

School Sport SA Sapsasa state carnival

Softball Rules for all divisions

1. All games at School Sport SA Sapsasa State Carnival will be played in accordance with:
 - 1.1. Softball Australia Official Playing rules
 - 1.2. State Carnival Sapsasa Softball Rules
2. **Games consist of 60 minutes**
 - 2.1. If teams are drawn after 60 minutes the game shall not continue and the drawn result shall stand. No game shall progress past 60 minutes. No new innings to start after 55 minutes.
 - 2.2. 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.
 - 2.3. 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.
 - 2.4. Time will be kept by the managers.
3. **Five run limit**

A five run limit per innings applies in this competition.
4. **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.
5. **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.
6. **Overthrow on fenced and non fenced diamonds**

Maximum of one base on an overthrow, runners can't score from third on a pass ball unless there is loaded bases. All other runners may advance if there is an empty base in front of them.

Softball Rules for division 2 & 3 only

There will be no walks. If a pitcher has delivered 3 balls, the batter will then hit off the tee. The batters 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.

Softball State Carnival Organisation

1. **Equipment**
 - 1.1. Batters and base-runners must wear a batting helmet. This includes a player acting as a 1st or 3rd base coach.
 - 1.2. Fielders are not required to wear a face shield however it is recommended to wear mouth guards or face shields.
 - 1.3. All catchers are to wear a chest protector, leg guards, and catcher's helmet and face mask with throat protector.
 - 1.4. A 10.5" softcore ball shall be used
 - 1.5. Each fielding player must wear a glove
 - 1.6. Bats should be regular softball bats with non-slip grip covering the handle, and the length/weight of the bat should be suitable for the size of the players.
 - 1.7. Players are not permitted to wear metal cleats



2. Diamonds

- 2.1. 1st named team bat first and takes 1st Base Bench.
- 2.2. 2nd named team field first and takes 3rd Base Bench.
- 2.3. Diamonds are marked, with baselines of 60' and pitching distance of 38'

3. Teams

Teams shall consist of 11 players. Districts are encouraged to use all players in each game using substitute rule. This is easily done as all players bat in each game.

4. Interchange rule

Substituted players may be returned to a game at any time, without restriction. **All team members bat.**

5. Warm up pitches

No warm-up pitches will be permitted during game time.

6. Illegal pitching

Intentional Base on Balls are not to be used in this carnival.

No penalty will be awarded for an illegal pitch. The pitcher is to be informed of why an illegal pitch is called. However, a pitcher will not be permitted to gain any definite advantage.

7. Unfinished games due to weather

- 7.1. Games may be stopped or abandoned at the discretion of the Carnival Manager.
- 7.2. At least 30 minutes of play must be completed before the score will be counted. When less than 30 minutes played; games will be scored as a 0-0 draw.
- 7.3. The result of any game, which has to be abandoned after 30 minutes from the scheduled starting time, will stand as a completed game. The final score will be taken as the score at the last even innings, except that if the team second to bat has more runs when time expires, then the score stands.
- 7.4. If the temperature for the day is reported on the Bureau of Meteorology website for Adelaide Airport as being 35 degrees or higher at 8am on the identified day, the games will be shortened to 40 minutes to ensure the safety of all participants.

8. Speed up Play Rule

- 8.1. Teams are to 'hustle' on and off between innings.
- 8.2. The fielding side is expected to provide a player to take care of pass balls
- 8.3. Catchers speed up rule is to be used to ensure innings changeover is timely.

9. Team 'warm-ups'

Warm-ups should be conducted well away from games in progress. All catchers must wear full protective equipment when warming up a pitcher.

10. Umpires

Each district is responsible for the umpiring of the games in which they are playing by either sourcing an umpire for the team or the coach/ manager share the umpiring duties. The team on 1st base supplies the plate umpire, the team on 3rd supplies the base umpire.

11. Scorecards

The official scorecard must be signed by both coaches and umpires and placed in the scorecard box in the clubrooms by the winning team immediately after each match.

12. Carnival awards

- 12.1. There are no finals in any division.
- 12.2. Participation certificates will be awarded to all players.
- 12.3. Gold and silver medals will be presented to each player in the first and second placed team for each division.
- 12.4. If more than one team finishes in equal first position in a division, then the title will be shared and joint winners announced. No silver medals will be awarded if equal winners.
- 12.5. Match points are awarded in all games. Percentage is not taken into account when determining the premiership table to discourage teams from scoring more runs than necessary and demoralising their opposition.