

# School Sport SA softball

## Statewide schools

### Rules of the competition

Updated August 2024

#### Team composition

A team is limited to 12 players, listed on the team sheet to the convener before the game commences.

#### Matches

##### For years 5 to 12

Duration of Game: 1 hour. Teams have a maximum of 5 runs per innings.

No game shall progress past 60 minutes. No new innings to start after 55 minutes.

At the time of 60 minutes lapsing, the batter in the batter's box completes their turn at bat and all subsequent plays, before the umpire calls time.

In an incomplete innings, the score shall revert to that of the last even innings unless the team second at bat has more runs when time expires or in its incomplete innings has tied the score, and then the score shall stand.

#### Ball

##### For years 5 and 6

The ball size is 10.5 inch softcore and schools need to provide match balls.

##### For years 7 to 9

The ball size is 11 inch and schools need to provide match balls.

##### For years 10 to 12

The ball size is 12 inch and schools need to provide match balls.

#### Diamonds

##### For years 5 and 6

Base to base – 18.29m (60 ft); pitching 11.58m (38 ft)

##### For years 7 to 9

Base to base – 18.29m (60 ft); pitching 12.19m (40 ft)

## For years 10 to 12

Base to base – 18.29m (60 ft); pitching 13.11m (43 ft)

## Rules

All games at School Sport SA Statewide schools softball competition will be played in accordance with Softball Australia Official Playing rules unless otherwise stated below.

## For years 5 and 6

### 1. No walks

If a pitcher has delivered 3 balls, the batter will then hit off the tee which should be placed in front of home plate. This is the responsibility of the batting team to put their own tee out as quickly as possible. The batter's strike count remains so if they get three strikes they will still be out. A third strike ball hit foul off the tee is out. Swings off the tee must be a swing not a bunt. A swing and miss off the tee is a strike. On a safe hit off the Tee the batter runner may advance a maximum of two bases.

### 2. Five run limit

A five run limit per innings applies in this competition.

### 3. Pitcher / catcher restriction

A single pitcher or catcher cannot play more than 2 innings in that position during any one game. If a pitch is thrown in any innings that will constitute an innings.

### 4. Dropped third strike

On the third strike, a batter will be out regardless if the catcher receives the ball on the full from the pitcher.

### 5. Overthrow on fenced and non fenced diamonds

A maximum of one base on a pass ball/ overthrow will be awarded to baserunners, runners can't score from third on a pass ball. All other runners may advance if there is an empty base in front of them.

### 6. Infield Fly

A fly ball hit to the infield with first and second base occupied will not automatically be called out.

## For years 5 to 12

Warm up pitches: No warm up pitches (between innings) after the first innings. A new replacement pitcher is entitled to warm up pitches at the time of substitution.

Speed up rule: If the catcher is a base runner and there are 2 out, the catcher MUST be replaced as a base runner by the last person out. This is the responsibility of the coach and scorer.

Interchange rule: Substituted players may be returned to a game at any time, without restriction. Coaches are to ensure that replaced players returning to the game, must bat in correct order, i.e. in the batting position of the player they replace.

This rule is for maximum participation and is used instead of the re-entry rule in the ASF Official Rule Book.

## Protective equipment

Batters and base runners must wear a helmet. All students coaching on the diamond at first or third base must wear a helmet.

Catchers must wear a breastplate, mask with throat protector, a helmet and shin guards during the game and in warm up.

All infield players must wear a face shield.

No metal cleats are to be worn.



Government  
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