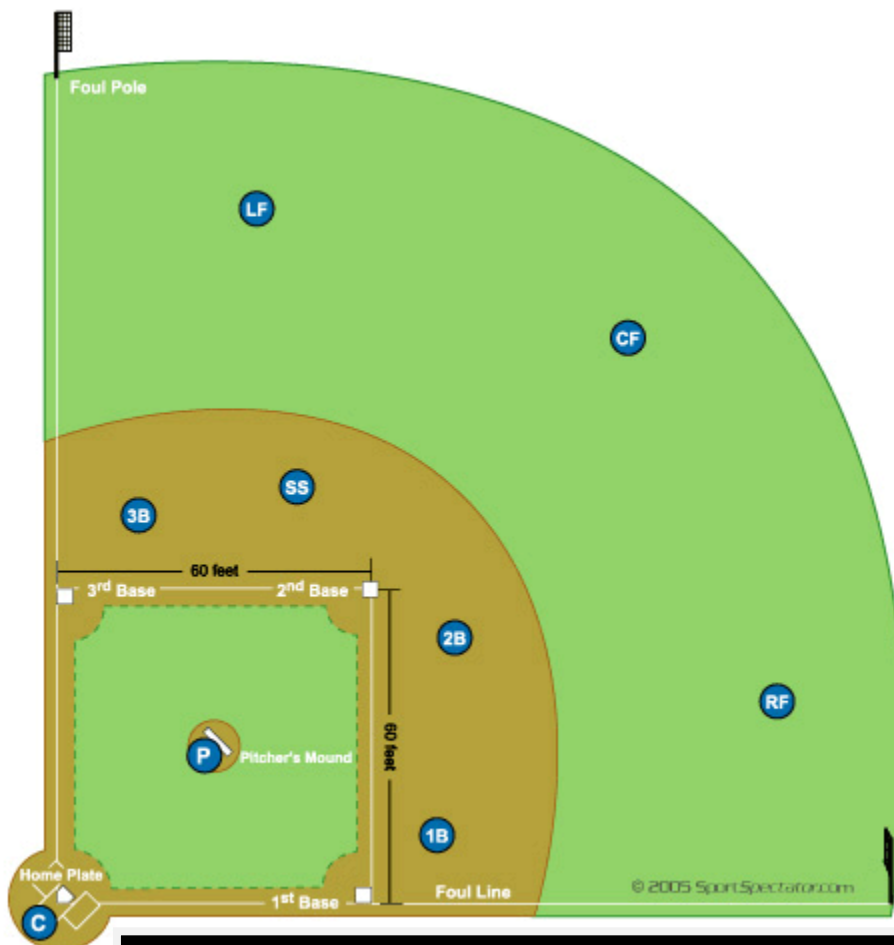


Castle Hill PSSA Softball and T Ball Rules

Please keep a copy of these rules with you at the games. These rules should be referred to if a matter arises between teachers. Please read carefully and familiarise yourself with these rules. Before you commence games on Friday mornings please consult with the other teacher to make sure you have consistency. E.g. set dead ball lines (using witches hats if possible or fence lines), what time you will be changing between games and what time the games will finish.

These rules have been written after consulting the NSW PSSA and CHSSA State Handbook Softball Rules and the NSW Softball Modball/Softball/T Ball Rules.

Softball



Softball – 18.29 metres between bases	Girls Pitching distance – 10.67	Boys – 12.19
T-Ball – 13.70 metres between bases	Pitching distance – 7.6m	3m arc around home plate

EQUIPMENT

***A softball kit must include:**

a safety base for 1st base, a 2nd and 3rd base

safety gear for the catcher (chest plate, leg protectors, face mask with throat protector and helmet)

4 batting helmets (All batters, base runners and junior base coaches must wear helmets)

Bats

Mitts

Pitching plate

Home plate

Softballs - 11 inches in size.

You should also have the following;

*Scorebook

*Stopwatch

*Witches hats if needed for dead ball lines

*Pitch counter

*Tape measure

It is recommended that players wear mouth guards especially infield players. Boys should wear boxes/protectors especially the catchers.

DIAMOND SET UP

*The Diamond should measure 18.29m between bases

*Pitching distance for the Girls shall be 10.67 metres (35')

*Pitching distance for the Boys shall be 12.19 metres (40')

*The pass ball line shall be a minimum of 7m and a maximum of 9m and unless officially marked, both coaches must agree on its location prior to the start of the match.

WARMING UP - During the warm up period any players helping to warm up a pitcher must be wearing a helmet, mask and throat protector.

COACHING and UMPIRING

Umpiring should be carried out by the teachers accompanying their teams. Whilst umpiring on the diamond, teachers should not be coaching their teams. It may be necessary in first term to give a little direction to both teams as to where to stand when batting etc. Please use common sense and remain unbiased. Parents are not permitted onto the diamond to act as coaches.

Children are allowed to assist with coaching on bases but must be wearing helmets.

Please make these rules available to any casuals who may take the team. If a relieving teacher is unwilling to umpire and you find it necessary to use a parent as umpire to allow the game to go ahead, please consult with the other school when you arrive. Schools need to use their discretion and only use parents as a final resort and only those parents that can remain impartial. If you have any doubts please contact the convenor.

THE GAME

1. **Games will have time constraints but should last for 1 hour if possible.** Both coaches/teachers need to *decide on a finishing time* prior to the commencement of the game. "Time and Game" is to be called by the plate teacher/umpire, unless in the middle of a play (not an innings) when the play is allowed to be completed. **Teachers should swap games at the ½ way mark if possible. Due to time constraints please do not wait for the end of an innings if it means that the other teams are just waiting around. You may change in the middle of an innings but not mid batter.** (Wait for the batter to finish at the plate)
2. A result is decided on even innings. In the case of uneven innings when time is called a count-back to even innings shall apply except in the following situations:
 - if the second team in bat has equaled the score of the other team that incomplete innings shall stand and the game shall be declared a draw.
 - if the team second in bat has overtaken the score of the other team when time is called that incomplete innings shall stand.
3. The following rules apply to the **pitcher** in a game:
 - The pitcher must take a position with both feet on the ground and in contact with the pitcher's plate.
 - Just prior to pitching a pitcher must come to a complete stop, facing the batter with the ball held on both hands in front of the body. If the ball is pitched before the batter of catcher is ready then a "no pitch" is called.
 - A pitcher may be relieved at any time. A new pitcher should deliver no more than 5 warm-up pitches to the catcher.
4. The following rules apply to the **batting** team:
 - The strike zone is from the underarms to the top of the knee when the batter is in her natural batting stance, and over any part of the plate.
 - The umpire will call the delivery of the pitches to the batter as "balls" or "strikes". If the ball is struck then the hit is deemed "fair" or "foul".

Please note that we play the 7 across rule not the unlimited run rule.

- ***The batting team retires when 3 outs are recorded, when the 7th run is scored or when 12 batters have completed their turn at batting, whichever comes first.***

A “fair” ball is one which:-

- settles on fair ground between home and first base, or between home and 3rd base.
- is on or over fair territory when bounding to the outfield past 1st or 3rd base, or that touches first, second or third base.
- first falls on fair territory on or beyond 1st base or 3rd base while on or over fair territory, touches a player or umpire.

A “foul” ball is one which:-

- settles on foul territory between home and 1st base, or between home and 3rd base.
- bounds past 1st or 3rd base on or over foul territory.
- first falls on foul territory beyond 1st or 3rd base.
- while on or over foul territory, touches a player or an umpire.

A “strike” is called when: -

- the ball is legally pitched into the strike zone (over any part of the plate and between the batter’s underarms & knees) and is not hit.
- when the batter swings at the ball and misses, regardless of whether the ball was pitched into the strike zone or not.
- when the batter hits a foul ball (unless the count is already at strike two in which case the count remains the same).
- a foul tip is held by the catcher. A foul tip is a batted ball which goes directly from the bat, not higher than the batter’s head, to the catcher’s hands and is legally caught by the catcher.
- **A batter can run on the third strike if the catcher does not catch the ball on the full.**

A ball is called:-

- when the ball is not pitched into the strike zone and is not struck at by the batter.
- for each illegally pitched ball baserunners may advance one base without liability of getting out.

The batter receives a ‘walk’ when: -

- four ‘balls’ have been called by the umpire.
- the batter is touched by a pitched ball which the batter is not attempting to hit unless;
 - The ball is in the strike zone when it touches the batter
 - The batter makes no attempt to avoid being touched by the ball.
- the catcher interferes with her.
- a fair ball touches an umpire or a runner on fair territory before touching a fielder. If a fair ball touches an umpire after having passed a fielder other than the pitcher, or having touched a fielder, including the pitcher, the ball is in play.

The batter is out when: -

- the third strike is caught by the catcher. If not caught on the full, the batter must run to first with liability of being put out.
- a bunt is foul after the 2nd strike.
- the batted ball hits the batter when moving out of the batter's box on the way to 1st base.
- tagged before reaching 1st base.

CATCHER'S INTERFERENCE – If the catcher or their glove interferes with the batter whilst hitting the ball, the batter may walk to 1st base.

THROWING THE BAT – The batter is out if the bat is thrown out of hands in a continuous action whilst completing the hit. The batter is also out if the bat is thrown in a dangerous manner.

6. Once a fair ball is hit the batter becomes a **runner** and the following terms and rules apply:

- Baserunners may advance at their own risk on a call of 'strike'. Unless the ball is called foul. If the ball is called foul, players who have started to advance must go back to their base without liability of getting out.
- A tag must be made on the runner who is **unforced** by the mitt with the ball or the non-glove hand with the ball. If the ball is dropped during the tag it is incomplete and the runner is safe.
- If **forced**, the runner is out if the fielder has control of the ball and part of the body or glove is in contact with the base before the runner gets to the base. A forced runner may also be tagged out.

7. A runner is **out** when: -

- running more than 1m from the line drawn between bases in order to avoid the tag, unless avoiding interfering with a fielder attempting to field the ball.
- tagged while not on a base. *Exception* a batter baserunner cannot be tagged out after overrunning or oversliding 1st base. If the runner turns and begins to go towards 2nd base, then a tag can be made.
- a baserunner passes a preceding baserunner before that runner has been put out.
- the runner leaves the base before a fly ball has been caught, provided the ball is returned to a fielder and held on that base or the runner is tagged before the baserunner returns to her base.
- a baserunner is hit by a batted ball before it passes an infielder, excluding the pitcher, unless in the umpire's judgement, no infielder had a chance to play the ball.
- runner fails to proceed to a base once the pitcher has the ball within a 2.2m radius of the pitcher's plate
- **if the runner intentionally removes the batting helmet** while running or while the ball is in play.
- leaving the base before the ball has left the pitcher's hand.

NOTE

If a runner slides into any base & knocks the base out of its original position, the runner is not required to run after the base in an attempt to remain safe. The runner should stay where he/she landed until a call of 'out' or 'safe' has been made. Play is then temporarily suspended while the base is repositioned again.

Dead ball – a dead ball is one that:

- Touches any object that is not part of the official playing equipment or area, or a player/person not engaged in the game
- Passes out of the outer limits of the playing field
- Lodges in the umpire's gear or an offensive player's clothing
- The umpire has ruled dead

A base is awarded to each baserunner if a ball is thrown over or passes over the deadball line. If the runner is standing on 1st base then they are given a walk to 2nd. If a player is on their way to 2nd when the ball goes dead they are given a walk to 3rd. All players on bases are moved on if the ball goes over the deadball line.

TEEBALL

THE TEAM

1. The same field positions and team rules apply as for Softball. Only 9 players may bat in any one innings.
2. All batters must be listed on the score sheet before the commencement of the game.

THE FIELD

1. **Base paths are 13.7m with the pitching plate 7.6 m from the apex of home plate.**
2. A 3m arc using the apex of home plate as axis shall be drawn across the field between third base and first base paths (area inside arc is a dead ball area)

EQUIPMENT

1. Regulation bats.
2. Rubber tee-ball. 9-9 ½ inch ball
3. Regulation gloves of standard size. Mitts may be worn by the catcher and first base player.
4. Batting tee must be light enough to be easily moved and must not have any sharp edges. Tee may be adjusted according to the height of the batter.
5. The tee is placed with the stem on the centre front of home plate.
6. After the batter hits the ball fair, the umpire shall remove the tee.

THE GAME

1. Games last for 1 hour.
2. The following rules apply to the batting team:
3. The batter is allowed to level the bat with the ball only twice before hitting the ball. If in the leveling swing the ball is hit off the tee then a foul ball is called. (If it is a third strike then the batter is out).
4. Bunting is not permitted.
5. The batter must not have his/her foot on home plate or outside the batting box area.

6. Strikes are called when:
 - the batter swings and misses (3rd strike = OUT)
 - first two foul balls are struck
 - the batter knocks down or dislodges the tee so as to interfere with play (the ball is called DEAD – runners may not advance)
7. The batting team is out when:
 - 3 outs have been made by the defensive team OR nine batters have batted (whichever comes first).
 - the last batter for the innings (9th batter) is called to bat both teams must be loudly informed “LAST BATTER”. This means a force out (catch, tag before reaching 1st, ball held at 1st before batter arrives) will finish the innings and no runs shall score after the batter is out.
 - an infielder may elect to hold the ball at home plate as a way to retire the last batter.
8. The ball is “**fair**” when it is hit off the tee and lands in fair territory beyond the 3 metre arc – the same rules as softball apply.
9. The ball is “**foul**” when a batted ball settles or is touched inside the 3 metre arc or a fly ball is touched but not caught by a player in this area (the ball is called DEAD and runners may not advance).
10. The ball is “**dead**” when it has gone beyond the limits of the playing field or “time” has been called or a foul ball has been called. NO runners may advance unless awarded bases by the umpire.
11. Because there is no pitched ball a runner is required to wait until the ball is hit before leaving the base. Any player who does this will be called “out”. The ball is “dead”, the batter returns to bat again and the strike call is cancelled.
12. These rules apply to the fielding team:
13. The pitcher must be on the pitching strip when the ball is hit but may then move off the strip to field a ball or back up a base.
14. No fielder may be in the foul ball area or closer to the batter than 7.6m.
15. The catcher must be behind home plate in the catcher’s box.
16. When the ball is hit fairly play proceeds as in normal rules of Softball.
17. In the event of a “wildthrow” – ball remains alive and runners’ advance is unlimited. With an “overthrow” – ball becomes DEAD and runners are entitled to bases from the time of the throw.

Dead ball – a dead ball is one that:

- Touches any object that is not part of the official playing equipment or area, or a player/person not engaged in the game
- Passes out of the outer limits of the playing field
- Lodges in the umpire's gear or an offensive player's clothing
- The umpire has ruled dead

A base is awarded to each baserunner if a ball is thrown over or passes over the deadball line. If the runner is standing on 1st base then they are given a walk to 2nd. If a player is on their way to 2nd when the ball goes dead they are given a walk to 3rd. All players on bases are moved on if the ball goes over the deadball line.

In Summary

Before the commencement of each game decide between both teachers the finishing time for the game.

Swap at half way mark but do not hold up games unnecessarily.

Softball - 3 outs or 7 across the plate.

T-ball - 3 outs or 9 batters.

We **do** tag in Softball and T-ball.

Unforced runners must be tagged.

There is no infield fly rule in either T-ball or Softball (CHPSSA).

Runners may run through first base and not be tagged; on any other base the runner can be tagged if they come off the base.

If a player throws a bat in a dangerous manner, he or she is out. Please warn both teams before the commencement of the game.

A fielding player is obstructing the runner if they are standing on the line and impeding the runner's advancement.

If a ball goes over the dead ball line (pass ball line) the runners on base are awarded a base.

Make sure you advise both teams to bring on their substitutions.

Remain impartial when umpiring