

SEMSA

GENERAL INFORMATION

Fees

All fees must be no later than 22nd October 2019

Club Nomination \$20.00

Senior Team \$690

Junior Team \$400

Sub Junior Team \$250.00

Any team failing to pay fees, fines etc. shall forfeit its right to compete in Association fixtures until payment is made. All refunds will be administered by the association once the club is financial.

Scorecards

Clubs have been supplied with sufficient cards for each team for the season.

If and line up cards necessary, extra supplies are available at the canteen.

(a) Team **STARTING** line-ups must be entered on scorecards and line up cards and given to the Umpire at least 5 minutes prior to the start of the game.

Reserves names only go on scorecard when they enter the game

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(b) Players **first names and surnames** must be given. **(PLEASE PRINT NAMES)**

(c) Scorecards must be completed by both teams and **written in black biro.**

(d) Scorecard to have playing position numbers in **black biro**

(e) Scorecard to have uniform number in **RED**

(f) Umpires are required to

(1) Sign the scorecards, checking that scores agree

(2) Select fairest and best players from the game (both cards to show same names)

(g) Umpires must place the completed scorecards in the box supplied at the canteen or hand to the Registrar.

Litter

All teams are responsible for removal of litter.

Alcohol

Severe penalties apply for consumption of alcohol on or around any diamond.

Alcohol to be consumed in area provided next to Canteen

SMOKING: to be in Car Park area's only during all Junior & Sub Junior Games

Fines

FINES COVER:

Failure to supply umpires. \$25

Failure to supply canteen helpers. \$25

Failure to supply bar helpers. \$25

Failure to supply property helpers. \$25

Litter left on diamond. \$25

Failure to wear correct uniform. \$25

Failure to wear numbers on back. \$25

Alcohol consumed on any grounds,
other than specified area. \$100

Failure to return scorecard on time. \$10

Failure to attend management meeting \$25

Fines are to be paid within **three weeks** of the account date or the Club will be deemed unfinancial and their teams will be suspended from competition until the fine is paid.

Additional Registrations

New players may be registered **not less than 36 hours prior to game**. Full details of player must be forwarded to the Registrar, including name, address, postcode, age if under 18, and previous softball experience. If the new player is the 13th or more player, the following fee structure will apply, 1 or 2 games -\$10, 3 or more games - \$35

SWA Individual Registration SENIORS \$45.00, JUNIORS \$35.00, SUB JUNIORS \$25.00, ON DIAMOND OFFICIAL \$30.00 and OFF DIAMOND OFFICIAL \$25.00

GROUND RULES

Umpiring

Suitable closed footwear and protective gear are compulsory for both **FEMALE** and **MALE** plate umpires. (Chest Plate, Helmet, and leggings)

Base Umpires Rostered teams are required to supply two (2) base umpires per game as fixtures

Base umpires under 18 years of age must wear helmet (August 2020 minutes)

Pitching Distances

Pitching distance for ALL SENIOR GRADES A, B1, B2, B3, B4, C1, C2 and C3 Grade will be 43ft

Less Than Nine Players

Teams may start and/or finish with eight players. The ninth player may enter the game on arrival. The umpire must be advised before the player enters the game.

Player Movement

a. No player may play in two Junior or two senior fixtures games on the one playing date (except when the team they play for is fixtured to play two games on the same day or a protest replay game).

b. Junior players 13 years and older may play in one junior competition and one senior competition match for the same club on one day.

c. U13 female players may play in one U13 match and one junior match on the same day.

d. A player whose name appears on a scorecard of a forfeited game shall be considered as playing in that game.

e. Any team found to include Undisclosed State/State League players and/or players playing under an assumed name will result in the forfeiture of all premiership points accumulated by that team year to date.

f. Fixtures and grading committee has the right to re-grade any player after they have participated in four fixtured games.

g. Downward player movement of any State/State League Player will not be permitted unless sanctioned by Fixtures and Grading Committee

h. Downward player movement in Senior and Junior Competitions will not be permitted after the last Sunday in January.

i. Prior to the last Sunday in January downward player movement in Senior

k. Competition is limited as follows: -

a.. Players may only move downward a maximum of two grades.

b. Further player movement is subject to the approval of the Fixtures & Grading Committee.

c.. Any player who has played 50% or more qualifying games in a higher grade cannot play in the finals of a lower grade.

Player Movement for Combined Grades

Grades may be combined due to lack of numbers in any one grade, the movement for this grade will be: When 2 Divisions are playing as a fixtured competition in a season there shall be no more than 2 players of the higher division involved in downward movement between teams of the same club on any fixture date. No movement between like club teams in the same grade. Will need to be ratified by the Fixtures and Grading Committee

Clearance and Permit and cut-off date

No player registered with one Club may play for another Club until a Clearance has been obtained in writing on Sports TG.

The Cut Off date for Clearances and Permits is 31st December.

Home Team

The team named first in the fixtures shall be known as the home team, and shall:-

Occupy the bench area adjacent to the first base line.

Early games – Set out the diamond at least 20 minutes prior to the advertised commencement of play. Supply two top quality match balls. **(Yellow)**

Be the first team to take the field.

Late games – take down and pack up back net, pitching mat, batting mat and pins ready for collection

Away Team Team named second in the fixtures shall be known as the away team, and shall:-

Occupy the bench area adjacent to the third base line. Be the first team to bat.

Helmets Catchers, batters and base runners are required to wear helmets.

“If a helmet is judged to be deliberately removed by a batter-runner/base runner while the ball is alive, the onus of safety of the player shall be with the player. The umpire will not stop the play, and the umpire shall call the offending player out.”

Persons under 18 years of age acting as bat person or base coach must wear a helmet at all times

Uniform

All players must be in uniform by their third playing date. Base coaches must be in Club colours and wear enclosed shoes.

Caps, visors and headbands, if worn, must be in Club colours.

Uniform numbers should be at least 15cm (6 inches) high and only numbers 1 to 99 shall be used.

No manager, coach, or player on the same team may wear identical numbers.

Eligibility for Finals

Players must play at least five games for their Club in the senior competition to Senior Competition be eligible to play in the finals. A player having played at least 50% of games in a higher grade will not be eligible to play in finals in a

lower grade. Junior registered players must have played in at least five senior games to qualify for Senior Competition finals.

PLAYING RULES

Duration of Games for

(i) Junior A, U16 Boys and Senior games will be played over 90 minutes from scheduled starting time, or to the completion of 7 innings if within scheduled **all grades** 90 minutes. After 90 minutes, innings in progress will be played out until team second at bat is either all out or one (1) run in front. A draw will stand The bottom of the seventh innings shall be played out only until the team second at bat is ahead.

(ii) Junior B and U13 games will be played over 90 minutes from scheduled starting time. Games to cease at 90 minutes. If team batting second is behind or drawn, the result shall revert back to previous completed innings

(iii) Games drawn after seven innings will be played out only if time permits. Such extra innings shall be played under International Tie Breaker rule.

(iv) If the third out is made in the bottom of an innings within five (5) minutes of the scheduled finishing time, no new innings shall start.

(v) Any innings in progress at the scheduled finishing time will be played until the team second at bat are all out **or** one (1) run in front.

Ten Run Rule

If the team **second** at bat is ten (10) or more runs in front after four and a half innings, the game shall be called. If the team **first** at bat is ahead by 10 runs or more, the bottom of the fifth innings must be played and if the team **first** at bat is still 10 runs in front, the game shall be called.

Speed-up Rule

When there are two out and the catcher on base, the last player to be put out will replace the catcher on the base.

The runner must have a helmet on and be ready to make the change and the catcher should immediately return to the dugout and put on the catching gear.

Designated Runner

The Designated Runner must be nominated on the score card in the 11th position with DR next to the player's name.

The DR can be substituted at anytime by any of the payers listed as substitutes providing they have not already been used.

PLEASE NOTE THAT IF THIS IS DONE THE ORIGINAL DR CAN NO LONGER TAKE ANY FURTHER PART IN THE GAME.

The DR can only be used once per innings

If the DR has been used during an innings they can't be used as a speed up runner for the Catcher.

The DR can be used for a speed up runner for the Catcher provided they have not been used as a DR in that Innings

Protest and Disputes

The plate umpire may confer, but cannot overrule the base umpire's decision "If a team wishes to lodge a protest, and deems it is entitled to do so, the following procedure must be adhered to:-

- (a) The plate umpire and opposing coach must be informed immediately
- (b) Details (including incident, innings and time) must be entered on the back of the scorecard
- (c) The state of the game and the time of the dispute must be recorded in the scorebook and on the scorecard
- (d) The umpire must sign both scorebook and scorecard
- (e) The team making the protest must contact the Secretary, in writing, within 72 hours, so that a P & D tribunal can be arranged within 14 days
- (f) All protests must be accompanied by a fee of \$10, refundable if protest is upheld."

Forfeit Games

"All forfeits will only be allowed if a completed scorecard listing players for claimant's team is handed in at canteen on match day.

- (a) To claim a forfeit teams must have at least 8 players in uniform at diamond at scheduled starting time
- (b) Teams intending to forfeit should **advise Registrar at least 36 hours prior to game**. Registrar can then inform umpires and opposing team so that compliance with bylaw 41 (a) may be waived."

Postponement

No team shall postpone a game with the intent to play it at a later time or date. Any postponements shall be at the discretion of the Fixtures & Grading Committee.

Legal Game

In the event of a game being called off due to bad weather, a legal game shall be of 3 completed innings or of 5 completed innings if a finals game.

Finals

Semi and Preliminary Finals will be ninety (90) minutes or seven (7) innings. The innings in progress at the 90 minutes time limit is to be completed. If at the completion of the innings scores are tied, extra innings will be played under the Tie Break Rule.

Grand Final will be seven (7) completed innings, no time limits.

Tie Break Rule and Ten Run Rule to apply.

Check Finals Information Sheet.

State/Premier League Players

Current Premier League / State Players are restricted to playing in A Grade teams or the highest team entered by their Club. The Fixtures & Grading Committee must ratify registration of all State League / State Players.

JUNIOR PLAYING RULES

Competition Ages

The Junior Grade U18 shall consist of players who have not reached the age of eighteen years before the first of January of the playing season unless granted a permit by the Fixture and Grading Committee.

The Junior Grade U13 shall consist of players who have not reached the age of thirteen years before the first of January of the playing season and shall, unless otherwise recommended by the Junior Council and sanctioned by the Fixtures and Grading committee upon receipt of signed letter from parents and club of player in question that they have not reached the age of eight years before the first of January of the playing season.

The Junior Boys Grade U16 shall consist of players who have not reached the age of sixteen years before the first of January of the playing season unless granted a permit by the Fixture and Grading Committee.

Duration of Games

Under 18 Girls and Under 16 Boys will be played over 90 min from scheduled starting time, or to the completion of 7 innings if within scheduled 90 minutes. The bottom of the seventh innings shall be played out only until the team second at bat is ahead as per senior rules.

Junior B and U13mixed, will be played over 90 minutes from scheduled starting time.

Games drawn after seven innings will be played out only if time permits. Such extra innings shall be played under the Tie Breaker rule.

If the third out is made in the bottom of an innings within five (5) minutes of the scheduled finishing time, no new innings shall start.

Players

Players from the U13 are allowed to play two games on the one playing date in the U13 and Juniors

Players from the Junior B and are allowed to play two games on the one playing date in U18 Junior A and Junior B **OR** Junior B and one senior game [if 13 years or older]

NB: U13 and Under 18 Girls players can play a MAXIMUM OF TWO GAMES ONLY IN ANY FIXTURED PLAYING DATE.

The junior team must have 9 registered players

All registered players for that team must take the field before entering the player playing up.

Eligibility for finals

Players must play at least **five games** for their Club in the Junior Competition to be eligible to play in the finals. A player having played at least 50% of games in a higher Junior grade will not be eligible to play in finals in a lower Junior grade.

Pitching Distances

Pitching distances shall be as follows:-

U13 Mixed - 38ft on 55ft diamond with a 11inch ball

U18 Girls Junior B - 40ft on 60ft diamond with a 12inch ball

U16 Boys - 46ft on 60ft diamond with a 12inch ball

U18 Girls Junior A - 43ft on 60ft diamond with a 12 inch ball

U13 Mixed (a) Qualified male players are restricted to the "U13 mixed" competitions

(b) No more than four males may be in the batting line up at any time in the "mixed" grade unless there is insufficient players to start a game then extra boys are allowed. Female players must stay on the diamond.

(c) If there are insufficient nominations grades maybe combined.

(d) Up to maximum of 14 players in a line-up will bat with the 6 Runs across the plate will apply.

(e) Only two male players at a time can play in the infield with NO PITCHER/ CATCHER combinations in the mixed grade unless there is insufficient female players.

(h) Flexibility on the 38ft u13 pitching distance to apply to minimum of 35ft developing pitchers

(i) Pitchers pitching from less than 38 ft a compulsory fielding mask to be worn

(j) All players except the catcher must wear a mouth guard

(k) It is compulsory for pitchers to wear a mask.

Declaration Rule

The Declaration Rule may apply by a coach when his/her team is 10 runs or more in front.

Equipment Helmets

Helmets are compulsory for all batters, base runners and catchers.

Persons under 18 years of age acting as a umpire, base coach or bat person must wear a helmet at all times.

Mouth Guards

Mouth guards are compulsory for all U18's (Female and Male) of whether they are playing juniors or seniors.

Catcher's equipment

Junior Grade Catchers are required to wear Protective Equipment as per Rule 3 Sec 6 [a] [d] & [e] of the Softball Australia Official Rule Book

[Note; this reads, All Catchers [adult & junior] **MUST** wear Mask, [a] Body

Protector [d] & Shin Guards [e]] Also [Note; sec 6a reads, Catchers [or

member of the defensive team] **MUST** wear a mask, throat protector and

Helmet while receiving warm up pitches from the pitch's plate or in the warm

up area. If the person will not wear the mask, he must be replaced by a

person who will do so.]

Finals

U18 Girls and U16 Boys, Junior A and Junior Semi and Preliminary Finals will be ninety (90) minutes or seven (7) innings. The innings in progress at the 90 minutes time limit is to be completed. If at the completion of the innings scores are tied, extra innings will be played under the international tie break rule.

Grand Final will be seven (7) completed innings, no time limits.

International Tie Break Rule and Ten Run Rule to apply.

Check Finals Information Sheet.