School Sport SA rules of the knockout competition

Softball – boys and girls

Updated February 2019

Team composition

For years 6 and 7
A team is limited to 11 players, listed on the team sheet to the umpire before the game commences.

For years 8 to 12
A team may not be fielded with less than 7 players who must bat in order 1 – 9. Maximum of 11 players.

Matches

For years 6 and 7
Duration of Game: 1 hour. Teams have a maximum of 7 runs per innings.
No new innings are to commence after the expiration of 50 minutes unless the score is tied.
  • In the event of a tied game, the following ISF Tie-breaker rules apply:
    o Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner)

For years 8 to 12
Duration of Game: 50 minutes. Teams have a maximum of 7 runs per innings. Mercy rule is declared by the umpire if a team is winning by 10 runs or more after 3 innings.
No new innings are to commence after the expiration of 45 minutes unless the score is tied.
  • In the event of a tied game, the following ISF Tie-breaker rules apply:
    o Starting with the top of the next inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat last in that respective half inning being placed on second base (e.g., if the number five batter is the lead off batter, the number four batter in the batting order will be placed on second base. A substitute may be inserted for the runner)

Minor round format options

For years 6 to 12
The intent of having more than two teams grouped to play on the day is to give greater value for the time, effort and cost involved in coming together to play knockout sport.

Two teams
  • Play as per the rules above
Three teams
- Option #A each team plays both of the other two teams on the day as per the rules above.
- Option #B two teams play off and then the winning team plays the third team.

Four teams
- Option #A each team plays all of the other three teams on the day as per the rules above (3 rounds need to be played on the day).
- Option #B each team plays all of the other three teams on the day as per the rules above but reduce games to 50 minute games (3 rounds need to be played on the day).
- Option #C teams are seeded for the day’s play. In round one, teams ranked #1 and #4 play off and teams ranked #2 and #3 play off. In round two, the round one winners play off and the round one losers play off. (2 rounds need to be played on the day).

At the end of the round robin placing’s are determined by premiership points (2 points for a win, 0 for a loss)
If there is a two way tie the winner of the match between the 2 schools is the higher placed.
If 3 teams finish on equal points then runs for minus runs against for matches involving those three teams decides the position. The team having the most number of runs finishing in a higher position.

Finals

For years 6 and 7
In the grand final should the match be tied, the score will stand and joint winners will be declared.
School Sport SA will present 12 medals and a plaque to the winning teams (s).

For years 8 - 12
In the grand final should the match be tied, the ISF tie breaker rules apply.

Ball

For years 6 and 7
The ball size is 11 inch and schools need to provide match balls.

For years 8 to 12
The ball size is 12 inch for all competitions and schools need to provide match balls.

Diamond

For years 6 and 7
Base to base – 18.29m (60 ft); pitching 11.58m (38 ft)

For years 8 and 9
Base to base – 18.29m (60 ft); pitching 12.19m (40 ft)

For open girls
Base to base – 18.29m (60 ft); pitching 13.11m (43 ft)
Rules

For years 6 and 7
Pitching restrictions: The maximum number of innings that any pitcher may pitch in any game (including finals) is three (3) completed innings, with the exception of any game going beyond the sixth innings. As per Softball SA under 13 rules.
Designated hitter rule: This rules does not apply in School Sport SA Year 6 and 7 competitions to ensure that all players both bat and field.

For years 6 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, ie 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

For years 6 to 12
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.
It is strongly recommended that all players wear shin guards.
No metal cleats.

Safety base – used in all games
On any field at first base, the baserunner must use the safety base. The fielder must use the normal first base. Obviously a base runner may run over the first base, as they proceed onto second base, where there is no play at first base.