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SECTION.1. General Information

1. Coaching Resources

Softball Coaching Manuals, Rule Books, Rules in Pictures and Coaches Pocket Planners are available from the CSA Office and **Grand Slam!** Gear Shop. Notices of Coaching Courses are circulated on a regular basis to clubs and details are also posted on the web site.

There are several very good softball coaching videos that are available at \$25.00, each which includes postage & packaging and GST. The titles are:

- Coaching Fastpitch Softball
- Developing the Fastpitch Catcher
- Pitching
- Defensive strategies
- Drills to develop a winning hitter
- Bunting & Sliding
- Defensive Fundamentals & Drills
- The Mark Sorenson hitting video
- The Marty Grant pitching video

You can also register to receive the “Hey Coach” monthly newsletter by mail. Contact the CSA Coaching Director if you wish to be placed on this mailing list.

2. Softball Coaching Courses

Softball Coaching Courses are conducted throughout the year by qualified softball coaching instructors. These are held at Mainland Foundation Ballpark and, if numbers warrant, at softball clubs upon request. SNZ have restructured the coaching qualification framework for 2007/2008. The new “Coaching the Competitive Athlete Unit” replaces the Level 2 course and incorporates the following modules. This format enables deeper understanding of the various aspects of coaching our game.

- Pitching
- Hitting & The Short Game
- Catching
- The Coaching Process
- Infield
- Outfield
- Base Running & Sliding
- Pitchers & Catchers (Battery)
- Understanding the Athlete
- Characteristics of Softball
- Softball Psychology

Other Courses available are:

- Coach Tee Ball Unit
- Induction Unit (formerly Level 0)
- Essential Skills Unit (formerly Level 1)

Notices of these courses are circulated through the club secretaries. Upon completion of each course, participants are registered with Softball New Zealand and receive a Coach Certificate.

3. **General Coaching Courses**

Coaching Courses are conducted by Sport Canterbury throughout the year. Notices are circulated to club secretaries. Courses that are available are:

- Coaching NZ Level 1
- Coaching NZ Level 2
- CAD Courses (Coaching for the disabled)

These are generic coaching courses and have excellent coaching principles content.

Contact Sport Canterbury Tel: 3735060 or have a look at their web site:
www.sportcanterbury.org.nz

4. **Administration Courses**

Sport Canterbury runs several administration courses for sporting groups and clubs. Some of the modules include:

- The Chairperson & Meetings
- The Secretary
- The Treasurer
- The Team Manager
- Strategic Planning
- Marketing & Promotion
- Fundraising & sponsorship
- Event Planning & Management

5. **Headquarters**

The complex is available to all softball members. If your club or Association wishes to use Mainland Foundation Ballpark lounge or meeting/training rooms, then please contact the office.

There is to be no training or practice on marked diamonds or inside diamonds at Mainland Foundation Ballpark upon pain of a \$100 fine.

6. **Smoking Policy**

There is no smoking anywhere within the confines of the perimeter fence at Mainland Foundation Ballpark. Anybody not respecting our smokefree policy will be asked to leave and persistent disregard could result in a fine and/or trespass order being issued.

The CSA policy for all other grass diamonds is the same as New Zealand Softball's policy and that is "**Smokefree between 1 and 3**" i.e. dugout and spectator areas between 1st and 3rd is smokefree. We ask that team members, officials and supporters do not smoke in the dead ball area between 1st and 3rd base on all softball diamonds in Christchurch.

The Official Softball Rule book (Rule 1, section 27) also states "the dugout is an out-of-play area designated for players, coaches, bat boys/girls, and official representatives of the team only. **There shall be no smoking in this area.**" Players that continue to smoke in dugouts or non-designated areas will incur a \$250 fine.

7. Grand Slam! Gear Shop

The Grand Slam! Gear shop at the Headquarters stocks a range of softball equipment including CSA and SNZ merchandising and clothing. The shop is open throughout the week from 9am to 5pm (it is recommended you telephone first) and on Saturdays from 9am to noon.

The profits from the shop (minimal as they are) help keep your fees down so it is in your best interest to support yourselves.

CSA has signed an Easton agency agreement and now have that added line in the gear shop. Their line of product is on the website and some samples are on display in the shop. The quality of the equipment is excellent and will give added range to our existing selection.

The Grand Slam! Softball store is also available on line at www.csa.org.nz . This offers the capability for people to purchase on line and have goods delivered to their home or work place. The motivation is for us to diversify our income and as a consequence keep costs to our members to a minimum. It is also designed to add value by delivering to you, the customer.

8. Development Squads

Each year players are selected from representative teams and are invited to attend special skills clinics with senior coaches. This is generally planned for August/September of each year.

9. Canterbury Representative Teams

The selectors/coaches of each of the Canterbury Representative Teams will be observing games from the start of the season. To ensure that no players are missed, Clubs will also be invited to nominate any outstanding athletes they believe could be candidates to make a representative team. This does not automatically mean a player will get a Canterbury trial but does give an additional opportunity for selection. Please ask your Coaches not to nominate entire teams, this only causes disappointment and slows the selection process down.

Players will be able to represent Canterbury in a maximum of two January tournaments, one of which must be their appropriate age grade. This is a rule introduced by Softball New Zealand and supported by the CSA.

Trials will be advised to all Club Secretaries. All teams must be named by 30th November 2007.

For your interest this year's representative calendar is:

National League	Various	Dates to be confirmed
U19 Boys	Nelson	9 th - 12 th January 2009
U19 Girls	Counties Manukau	3 rd - 6 th January 2009
U17 Boys	Manawatu	22 nd - 25 th January 2009
U17 Girls	Christchurch	22 nd - 25 th January 2009
U15 Boys (SI)	Alexandra	15 th - 18 th January 2009
U15 Girls (SI)	Alexandra	15 th - 18 th January 2009
Southern Cross Challenge	Christchurch	22 nd - 26 th April 2009

SECTION.2. Rules & Information

1. *Entries*

1.1 Senior Competition

An official entry form is forwarded to all clubs in August of each year. The club nominate which of the grades they wish to make a team entry to. A \$50 entry fee (that is credited to the Team Fee payable each year) must accompany all entries.

All clubs and teams are to check that their team is in the numbers draw and is appearing in the competition draw. If there are any omissions or errors, please notify the CSA office immediately.

1.2 Online player registration

Clubs will be responsible for registering their memberships in the online membership database at www.uat.esoms.eyed.com. Each team must have a minimum of nine (9) players registered by 31 October 2007. Any teams not registered by this date will be automatically removed from the competition.

2. *Grades*

The grades for the 08/09 season will be:

Premier men & women
Reserve men & women
B Grade
C Grade
F Grade (President's men)
Mixed Grade
Slowpitch mixed (Thursday evening)

Age grades are determined by age as at the 31st December each year. In other words the child must be under the nominated age grade as at 31 December.

Under 19	[Rookie League]	(start time Saturday 10am; Monday 5:45pm)
Under 16	[Junior League]	(start time Saturday 10am; Monday 5:45pm)
Under 13	[Little League Div.2.]	(start time 11:00am)
Under 11	[Little League Div.1.]	(start time 11:00am)
Under 9	[Tee Ball]	(start time 9:30am)
Under 7	[Tee Ball Mixed]	(start time 9:30am)

All grades, with the exception of Slowpitch are played on Saturdays, Juniors in the morning and seniors in the afternoon. Junior League and Rookie League will also have a mid week competition in addition to Saturday mornings.

The Slowpitch Community League is played on Thursday evenings and teams must use the appropriate Team Entry form for this competition.

2.1 Junior Eligibility

Please ensure that no player plays in a grade lower than they are eligible for. The penalty for any player playing in a lower grade or under an assumed name is automatic loss of points.

Dispensations may be requested in writing for consideration in which case evidence of any disability must be provided.

3. *The Draw*

The draw is published in The Press on Wednesday mornings and is also posted on the Association web site and the Softball Headquarters noticeboards each Monday afternoon.

People can also sign up to the Canterbury Softball Mailing list via the website. Once your favourite Club, Team or Tournament have been selected and the desired notices have been chosen you will be emailed the latest draws, results and notices when a corresponding event occurs.

The Association web site address is: www.csa.org.nz

Whilst a draft numbers draw is issued at the beginning of the season, this is a guide only and will be confirmed as above each week.

Results and points tables for each grade will also be displayed on site, however the accuracy is dependent upon teams handing in the team cards after each game and competition grounds returning to the Association in a timely manner. Any query regarding the point's tables must be made in writing by the club concerned. Queries from individual team members can not be acted upon.

3.1 Points Tables

Premier Grades will adopt a 3 tiered bonus points system as follows:

- 3 points Win
- 2 points Tie breaker loss
- 1 point Loss by less than 3 runs, where 1 or more run is scored

For all other grades, two points are awarded for a win and one point is awarded for a draw. Any query on the points table must be in writing and come through a club. Individual enquiry on points will not be actioned.

4. *Cancellations*

In the event of cancellation, a cancellation notice will be advised through Newstalk ZB. An electronic voice message will also be placed on the Association Telephone: 3899167. Please **do not telephone** the radio stations.

5. *Grounds*

Whilst Canterbury Foundation Ballpark is the Headquarters for the Canterbury Association there are several other grounds used for senior competition and club days. The abbreviations used to identify those grounds are as follows:

BN	Burnham	Burnham Military Camp
BS	Burnside Park	Memorial Ave
CB	Crosbie Park	Apsley Drive, Avonhead
HL	Halswell Domain	Halswell Rd
HP	South Hagley Park	Deans Ave
LN	Linfield Park	Kearneys Rd
M	Mainland Foundation Ballpark	(Headquarters), Pages Road
P	Papanui Domain	Sawyers Arms Rd
S	Spreydon Domain	Domain Tce
W	Warren Park	Oakley Cres
RW	Rawhiti Domain	Rawhiti Ave (off Marine Parade)

Under no circumstances is alcohol to be consumed on any Park.

6. *Ground Managers*

Ground Managers are responsible for:

- ① Making cards available at least 30 minutes prior to each game
- ① Collecting cards and mailing to the CSA. P O Box 24172, Christchurch.
- ① Telephoning, faxing or emailing ground summary results each Monday

7. *Team Cards*

- a. The **first named team** in the draw collects the team card.
- b. Each team must fill out the card with last name and first name. First names only, or abbreviated names are unacceptable and could result in loss of points.
- c. Record the names in batting order together with substitutes. If you are using a Flex player this person must be entered in the batting order in the normal manner and the player that he or she is batting for is named as the 10th name of the card.
- d. Once both teams have completed filling in the card, hand to the Plate umpire.
- e. Absent players cannot be put on the card, however players can be added to the card at any time during the game.
- f. Umpires record the score on the bottom of the card and sign before handing back to the winning team.
- g. The winning team is responsible for the card to be checked and handing back to the Ground Manager or Ground repository. **DO NOT TAKE THE CARD BACK TO YOUR CLUBROOMS.**
- h. It is appropriate for visiting teams to support the host clubrooms, if even for a short time.

8. *Pre Game Line Up*

Team representatives will meet with the umpires fifteen minutes before the scheduled start time. The Umpires will introduce themselves and explain any ground rules. The toss will be taken and the winner of the toss has the option of fielding or batting. Batting teams generally take 1st baseline and fielding teams take 3rd baseline.

9. *Number of Players*

9.1 Senior

Premier and Reserve Grade must have a minimum of nine (9) players to start the game. All other grades may play with a minimum of eight (8) players.

9.2 Junior

All games will commence on the siren/hooter. If a team has only eight (8) players at the time of the siren/hooter they must commence the game and 1 run is awarded to the opposing team for each 5 minutes up to 15 minutes. Therefore a team commencing with 8 players and finishing the game with those 8 players concedes 3 runs to the opposing team.

The ninth player may enter the game after the start; the umpire will have to add the players name to the card before they take the field. A player so entering the game will take the 9th spot in the batting order without penalty.

If a team has less than 8 players at the time of the siren/hooter sounding - the game will be defaulted.

10. Penalty Runs

Teams with less than the required number of players required at the advertised start time will forfeit one run up to five minutes late, two runs up to ten minutes late and three runs up to fifteen minutes late. If after 15 minutes the required player/s have not arrived, then the game is defaulted. The penalty run rule is not applied to premiers.

11. Time Limit

11.1 Premier & Reserve Grades

Premier and Reserve Grade play seven inning games, which if at completion is tied shall go straight into tie breaker to determine a result. There are no draws in premier or reserve grades.

11.2 Senior (Go forward)

All other grades shall play to a time limit of one and half hours after the advertised time of the game. After 1 hour 30 minutes the umpire will signal that time is up to both coaches. **The game continues until the inning is complete.** An inning has started after the first pitch.

Exception: If the team second to bat is ahead, there is no need to complete the inning.

11.2 Junior (Go back)

Rookie League	1 hour 45 minutes
Junior League	1 hour 30 minutes
Little League Softball	1 hour
Tee Ball	1 hour

Junior games must start and finish at the sound of the siren/hooter.

The result of the game is taken as at the last completed innings. An innings is complete however (regardless of the number of outs) if the team second to bat is ahead.

The only exception being in the case of a Grand Final where a Tie Breaker will be used in the case of a draw.

(Note: Whilst in junior grades you go back to completed innings at time, senior grades go forward to complete)

12. Run Ahead Rule

A Run Ahead Rule (mercy rule) applies when one team leads the other by

- a. Twenty (20) runs after three (3) innings
- b. Fifteen (15) runs after four(4) innings
- c. or seven (7) runs after five innings

13. Uniforms

Teams with players not in correct uniform shall forfeit one run for each player not correctly dressed up to a maximum of three runs. Please note that this is an appeal play and runs will only be awarded when the player/s take the field for the first time.

Differing “colours of stripes” are not grounds for an appeal. Different coloured tops are grounds for an appeal.

The minimum requirements are a uniform top and knickers/shorts. All managers are asked ensure that all team members are in full club uniform and that such uniform is neat and clean and in good order. It is also expected that coaches should be in team colours and maintain a high standard of dress.

14. Defaults

Any known defaults should be advised to the Association at least 48 hours before the scheduled fixture. Failure to do so will incur a fine. A team that has defaulted three times will be asked why it should remain in the competition. If a team is removed from the competition the \$100 withdrawal fee will apply. Teams defaulting must notify the umpires allocated to their game.

The defaulting team can offer to play at an alternate time, however the opposing team is not obligated to accept such an offer and can accept the default only. If all parties agree to an alternate time for the fixture then it is the defaulting team’s responsibility to make arrangements for grounds and umpires. Once a result is known, the card should be sent to the Association so the points tables can be updated.

Premier defaults (notified or otherwise) or elected forfeitures, will incur an immediate fine of \$300.00.

15. Barracking

Players, Coaches and Team Supporters must not indulge in personal barracking aimed at opposition. Coaches should also be aware of the proximity of spectators and children to their respective team areas.

16. Player/Umpires

Reserve Grade teams are to umpire the game in the alternate time slot unless indicated in the draw. Open grade teams are to provide one umpire each and umpire their own games. If Official Umpires are to be provided then the teams will be notified directly.

Both player/umpires are to sign the card and state their club. Non-attendance of player/umpires will result in a fine of \$ 50. A second occurrence by the same team will incur a fine of \$100 together with loss of competition points.

17. Appeals

Coaches and players are reminded that only certain decisions or plays are open to appeal. Such appeals must be made to the umpire immediately after the incident occurred.

18. Protests

The CSA Protest Committee will deal with only protests that meet the requirements set out in the NZSA Rule Book.

The notification of intent to protest must be made immediately before the next pitch. The Coach of the protesting team shall immediately notify the plate umpire that the game is being continued under protest. The plate umpire shall notify the opposing coach and official scorer. The conditions surrounding the protest shall be noted on the team card e.g. Bottom 5, 2 down - protest.

Such protest shall be lodged with the CSA office in writing no later than 48 hours after the match. Each protest is to be accompanied by a fee of \$20.00 and also a copy of the scorebook. Such fee shall be forfeit if the protest is dismissed.

To reduce the number of unnecessary/ill informed protests, Social and mixed grades must, in addition to the normal requirements, include the following:

- Full discussion and involvement of the opposing coach prior to the protest being registered on the card as an official protest.
- Inclusion of the umpire's and coach's name and contact telephone numbers.

If the protest is upheld the game will normally be awarded to the team submitting the protest. Only in the instances where both coaches agree and the umpires maintain an opposing stance will the protest result in a replay.

Please check the rulebook carefully to ensure you comply with on diamond protest protocols and that the matter is in fact "*protestable*". We would remind coaches that matters involving umpire judgement are not protestable.

19. Backstops & Pitching Mats

These are to be put out by the first named team in the first time slot and put away by the winning team of the last time slot. Failure to comply will result in a \$50 fine.

All grounds must use backstop nets and pitching mats. This rule is to help preserve the grounds and must be observed. Refusal to use the pitching mats provided will result in a \$50 fine.

20. Deferments

Teams depleted by representative players (minimum of three or a recognised pitcher/catcher combination) may write to the Operations Manager and request a deferment and if granted, ensure that the Office has actioned.

All other grade requests for a deferment can only be granted by mutual consent with the opposing team. These must be notified to both the CSA and the umpires at least one week before the scheduled fixture. Premier deferments will only be granted on a case by case basis and must be requested in writing well in advance as this impact on media coverage.

It then becomes the team's responsibility to organise umpires and grounds for the rescheduled match. There are no deferments for Knock Out matches. A result is necessary for a Knock Out to progress through to a final.

21. Interchange

There is to be no interchange of players except between premier and reserve grades (or next team down if there is no reserve team). In this instance no recognised premier pitcher may pitch for reserve grade.

Players may play up a grade/s three times only before automatically being regraded. No player from a higher grade may play down a grade/s.

Any team which plays a player registered in a higher graded team will forfeit the game and be fined one hundred dollars (\$100.00).

22. Regulation Equipment

22.1 Ball type

Premier & Reserve Grades	Easton 803N
B, C, F & Mixed Grades	D12 DPFK Diamond neon
Slowpitch	12" Flexiball
Rookie League (Under 19)	M150 Mizuno neon
Junior League (Under 16)	D12 RFPK Diamond Neon
Little League Div 2	11" softball neon
Little League Div 1	11" flexi neon
Tee Ball Boys & Girls	11' flexi standard (or neon)
Tee Ball Mixed	10.5" flexi white

22.2 Batting helmets

21.2.1 Senior

It is compulsory for Premier and all Open Grades (including Mixed) to wear helmets whilst batting and running the bases.

21.2.2 Junior

Batting helmets whilst batting and running the bases are compulsory for U13-U19 Grades for all batters. We do strongly recommend that U11batters and base runners also wear helmets. If Under 11 grades elect to wear helmets, there must be a minimum of four available.

(A batter may be called out for deliberately removing a helmet)

22.3 Catchers equipment

All catchers must wear a chest protector, mask/throat guard, helmet and leg guards. Whilst not compulsory it is strongly recommended that male catchers wear a box.

23. Tie Breaker

In all CSA premier competition games the Tie Breaker will start in the 8th inning if the scores are tied.

In Knockout competition (Time Limit games) the tie breaker will start if two teams are drawn at the end of time. There are NO DRAWS in Knockout Competition - there must be a result.

24. Practices

There is to be no training or practice on marked diamonds or inside diamonds at Mainland Foundation Ballpark upon pain of a \$100 fine.

25. Rubbish

Please ask your members to remove any rubbish that they bring onto the parks. The CCC is “considering” charging for all weekend cleanups required on all Council parks after a weekend. We can each play our part by simply taking away the rubbish that we bring onto the parks.

26. Transfers

25.1 Local

Any player that has played in the previous five years and wishes to play for another club must get a transfer/clearance from their current club. Players must complete a CSA Transfer Form and hand to a CSA staff member, accompanied by a \$20 transfer fee before playing for their new club. In the event that a player without a transfer plays for another club - **there is automatic loss of points**. If a club refuses to grant a transfer they must immediately state the reasons on the transfer form (including amounts and/or club property outstanding). No local transfers are permitted after Christmas unless all parties agree to it.

25.2 Provincial

Players transferring to or from another Province must complete a Softball NZ Inter-Association Transfer Form. The old club and the old association must complete this transfer form before the player can play for their new club.

25.3 Premier

Premier players are not permitted to transfer locally after the third playing day unless requested in writing and upon mutual consent between the clubs involved.

SUB SECTION 2(b) Fastpitch Mixed Rules & Information

1. *Fastpitch Mixed Rules*

The rules of Saturday afternoon mixed softball remain the same as basic fast pitch softball with a few exceptions.

1.1 Exceptions

- i) If you have the ability to field four (4) of the minority gender do so. The formal requirement however is to have a minimum of three (3) of the minority gender.
- ii) Females pitch to female batters and males pitch to male batters.
- iii) There is no bunting.
- iv) There is no sliding.
- v) There is no stealing.
- vi) Mixed grades umpire themselves.
- vii) You must have FUN!

1.2 Regulation equipment

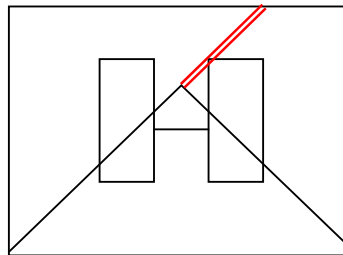
It is compulsory for batting helmets to be worn. This softball safety rule cannot be mutually disregarded if we expect ACC and Health Insurance cover to continue to operate effectively.

SUB SECTION 2(c) Slowpitch Community League Rules & Information

1. *Slowpitch Community League*

- 1.1 Team cards should be collected from the Office before start of play, and returned at the end of play to the Office.
- 1.2 Encourage communication with the opposing team to sort out any differences of interpretation of play.
- 1.3 Games to start at 6:00pm prior to Labour Weekend and 6:30pm thereafter
- 1.4 A minimum of seven players to begin game (2 of the minority gender). If less, the opposing team will win by default after waiting a maximum of 10 minutes for players to arrive. Please advise early if you are not able to make up a team, as everyone arrives at the park EAGER TO PLAY.
- 1.5 Teams may as many players as they want in the batting line up (players must remain in sequence), but only 10 players are to be on the fielding diamond.
- 1.6 Games will last for either seven innings or 1h 15mins (with completion of play at the bottom of the innings), whichever comes first. Please be conscious of light problems.
- 1.7 The ball must be delivered with a perceptible arc of 6 to 8 feet from the ground. The pitched ball landing on the Home plate does not constitute a strike. Only pitched balls that land on the designated mat are deemed to be a strike ie. Nothing that lands in fair territory is deemed a strike. The batter must be within the batter's box and not touching home plate when the ball is hit.
- 1.8 The regulation pitching distance shall be no less than the Men's mark as marked on the diamond. This distance is set at 14m/46ft.
- 1.9 The batter is out when a third strike is called, including an uncaught foul ball that is hit after two strikes.
- 1.10 No Bunting is allowed.
- 1.11 Under no conditions is a runner permitted to steal a base before the ball is hit. They must return to their base if the ball is hit foul.

- 1.12 If the hit is caught, the base runner must return to their base before proceeding to the next base.
- 1.13 NO CLEATS
- 1.14 A runner must not run more than 1 metre off the straight line between bases in an effort to avoid being tagged, When running between bases, you are not committed at any point to a particular base, you may return to the base you have come from or get to the next base.
- 1.15 If the run is a forced run, that is if other runners are moving between bases, a runner does not have to be tagged, but if the runner is not forced, the runner must be tagged (except for plays at home plate) and the tagger must have full control of the ball.
- 1.16 Plays coming home are always to be treated as forced plays. No tag plays are necessary, and it is not necessary for the base runner to cross home plate. Crossing the “score line” is sufficient. (The Red Line extended from first base line as seen below)



- 1.17 Fielders covering bases must not anchor themselves to the base, as they create a hazard for the runner. It is only necessary for the base fielder to have a foot in contact with the base plate.
- 1.18 If the ball is misfielded and goes over the dead ball line, the runners may all take one more base. If a runner is between bases, they may continue to that base, plus take an extra one. This can include a free base to home plate.
- 1.19 If playing on the enclosed diamonds and the ball is hit over the fence on the full that is a home run. If the ball bounces over that is three bases.
- 1.20 Results are recorded and advertised on the CSA website: www.csa.org.nz under Slowpitch Community League.
- 1.21 Teams are to have at least 3 of the minority gender. This may be either gender, as long as a 3:7 split is present.
- 1.22 NO SLIDING into first base, but you may over run after touching it. Sliding is forbidden at all bases.
- 1.23 The regulation ball for all teams throughout the season will be the 12" Flexi.
- 1.24 Teams are to retire after scoring 7 runs in any given innings up until the last whereby teams are free to bat until three outs have been taken.

SUB SECTION 2(d). Under 11 Modified Softball Rules & Information

1. Little League Softball - Division One

Division One Little League Softball presents the first opportunity for junior players to experience the “pitched ball”. It is also the first experience for the catcher to actually work with a pitcher. It is important that this first experience is positive and that players continue to learn the skills of the game. To this end the CSA have made modifications to enhance the transition from Tee Ball to Softball. These changes have evolved through feedback from Coaches and parents and are designed to benefit the players.

All the basic rules of softball are applied e.g. double plays, tagging on flies etc

However the following modifications are designed with the majority of 9 and 10 year old player abilities in mind.

1.1 Pitchers

Pitchers shall use the closest pitching mark on the diamond.

If there is a problem with batters being continually walked, the pitcher should be positioned **closer** to a point where batters are able to put the ball in play. This is to be done with the consent of the Coaches and Umpires.

- i) **Walks** are permitted.
- ii) **Strikeouts** count.

1.2 Catchers

There is to be NO stealing during the game. It is believed that Under 11 Catchers should concentrate on good catching mechanics and blocking the ball correctly.

No bases are awarded on pass balls or wild pitches.

1.3 Innings

Each team batting must retire from batting after fifteen (15) minutes, OR 3 outs, whichever comes first.

A new innings begins when the 3rd out of an innings is taken. It is in all teams' best interests to change promptly between batting and fielding to ensure each team get two turns each at bat.

1.4 Dropped third strike

The dropped third strike will not apply to Little League Softball Division One from the 2008/2009 season forward.

The following rule clarifications were discussed at the 2008 AGM:

- a) Batting helmets whilst batting and running the bases are compulsory for U13-U19 Grades for all batters. We do strongly recommend that U11 batters and base runners also wear helmets. If Under 11 grades elect to wear helmets, there must be a minimum of four available.
- b) The dropped third strike will not apply to Under 11 Little League Softball from the 2008/2009 season forward. It is believed that because there is not stealing in this grade, the dropped third strike rule becomes redundant.
- c) Players should be strongly encouraged to drop the bat outside the field of play after their turn at bat. However a player cannot be called out for unintentionally dropping the bat in the field of play.
- d) The ball is dead when an overthrow occurs at 1st, 3rd base or at homeplate, where the ball goes past the fielder and beyond 5.0m into the spectator area or is touched by a spectator or opposing players. (In this instance a runner/s may advance **ONE** base only, that is a throw to get the runner out at first is missed by the 1st base person and the ball travels into the spectators, then that runner is awarded 2nd base. If other runners are on base then they are also awarded **ONE** extra base (from the one they are advancing to.)

SUB SECTION 2(e). Tee Ball Rules & Information

1. The Game

1.1 The game of Tee Ball is played with a minimum of **Nine** and a maximum of

Twelve players per team (however teams may start with 8 players)

The hitting team should consist of the same number of players as the fielding team. Therefore if a team of 9 plays a team of 12, the team with 12 reaps the benefits of having a full team and has three extra turns at bat per innings.

- 1.2 Duration of a game is ONE HOUR. A hooter for both the start and finish of the game signals this.
- 1.3 Draws are permissible.
- 1.4 An innings is complete once BOTH teams have completed their turn at bat.
 - 1.4.1 At the conclusion of the one hour time limit the game ceases, if the team batting second is ahead, then the result is taken at that point.
 - 1.4.2 If the team batting second is unable to complete their last turn at bat, then the result is taken from the **Last Completed Innings**, that is when both teams have had the same number of turns batting.

2. Playing Rules

- 2.1 **Fielding.**
 - 2.1.1 There are only SIX players in the infield, positioned as per softball, a "pitcher", catcher, 1st, 2nd, 3rd base person and a shortstop. The remaining players fill in the outfield.
- 2.2 **An OUT is taken when;**
 - 2.2.1 The ball is hit into the air and is caught by a fielder.
 - 2.2.2 A ground ball is hit and the batter/baserunner is thrown out before they reach 1st base.

(ball hit to an infielder who picks up the ball and throws it to 1st base, where the 1st base person catches the ball and places their foot on the base before the batter/baserunner arrives.)
 - 2.2.3 A FORCE play is executed; when a runner/s is on base and a batted ball is thrown to the base that the runner/s are advancing to. The fielder must catch the ball and place their foot on the base before the runner arrives. The fielder MUST be in control of the ball.
 - 2.2.4 A DOUBLE play is executed when:
 - i) when a runner/s is on base, a ground ball is fielded and thrown to the closest forced base (see 2.2.3), and then thrown to the next open base before the next runner arrives; or to 1st base to get the batter/baserunner out as in (2.2.3) above.
 - ii) when a runner/s is on base and a batted fly ball is caught, (the batter is out). If a runner is not in contact with the base when the ball is caught, the ball can be thrown to the base the runner occupied before the ball was hit. If the fielder catches the ball and touches the base before the runner returns to that base then the runner is also given out.

NOTE. The runner maybe also be tagged before they return to the base.
 - 2.2.5 TAG plays.

Any baserunner can be tagged out if they are not in contact with a base from:

- ii) an infield hit which is fielded, and the fielder tags the advancing runner between bases and makes no other play.
- ii) where a baserunner forgets to run on a hit and stays at the base they occupied before the ball was hit and is tagged by a fielder with the ball.
- iii) when a baserunner leaves the base on a ball hit into the air which is caught and they fail to return to that base before they are either tagged out or forced out by the fielder touching the base.

2.3 Last Batter

The umpire will inform the fielding team that the person in the box is the last batter.

This person can be taken out in varying ways:

- i) a play may be made at any base on this person, they are normally tagged out in this instance.
- ii) if other runner/s are on base, teams may opt for a double play situation but the main objective is to stop the last batter from scoring.
- iii) the ball must beat this batter back to the tee and be placed on the tee to deem the ball dead and no further play on this person is required. This would complete that teams at bat.
- iv) If the ball is caught, the batter is out and all play ceases.

2.4 Dead Ball

The ball is dead and the play stops when:

- i) The catcher is in possession of the ball on a throw from a fielder to homeplate.
- ii) The ball is on the tee
- iii) An overthrow occurs at 1st, 3rd base or at homeplate, where the ball goes past the fielder and beyond 5.0m into the spectator area or is touched by a spectator or opposing players.
(In this instance a runner/s may advance ONE base only, that is a throw to get the runner out at first is missed by the 1st base person and the ball travels into the spectators, then that runner is awarded 2nd base. If other runners are on base then they are also awarded ONE extra base (from the one they are advancing to.)

2.5 Batting.

2.5.1 The hitting team should consist of the same number of players as the fielding team.

2.5.2 Players should bat in the order that the coach has arranged, but if a player misses their turn at bat for any reason, then they should be slotted in at the end of the order.

2.5.3 The team can bat through it's batting order regardless of the number of outs taken by the fielding team.

2.5.4 Once the last batter has completed their turn at bat and the ball is dead, then that constitutes the end of that part innings. The teams now change.

2.5.5 Placement of the Tee

The tee should be placed slightly in front of the home plate (no more than six inches from the front edge of the home plate). This will help

develop good softball hitting techniques later.

2.5.6 The Hitter

- i) Adopts a good hitting stance in the appropriate batters box
- ii) NO practice swings to be taken
- iii) The hitter is to put the ball into play
- iv) A strike is awarded against the hitter if they;
 - a. swing at the ball and miss
 - b. hit the tee, knocking the ball off
 - c. the ball stops in the 7.0 metre arch in front of the batters box, this would constitute a foul ball.
- v) Three strikes and the hitter is out.
- vi) There is **NO** bunting.
- vii) On a ball hit into fair territory the hitter attempts to make 1st base or beyond. They then become a baserunner.
- viii) **Dropping the bat in the batters box does not constitute an out**, however should be discouraged.
- ix) If the hitter in the box is the **Last Batter**, then the umpire will inform the fielding team that this person is indeed the last batter.

2.5.7 Base Running

- i) No stealing of bases, the baserunner must be in contact with the base until the ball is hit.
- ii) No sliding, this is purely for safety reasons.
- iii) Only one baserunner is allowed on a base at any time.
- iv) If a baserunner passes another runner, the runner who passes is OUT.
- v) Baserunners must touch the bases in the correct order.
- vi) Runners are awarded ONE base only on an overthrow.



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2008/2009

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