. If the forfeit occurs at the scheduled commencement time of game only those players who are present and have their name written on the card will have a regulation game recorded. A player of a forfeiting team is eligible to claim a regulation game if present at the game and listed on the scorecard.
12. A washed out game will be recorded as a game for registered players in their registered team only. (As per the team registration form).
13. Any registered member of a lower grade team of that club shall be permitted on the bench as a reserve (reserve players must be registered in the next lower division)

but shall not be permitted to play in a fixture game, semi final, preliminary final or grand final unless there are insufficient registered players from the higher grade. Insufficient registered players includes:-

- (a) when a registered player leaves the game (injury, work commitments etc) and there is no other eligible registered player available to take their place
- (b) when a team does not have 9 registered players
- (c) when a team does not have 10 registered players (if a DP and Flex is used). NB A registered player of the team cannot be substituted from the game whilst a lower grade player remains in the game.
- (d) when a registered member of the team who is on the bench cannot be legally substituted into the game

**Penalty: Playing an upgraded player when eligible players are available shall result in automatic forfeit.**

14. The Management Committee MAY in its absolute discretion permit any other player to play in a semi-final, preliminary final or grand final team upon application in writing by that club prior to game day. The decision of the Management Committee will be final.
15. Cancellation of Final Series Games (e.g.weather/natural disaster): In the event of the cancellation of a final series fixture the team highest placed on the points table will proceed to the next final series game. In the event of the Grand Final cancellation the team who qualifies first in the Grand Final (winner of Game 1) will be declared the Premiers

## **6. GAME COMMENCEMENT and FORFEITS**

1. A team has 15 minutes from the scheduled time of game (siren) to meet the following player requirements or the game will be declared an automatic forfeit:
  - Seniors – Eight (8) eligible players at least five (5) who are registered members of that team
  - Major League - Eight (8) eligible players at least five (5) who are registered members of that team
  - Minor League – Seven (7) eligible players at least five (5) who are registered members of that team
2. For Senior Divisions only, if at the commencement of scheduled time of game (siren) a team is unable to take the diamond with the required number of eligible players the following will apply:
  - After 5 minutes a 2-0 score is applied
  - After 10 minutes a 4-0 score is applied
  - After 15 minutes a forfeit is declared with a 7-0 score recorded

**Note:** *The plate umpire is responsible for noting the starting time and adjusted score on the score card*

3. If a game commences with nine (9) or more registered players the team may continue with an automatic out if numbers are reduced to eight (8) players (Senior/Major League) or seven (7) players (Minor League) as long as at least five (5) of these players are registered with that team. The umpire must note on the

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scorecard the reason for the player being withdrawn. Reasons being injury, sickness or work commitments.

4. Any team intending to forfeit any game prior to game day must verbally advise the Fixtures Director, Umpire Director and opposing Club Contact person. Teams who forfeit prior to game day or on game day will record zero (0) points.
5. If a Team has a complete no show (no players appear for the game) and/or no notification to either the Fixtures Director, Umpires Director or opposing Club Contact person, a "Forfeit" will be declared with the team recording minus 3 competition points (-3).

**Note:** *A team not forfeiting shall receive three (3) competition points and a 7-Nil win recorded on the scorecard.*

## **7. FIXTURE COMPETITION**

1. The association shall conduct at least one fixture competition during each year and shall determine the grades of competition to be played.
2. At least six weeks before the start of any competition, the Management Committee shall give notice to all affiliated clubs the following:
  - (a) The commencement date proposed to commence fixtures
  - (b) The grades of competition
  - (c) The date which nominations of teams must be made
3. Senior teams shall be requested to nominate for the grade in which they wish to play. The association however reserves the right to control this grading by the Management Committee.
4. A team shall not be accepted unless there are:
  - at least eight (8) registered players for Major League and above
  - At least seven (7) registered players for Minor League
5. The fixtures director shall arrange a draw for each grade, the details of which shall be made available at least one week prior to any game for the first four (4) weeks. Round 5 onwards, a season draw will be made available to all clubs. Such draws shall not be altered without prior consent of the Fixtures Director and Management Committee approval.

## **8. REGISTRATION OF PLAYERS AND OFFICIALS**

1. A person shall not be eligible to play in any team unless that person is registered with the association.
2. A person shall not be considered registered with the association's club unless:
  - (a) That person's name is submitted on the appropriate SQI Member Registration Form 1.5(a) to the registrar, and
  - (b) The appropriate registration fee has been paid to the registrar, and
  - (c) In the case of a player who, in the preceding season, was a registered player for another club, the registration is accompanied by a clearance from the former club, and
  - (d) In the case of a player who, in the preceding 2 years was registered with another sub-association, the registration is accompanied by a clearance from the last association for which they played.
  - (e) That the person has played one regulation game.

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3. In the case of a player who has requested the secretary of this association to seek a clearance from the former association shall be deemed to have been granted a clearance if no reply has been received from the former association within 4 weeks after the application is made.
  - (a) Provided that any such person may play in the fixture competition pending the clearance being obtained, subject to such person complying in all other respect with the by laws of the association.
  - (b) Provided further that if a reply is received within 4 weeks and a clearance is refused for reasons other than outstanding monies alleged to be owing, any game in which such person played shall be forfeited to the opposing teams.
4. Where a clearance is refused by another association on account of a claim for unpaid monies, such person shall, on payment of the fees claimed within 6 days of being notified by this association of such refusal, be granted registration with this association and such registration shall apply from the time the player commenced playing with this association. Monies paid to the association under this by law shall be paid to the claimant association's club.
5. If a person concerned disputes any claim for outstanding monies, the monies paid in shall be retained by the association pending settlement of the dispute, and payment of such monies shall be in accordance with the terms of the settlement.
6. Where an unregistered person plays in a game, the registrar shall declare a forfeit and award points.
7. Any person who plays in any game contrary to the provisions of these Ground Rules shall be deemed to be an unregistered player.
8. Eligibility for age limited grades shall be determined by the player's age as at the 31st December in the year of commencement of the playing season.
9. Any team wishing to take part in the game of softball under the jurisdiction of the association shall lodge with the association a BSA Team Registration Form (b) which shall include the following particulars: players names, addresses, date of birth, telephone numbers, name of club, division coach's name, address and telephone number, name and telephone number of the person who shall be responsible for the team.
10. The registration form for any member registering after the commencement of fixtures shall be submitted to the Registrar with a BSA Member Registration Form (a) prior to player taking the diamond, and fees due shall be determined on a pro rata basis by the Management Committee, and due by date(s) set each season.
11. SQA/BSA registration fees for an individual player will be determined by the players age as at the 31st December in the year of commencement of the playing season.
  - (a) There is no additional fee for a player registered in two (2) teams.
12. A player shall be deemed to be registered in the grade for which that players name appears for the first time on a team card. Where that player plays in more than one game on the same day, the registered grade for that player shall be the lowest of the grades in which that person played.
13. When a player plays in a lower grade than the players registered grade, the registrar shall declare a forfeit and award points.
14. Any player who has missed four consecutive games shall be called to show cause why they should not be de-registered. Reported at monthly Management meetings.



## **9. GRADING OF PLAYERS**

The management committee reserves the right to approve the final grading of an individual player.

No player shall be permitted to be downgraded to a lower division team within a season, or from the previous season without the consent of the management committee upon application in writing by that players club.

Eligibility for age limited grades shall be determined by the player's age as at the 31st December in the year of commencement of the playing season.

## **10. TEAM COMPOSITION**

A team is able to have any number of registered players. However where a team has fewer than 12 registered members they may register up to 3 additional players from a lower division to make a maximum of twelve (12) registered players for that team.

*For example: A Major League player is eligible to be a registered member of both Major League and 'A' Ladies as long as this registration doesn't exceed twelve (12) registered players for that team.*

Where a player is a registered member of two teams they are to be listed on both Team Registration Forms. Where player is registered in a team after the commencement of the season the club is to notify the Management Committee in writing by close of business Monday prior to the next fixture round.

If a Major League player registers in A Grade then they are NOT eligible to fill in for B Grade.

## **11. PLAY UP PLAYER**

Registered players are permitted to play up in a higher division for their club as per the following guidelines:

- (a) There shall be unlimited play-ups
- (b) Major League players are permitted to play up in any senior division
- (c) Major League female players are permitted to pitch or catch in the 'B' Women's competition with approval from the Management Committee. This approval should be sought and granted prior to game day.

## 12. PICK UP PLAYER

**Definition** - A pick up player:

- is a player from the same or lower division who plays for a club, other than their own OR
- a player from the same division and club where clubs have more than one team in that division

**Conditions:**

1. A pick up player can be approached by any club to fill in however MUST play for their own club team first if required.
2. Pick up players restricted to five (5) games within their own division per season
3. Pick up players can make up to the 8th and/or 9th player for a team as long as there are a minimum of five (5) registered players from that team.
4. Pick up players are not permitted to pitch or catch.
5. Pick up players must wear the uniform of their registered team.
6. A pick up player must be clearly marked on the score card (PUP)
7. Where a club has a team in the lower division they should try to use players from their own club before accessing a pick up player.
8. Teams should endeavour to use a range of pick up players to ensure all players who have offered their services have equal opportunity to fill in.

**Penalty:** *Failure to comply with the above conditions will result in a loss of points for the team at fault.*

## 13. MEMBER TRANSFERS

Between clubs within the Association

1. A registered member for one club may apply to the association for transfer to another club during the competition.
2. Any such transfer application should be signed by the club with which a member is currently registered.
3. Any application for transfer, shall be affected forthwith by the registrar and shall be notified to the next meeting of the Management Committee.
4. Any incomplete applications for transfer shall be dealt with by the Management Committee.
5. A member desiring to transfer to another club shall be considered properly with held by the current club if:-
  - (a) The member concerned is indebted to the current club, or
  - (b) The member concerned was the recipient of any monetary benefits during the current or preceding season provided by the current club to enable the player concerned to travel on behalf of that club or as a member of a representative team of the association, and such monetary benefit has not been repaid, or
  - (c) The member concerned has, in the current or preceding season, been the recipient of any specialised coaching at the expense of the club refusing the transfer, and the cost applicable to that player have not been paid.
6. When considering an application for transfer the Management Committee shall call on the club refusing the transfer to provide all evidence to support the refusal to enable the management committee to decide the transfer.

7. Should any such evidence not be provided, or should the records not be maintained to enable the management committee to determine the monetary benefit paid, or specialised coaching provided, the Management Committee shall grant the transfer.
8. In any dispute over the amount to be repaid, the Management Committee may determine the amount to be repaid, and when such money is paid to the current club, the transfer shall be granted by that club.
9. Any member who was registered with another club which has been disbanded or which ceases to compete in the fixture competition shall comply with these by laws except that no transfer is required, unless the Management Committee require that player to pay a pro rata fee for any outstanding fees of the former club. When determining eligibility for finals such player will retain games played for the former club.
10. Where a club fields two or more teams in the one grade, such teams shall be considered as teams from different clubs and players from one team shall not be transferred to the other team without the prior consent of the Management Committee.
11. A member who is transferred from one club to another, or who changes teams within the same club in the same grade, shall not play for both the former club and the new club on the same day.

**Penalty:** *Forfeiture of the game of the new club (or team).*

## **14. FINAL SERIES**

(Final Series includes Semi, Preliminary and Grand Finals)

1. The method of playing the Final Series will be as follows for all competitive divisions.

NB: Competitive divisions are Minor League, Major League, Men and Ladies where there are 3 or more registered teams.

### **Semi-Finals:**

Game 1 - 1 v 2 Winner to Grand Final

Game 2 - 3 v 4

### **Preliminary Final:**

Game 3 - Loser out of Game 1 v Winner of Game 2

### **Grand Final:**

Winner of the Game 1 v Winner of Game 3

### **3 Team League Finals**

#### **Semi-Finals:**

Game 1 - 1 v 2 Winner to Grand Final

(The third (3rd) placed team has a bye.)

#### **Preliminary Final:**

Game 2 - Loser out of Game 1 v 3rd Placed Team

#### **Grand Final:**

Winner of the Game 1 v Winner of Game 2

2. Where there are not the required 3 teams to constitute a division the Management Committee will determine the finals format for that division.
3. Timings for Semi and Preliminary Finals will be the same as fixture round timings.
4. For all timed finals in Minor and Major League, B Grade, A Grade and Men, any innings which commences prior to the final 5 minutes must be completed. The plate umpire will inform both coaches that the current innings must be completed for a result.
5. Grand Finals shall be as follows:
  - (a) Minor/Major 90 min/7 innings
  - (b) B Grade 2hrs/7 Innings
  - (c) A Grade 2hrs/7 Innings\*
  - (d) A Grade Men 2hrs/7 Innings\*

\*The A Mens/A Ladies final scheduled as the main game will be a 7 Innings game.

If score is tied at the completion of regulation time or completed innings in the finals series, the tie breaker rule shall commence as per the current SAL Official Softball Playing Rule and Case Book so as to achieve a result.

## **15. QUALIFYING FOR FINALS**

1. Players in the Finals Series teams shall have played at least FIVE (5) games with that team as a registered player before the Finals Series.
2. If registered after 31st December the player must have played 50% of available games for eligibility in Final Series
3. Upgraded players playing in the Finals Series competition must have completed 3 fixture games in that higher division to be eligible to play in Finals Series.
4. Pick up Players are not eligible to participate in the finals series unless extenuating circumstances apply. Submit a letter to the management committee if extenuating circumstances apply

## **16. UNIFORMS**

1. Players shall wear uniforms of a colour or colours according to the approved uniform of the club with which that player is registered.
  - (a) Competitive Divisions: The club uniform for each team must consist of a playing shirt, long socks, softball knickerbockers or softball shorts and caps/visors of club colour. Belts of club colour, sliders and undershirts (e.g Skins) are optional.
  - (b) Non Competitive Divisions: May wear the club uniform for each team and must consist of a playing shirt, socks, softball knickerbockers or softball shorts and caps/visors or bucket hat. Belts, sliders and undershirts (e.g Skins) are optional.

*Note: Competitive Divisions will be determined by the BSA Management Committee prior to the commencement of the season.*

2. Clubs must nominate each team's uniform on the BSA Uniform Register for approval by Management Committee. The team uniform register for each season must be submitted two weeks prior to commencement of season.
  - (a) Where a club has different styles of playing shirts, these shirts must be identical within a team. Shorts/knickerbockers should also be of the same colour within a team.

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3. Any change of Team Uniform must be approved by the Management Committee.
4. No newly registered team shall be allowed to wear the uniform of another registered team.
5. No player shall play without appropriate footwear. Shoes must have laces and/or provide suitable protection to the foot for playing softball. Metal Cleats are not permitted to be worn by players, coaches and officials.
6. No items of jewellery other than medical alert bracelets or necklaces may be worn by any team member. Medical alert bracelets and/or necklaces are not considered jewellery, and, if worn, must be taped to the body.
7. Newly registered players shall be granted four (4) weeks to obtain the registered uniform of their team, after this time, they must be in uniform to play. Players taking the diamond must wear club colors during this period.
8. No player will be allowed to play in the finals of any fixtures unless that player is in full uniform.
9. Coaches, scorers and managers must be neatly dressed in club colours and wear closed in footwear of a type described in current SAL Official Softball Playing Rule and Case Book, with socks and a cap/hat
10. No club player will take the diamond wearing any SQI/BSA branded (Logo) representative uniform items.
11. As an individual, players who are not in full club registered uniform are not permitted to take the field after their fourth week of playing. This includes caps/visor/bucket hat, long socks, playing shirts, softball knickerbockers and or softball shorts.
12. Should a player not be in the correct uniform this is to be brought to the attention of the Umpire at the pre-game meeting. This gives the opposing team the opportunity to address the player/uniform or coach/attire in question and rectify.
13. Teams in correct uniform will be recorded on the scorecard with a v in the Uniform box. Where a player is not in the correct uniform this is to be noted on the scorecard with X in Uniform Box. The player/players in incorrect uniform are to be noted on the back of the scorecard with details of the incorrect uniform and signed by the opposing Captain/Coach and the Umpire.
14. BSA adopts the following policy/guidelines:
  - SAL Hot Weather Guidelines 2014
  - Cancer Council QLD - Sporting Organisations Sun Smart Policy Guidelines

## **17. INCLEMENT WEATHER**

1. In the event of rain, a severe weather event or natural disaster making the fields upon which any game is to be conducted under the jurisdiction of the Association likely to be unsuitable on the date on which such game is to be played, any two members of the Management Committee shall meet to determine the continuation of Junior or Senior fixtures.
2. If any such fixtures shall be cancelled Club Presidents or Secretaries will be advised of the cancellation.
3. If after the commencement of any game, owing to inclement weather, the game cannot be completed, the umpire may suspend the game. Any game not resumed within 15 minutes of suspension shall be deemed cancelled unless 3 or more completed innings in which the score at the last completed innings shall stand.
4. In the case of any game being cancelled because of inclement weather.
  - (a) points stand for all completed games
  - (b) all teams participating in incomplete/unplayed games to receive 2 points each, unless the draw can cater for a replay at the discretion of the Management Committee. In this event the game will be replayed from the beginning.

## 18. TROPHIES AND EQUIPMENT

1. The Association shall provide balls and score books for representative matches.
2. The Association shall provide match balls for all grand finals.
3. Any equipment lost or mislaid shall be handed to the canteen officer and may be claimed from that person.
4. The Association shall not be responsible for the replacement of any personal equipment whilst any representative team is training or playing representative matches.
5. The Association shall award shields and trophies at its discretion.
6. Club Championship (Method): 1 less than competitive divisions. (e.g. 6 competitive divisions a club must have a minimum of 5 teams in separate divisions.) (Note: BSA ground rules will define competitive divisions each season.) All teams will be considered within the formula to contribute towards the Club Championship points At the end of fixture weeks, all points are totalled up and divided by total of competition teams. Highest average wins club championship.

Where a combined team is nominated for any competitive division the team may only be included as a club team in the calculation of the club championship award if there are 7 or more current registered players from that club. Eg Blue 8 players, Red 3 players Blue has the registered team. Blue 5 players, Red 5 players, neither club claims a registered team.

7. Junior Sports Person/Senior Sports Person

The following Awards to Bundaberg Softball will be allocated.  
Junior Sports Person and Senior Sports Person Award  
BSA Management Committee to set the above criteria for above awards.

## 19. UMPIRES

1. There are three classes of Softball umpires operating in Bundaberg.
  - (a) Badged Umpires
  - (b) Umpires in training (Level 0 or Red Shirt)
  - (c) Club members
2. Umpires in training will always be accompanied by at least one badged umpire.
3. Appeals on decisions made by umpires in training will be directed to the badged umpire in charge of the game.
4. Where a person/club allocated to umpire a game is unable for any reason what so ever, to perform that duty, it shall be the duty of the club nominating such person to arrange a suitable replacement umpire and to notify the Umpiring Director (or representative) of the name of the replacement.
5. Whenever a Club member umpire, allocated for a game, fails to attend at the diamond prior to the scheduled starting time for that game, the team concerned shall have a monetary fine of \$50.00 for each umpiring infringement plate or base. If the duty is completed by another umpire (blue/club umpire) that person should be reimbursed an amount paid by the BSA as determined by the BSA Management Committee prior to the commencement of the season.
6. Any non-badged umpire who, for any reason provided by the rules of Softball orders any team official or player from the game, shall on conclusion of the game report the full facts of the incident giving rise to the sending off to the Director of Umpires, who shall report on the incident concerned to the Management Committee. The

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Management Committee shall consider the report and recommendations, if any, and may take such action as it considers appropriate in the circumstances, prior to the next round.

7. Should a badged umpire effect an ejection of a team member because of misconduct, then an automatic one (1) week suspension will ensue, with further action possible at the discretion of the Management Committee; this decision being made prior to next fixture round.
8. All minor (as per rule book) indiscretion ejections will be for that game but reviewed by the Director of Umpiring and reported to the Management Committee.
9. Should problems arise with an umpire, the aggrieved coach shall submit a written report on the same day to the Director of Umpiring in the first instance. The director of umpiring will investigate the claim and within a week report on the findings to the Management Committee.
10. The Bundaberg Softball Umpires Association will, at a date determined by the Australian Softball Federation, hold the theory examination for umpires. A suitable person, selected by the BSUA, will supervise the examination.
11. The association may subsidize costs of umpire accreditation. That subsidy is at the discretion of the Association.
12. Umpires assigned to the game will check that the agreed score is entered on the score card by the scorers and will initial all score cards kept in relation to that game. No umpire will initial a card written in pencil.
13. All umpires need to check condition of grounds prior to commencement of game and inform teams and Management Committee of any issues.

## **20. PROTESTS**

1. Protest that may be received and considered include matters of the following types:
  - (a) Misinterpretation of a playing rule
  - (b) Failure of an umpire to apply the correct rule to a given situation.
  - (c) Failure to impose the correct penalty for a given violation
  - (d) Eligibility of a team roster member
2. Protests for Sub Sections 1a – c, must be made to the umpire before the next pitch or before all the infielders have left fair territory or, if on the last play of the game, before the umpires leave the playing field. It is the umpire's responsibility to record the protest on the card and inform both scorers of the protest. The club considering submitting a protest must inform the Management Committee at the completion of the game.
3. All protests submitted pursuant to current SAL Official Softball Playing Rule and Case Book shall be submitted on the Official Protest Form to the Umpire Director (Sections 1 a-c) within 60 minutes of the completion of the game that gave rise to the protest. Protests for Section 1d are to be submitted to a member of the BSA Management Committee on the Official Protest Form by the end of fixture day.

Note: The notification of intent to protest must be made immediately before the next pitch (EXCEPTION) Player ineligibility. The plate umpire shall notify the opposing manager/coach and official score keeper. The scorers from both teams must note the time and point in game in the scorebook.

4. The formal written protest should contain the following information:
  - (a) The date, time and place of the game.
  - (b) The names of the umpires and scorers.
  - (c) The rule and section of the Official Rules, or local rules, under which the protest is made.

- (d) The decision and conditions surrounding the making of the decision.
  - (e) All essential facts involved in the matter protested.
  - (f) Where possible scorebooks from both teams should be submitted to the protest committee
5. Protests lodged in accordance with current SAL Official Softball Playing Rule and Case Book, shall be referred to the Protest Committee, consisting of 3 people – preferably the President (Protest Chairperson) or his/her delegate, Umpire Director, and Coaching Director, or a member of the Management Committee; none of whom participated in the game or a member of either club. The Protest Committee will hear the protest on the same day. All protests associated with finals will be heard and adjudicated immediately. The Protest Chairperson is to notify the Coach/Club President of the details of the protest.
  6. If the Protest Committee is unsure as to the proper rule to apply, the Protest Committee may obtain an interpretation thereon from a competent authority.
  7. The decision of the Protest Committee will be communicated to both coaches upon completion of deliberations. If a protest is upheld the Umpire and Fixture Directors will allocate a time and date for any required replay.
  8. If the Protest Committee considers that it should hear from either coach and both umpires, or any other required person, but if that person is not then available, the Protest Committee may defer its decision until it hears from the required person(s).
  9. The decision of the Protest Committee is final.

## **21. REQUESTS FOR EXTENUATING CIRCUMSTANCES**

Any requests for extenuating circumstances must be received in writing by the BSA Management Committee. All extenuating circumstances should be included in the letter to enable the BSA Management Committee to consider the request effectively.

## **22. INTERPRETATION**

In the event of any uncertainty of the interpretation of any of the previous sections, the BSA's Management Committee will decide the outcome and this decision will be final.

## **23. PLAYING DIVISIONS**

The Junior division is based upon the lines of Queensland Softball's Swing into Softball Program.

Minimum nominated teams for a division competition to proceed is 3 teams.

The Divisions as named below are to be based on player ability not necessarily the player's age and will be assessed.

- Junior Little League
- Senior Little League
- Minor League
- Major League



Helmets are mandatory for Under 18 age players/coaches who coach in the 1st and 3rd Base coaches box, who participate as a bat boy/girl or operate a pitching machine as an umpire or a coach.

## **24. JUNIOR LITTLE LEAGUE**

**The games are based on the principles of ability, experience and not restricted to age. Movement between games according to these principles is encouraged.**

### **RECOMMENDED AGE GROUPS:**

- Minimum age 5 years old as of 31st December 2015.
- Maximum age 7 years old as of 31st December 2015.

### **TEAMS:**

A team consists of a minimum of 6 players and a maximum of 12 on the field

### **GAME TIMES:**

20 minutes minimum skill session. 30 minutes minimum game time. Bat through whole

team once each innings. The game to finish on an even innings. Minimum of 2 innings to be played.

### **PLAYING FIELD:**

- The base paths shall be 40ft bases
- Pitching plate should be at 30ft

### **EQUIPMENT:**

- Size 10 ½ inch Incrediball (Reduced Injury Ball - RIB)
- Batting Tee
- Glove – each fielder must wear a fielding glove
- Bat – should be length and weight suitable for the size (height/strength) of the players
- Batting Helmet – helmets must fit properly including chin straps and be worn by batters and base runners

### **SCORING:**

- One (1) Point for each base touched- batting team
- Once a player is out they must leave the diamond

### **SKILL:**

- Use of glove
- Hit through middle of ball
- Running and sprinting around bases
- Fielding ground and fly balls
- Throwing technique for the development of accuracy
- Catching a thrown ball

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- Game sense – fielders move to bases to receive throws and throw to a base

**RULES:**

- Hit ball into diamond and run until the ball is fielded and thrown to a base or the pitcher holds up the ball.
- Play ceases from an outfield throw once the ball has reached the infield.
- An out is made if:
  - a hit ball is caught on the full
  - the hit ball is fielded, thrown and held at first base before the batter arrives
  - fielders throw the ball to a base to get a runner out if the runner is running to the base and the ball arrives at the base before the runner gets there irrespective of whether it is a forced play or not
  - a runner is tagged while off a base
- Players to rotate through batting order each week to ensure each player bats in a different part of the order each week.
- Players to rotate fielding positions each innings. All players should play outfield at least once during the game
- Coaches are allowed on the field to help players and act as umpire.
- Maximum of six (6) players on the infield.

**COMPETITON:**

No progressive points tally – all players will receive a trophy or medallion at the end of the Season.

## **25. SENIOR LITTLE LEAGUE**

**The games are based on the principles of ability, experience and not restricted to age. Movement between games according to these principles is encouraged.**

**RECOMMENDED AGE GROUPS:**

- Minimum age 8 years old as of 31st December 2015.
- Maximum age 9 years old as of 31st December 2015.

**TEAMS:**

A team consists of a minimum of 6 players and a maximum of 12 on the field

**GAME TIMES:**

20 minutes minimum skill session. 45 minutes minimum game time. 3 out or 7 runs across the plate.

**PLAYING FIELD:**

- The base paths shall be 40ft bases
- Pitching plate should be at 30ft

**EQUIPMENT:**

- Size 11inch Incrediball (Reduced Injury Ball - RIB)

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- Batting Tee
- Glove – each fielder must wear a fielding glove
- Bat – should be length and weight suitable for the size (height/strength) of the players
- Batting Helmet – helmets must fit properly including chin straps and be worn by batters and base runners

**SCORING:**

- One (1) Point for each run across home plate.

**SKILL:**

- Use of glove
- Hit through middle of ball
- Running and sprinting around bases
- Fielding ground and fly balls
- Throwing technique for the development of accuracy
- Catching a thrown ball
- Game sense – fielders move to bases to receive throws and throw to a base

**RULES:**

- Hit ball into diamond and run until the ball is fielded and thrown to a base or the pitcher holds up the ball.
- An out is made if:
  - a hit ball is caught on the full
  - the hit ball is fielded, thrown and held at first base before the batter arrives
  - fielders throw the ball to a base to get a runner out if the runner is running to the base and the ball arrives at the base before the runner gets there irrespective of whether it is a forced play or not
  - a runner is tagged while off a base
- Players to rotate through batting order each week to ensure each player bats in a different part of the order each week.
- Players to rotate fielding positions each innings. All players should play outfield at least once during the game
- Coaches are allowed on the field to help players and act as umpire.
- Maximum of six (6) players on the infield.

**COMPETITION:**

No progressive points tally – all players will receive a trophy or medallion at the end of the Season.

## **26. MINOR LEAGUE RULES**

**The division is based on the principles of ability, experience and not restricted to age**

### **AGE GUIDE:**

- Minimum age 10 years old on the 31st December 2015.
- Maximum age 12 years old on the 31st December 2015.

### **TEAM SIZE:**

A team consists of a minimum of 7 players and a maximum of 10 players on the field.

### **GAME TIMES:**

- A game lasts for 1 hour and 15 minutes (75 minutes).
- A batting innings ends when there is 3 batters out or 7 runners have scored.

### **PLAYING FIELD:**

- The base paths shall be 60ft apart
- Pitching distance shall be 30-35ft (10.67m approx). (This should be a comfortable distance for the player to pitch.)

### **EQUIPMENT:**

- 11inch Softball
- Bat - should be suitable for the size of the players
- Catchers Gear – catchers are to wear a chest protector, catcher's helmet, face mask with throat protector, leg guards and glove
- Glove – each fielding player must wear a fielding glove
- Batting Helmet – helmets must fit properly and be worn by batters and base runners

### **COACHING:**

- The coach is permitted on the field to verbally assist players (positioned behind the infield area only)
- Coaches may not interfere with the play, or physically assist players.

### **PITCHING AND CATCHING:**

- Players are permitted to pitch and catch in any one game.
- Teams must use at least 2 pitchers and catchers per game.
- If a male is used as the first pitcher, it is strongly encouraged that he be followed by a female pitcher. A team may opt to use only female pitchers if so desired
- No pitcher is allowed to pitch more than 2 innings per game. This can run consecutively.
- Teams are encouraged to use at least a boy and a girl to catch each week.

### **FIELDING POSITIONS:**

- Fielders rotate defensive positions per innings.
- All players must play at least one innings in an outfield position.

### **BATTING:**

- Players rotate through the batting order each week to ensure that each player bats in a different part of the order each week.
- Strike zone – Any ball delivered by the pitcher that passes over the plate, and a balls width either side of the plate, between the batters shoulders and knees, within easy reach of the bat.
- Strike – It is a strike if the ball passes through the strike zone or the batter swings at the pitch and misses the ball.

### **SCORECARDS:**

All players are required to be recorded on the score card

### **SCORING:**

- One (1) point for each run over home plate
- Games will play as 3 outs or 7 runners across home plate. Points are awarded for the number of runs scored.

### **UMPIRING:**

- The normal rules of Fast Pitch apply.
- The infield fly rule does not apply
- Strike zone is knee to shoulder – within easy reach of the batter

## **27. MAJOR LEAGUE RULES**

**The division is based on the principles of ability, experience and not restricted to age**

### **AGE GUIDE**

- Minimum age 12 years old on the 31st December 2015
- Maximum age 14 years at 31st December 2015

### **Team Size**

- A team consists of a minimum of 8 players and a maximum of 9 players on the field.

### **Game Time**

- A game lasts for 1 hour and 30 minutes (90 minutes)

### **Playing Field**

- As per the ASF Official Rule Book

### **Umpiring**

- The normal rules of Fast Pitch apply.

### **Pitching distance (SQI Amendment May 2011)**

- 40ft for females
- 43ft for males

### **Changes to pitching rule**

- Teams are encouraged to use at least 2 pitchers per game.
- If a male is used as the first pitcher, it is strongly encouraged that he be followed by a female pitcher.
- A team may opt to use only female pitchers if so desired
- 11 inch Softball

## **28. MENS AND LADIES RULES**

Men's and Ladies will be played under the ASF Official Rules except for the following pitching distances:

- B Grade Ladies - 40ft (12.19m)

## 29. SMOKING AND ALCOHOL

Smoking is strictly prohibited on the diamonds and in the dugouts and within 4m of dugouts and doorways. Smoking is ONLY permitted in the carpark behind the clubhouse.

Alcohol is strictly prohibited on the Bundaberg Softball Grounds during fixtures and BSA approved activities, other than in the designated licensed area/s in accordance with the BSA Liquor Permit (Office of Liquor and Gaming Regulation).

Players, Coaches and Team Officials consuming alcohol outside the designated licensed area will receive an automatic one week suspension. Further breaches of the Ground Rule and the conditions outlined in the BSA Restricted Liquor Permit (QLD Office of Liquor and Gaming) may attract both competition and financial penalties. Spectators will be dealt with in accordance with the BSA Restricted Liquor Permit (QLD Office of Liquor and Gaming).



*Designated Liquor Licensed Area in accordance with the BSA  
Restricted Liquor Permit (Office of Liquor and Gaming Regulation)*