

**CUMBERLAND NEPEAN
SOFTBALL
ASSOCIATION INC.**



**COMPETITION
RULE BOOK
2015 – 2016**

Table of Contents

CNSA Executive & Club Contact Details 2015-2016	3
Season Information Sheet	4
CNSA Pitching, Base Path Distances & Run Ahead Rule	6
CNSA Umpiring Age Grid	7
Codes of Conduct	8
CNSA Ground Rules	10
CNSA Rule Clarifications	13
Junior Competition	20
Benny Ball - Under 8	20
Tee Ball - Under 11	21
Under 13 Girls and Youth Boys	27
School Girls 3 - Under 15s Girls	27
School Girls 1 & 2 - Under 17s Girls	28
Senior Ladies Competition	28
O35's Ladies Competition	28
Senior Men Competition	29
Senior Mixed Competition	30
Team Numbers	31
Registration in More than One Competition	32
Batting Order / Line up	33
Upgrading of Grand Finalist Teams	34
Playing Pending Clearance	34
Scoring	34
Blood Bin Rule	35
Serious Injury during a competition game	35
Team Responsibilities Regarding Equipment	35
Umpiring	36
Protests	36
Sunsmart Policy	37
Scoring Clarification - Tied Games	37
Final Series	38
Adverse Weather during Final Series	38
Final Series Information	39
Point of Emphasis	42
Filling out Scorecard	44
Location of Diamonds	45

CNSA Executive & Club Contact Details 2015-2016

CNSA Inc. Executive Committee

President	Krissi Travers	0468 937 999	Waratahs
Vice President	Daryl Barlow		Eagles
Secretary	Tricia Vial	0403 171 958	Eagles
Treasurer	Chris Marchant	0402 041 744	St Michaels
Senior Registrar	Tony Dent	0424 449 587	Phoenix
Junior Registrar	Tracy Fisher	0412 319 740	Seven Hills
Umpires Convenor	Andrew Compton	0458 330 388	Waratahs
Grounds Manager	Bill Forsyth	9920 3463	Breakaways
Rep Liaison Officer	Lynn Eastcott	9863 4402	Eagles
Minute Secretary			
Website Administrator			

Member Protection Officer	Krissi Travers	0468 937 999
Coaches Convenor	Paul Young	
Scoring Convenor	Michelle Cate	0419 481 302
Chief Groundsman	Bill Forsyth	
Canteen	To be determined	
CNSA Phone	To be determined	
CNSA Web Site	www.cumberland.softball.org.au	

Club Secretaries/Contacts

Blacktown Workers	Delores Matkovich	0406 079 468
Breakaways	Michelle Jones	0414 983 272
Castle Hill	Aimee Sutton	0400 393 260
Cruisers	Carolyn Arnold	0403 505 771
Eagles	Tricia Vial	0403 171 958
Greystanes	Kim Dean	0421 808 865
Phoenix	Linda Hogg	0418 624 107
Quakers Hill/Pirates	Jodie McGaughey	0404 412 499
St Michael's	Julianne McCaffrey	0422 316 255
Seven Hills	Kellie Lewry	0405 067 370
Titans	Dale Smith	0438 601 232
Waratahs	Nikki McKendrick	0417 669 700

All correspondence to:

**SECRETARY, PO BOX 754,
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Season Information Sheet

CNSA CALENDAR 2015 - 2016		Notes
Friday, 9 October 2015	Round 1	Mens
Saturday, 10 October 2015		General
Wednesday, 15 October 2015		O35s
Friday, 16 October 2015	Round 2	Mens
Saturday, 17 October 2015		General
Wednesday, 21 October 2015		U35s
Friday, 23 October 2015	Round 3	Mens
Saturday, 24 October 2015		General
Wednesday, 28 October 2015		O35s
Friday, 30 October 2015	Round 4	Mens
Saturday, 31 October 2015		General
Wednesday, 4 November 2015		O35s
Friday, 6 November 2015	Round 5	Mens
Saturday, 7 November 2015		General
Wednesday, 11 November 2015		O35s
Friday, 13 November 2015	Round 6	Mens
Saturday, 14 November 2015		General
Wednesday, 18 November 2015		O35s
Friday, 20 November 2015	Round 7	Mens
Saturday, 21 November 2015		General
Wednesday, 25 November 2015		O35s
Friday, 27 November 2015	Round 8	Mens
Saturday, 28 November 2015		General
Wednesday, 2 December 2015		O35s
Friday, 4 December 2015	Round 9	Mens
Saturday, 5 December 2015		General
Wednesday, 9 December 2015		O35s
Friday, 11 December 2015	Round 10	Mens
Saturday, 12 December 2015		General
Wednesday 16 December 2015		O35s
Christmas holiday break		
Friday, 29 January 2016	Round 11	Mens
Saturday, 30 January 2016		General
Wednesday, 3 February 2016		O35s

CNSA CALENDAR 2015 - 2016		Notes
Friday, 5 February 2016	Round 12	Mens
Saturday, 6 February 2016		General
Wednesday, 10 February 2016		O35s
Friday, 12 February 2016	Round 13	Mens
Saturday, 13 February 2016		General
Wednesday, 17 February 2016		O35s
Friday, 19 February 2016	Round 14	Mens
Saturday, 20 February 2016		General
Wednesday, 24 February 2016		O35s
Friday, 26 February 2016	Semis	Mens
Saturday, 27 February 2016		General
Wednesday, 3 March 2016		O35s
Friday, 4 March 2016	Finals	Mens
Saturday, 5 March 2016		General
Wednesday, 09 March 2016		O35s
Friday, 11 March 2016	Grand Finals	Mens
Saturday, 12 March 2016		General
Wednesday, 16 March 2016		O35s
Friday, 18 March 2016	Adverse weather GF	Mens
Saturday, 19 March 2016		General
Wednesday, 23 March 2016		O35s

General Meetings

Monday, 26 October 2015	CNSA General Mtg	7:30pm Wenty Leagues
Monday, 23 November 2015	CNSA General Mtg	7:30pm Wenty Leagues
Monday, 15 February 2016	CNSA General Mtg	7:30pm Wenty Leagues

Reminder:

All clubs must be in **full uniform** or have an extension letter in **by Round 4**

Wet Weather Refer to the CNSA Website <http://www.cumberland.softball.org.au> or CNSA Facebook page.

CNSA Pitching, Base Path Distances & Run Ahead Rule

Teams	Ball Size (inches) Yellow Optic	Minimum Pitching Distance (feet)	Colour coding for pitching plate	Distance to 1st Base (feet)	Run Ahead Rule
U7s	10.5 Soft core	Min stand 35	Purple	50	Not applicable
U8s U11s	10.5 Soft core	Min stand 40	Purple	60	24 after 4 innings
U13s (Youth Boys)	11	Girls 38 Boys 40	Purple	60	24 after 4 innings
School Girls 3	12	40	White	60	As per SAL Run Ahead Rule
School Girls 2	12	40	White	60	As per SAL Run Ahead Rule
School Girls 1 (U17s)	12	Girls 43 Boys 46	White	60	As per SAL Run Ahead Rule
O35 Ladies	12	40	White	60	As per SAL Run Ahead Rule
C, B Res & B	12	40	White	60	As per SAL Run Ahead Rule
A Res	12	43	White	60	As per SAL Run Ahead Rule
A Grade	12	43	Yellow	60	As per SAL Run Ahead Rule
Mixed Div 1	12	Women 43 Men 46	Yellow Grey	60	As per SAL Run Ahead Rule
Mixed Div 2	12	Women 40/43 Men 46	White Grey	60	As per SAL Run Ahead Rule
Mixed Div 3	12	Women 40/43 Men 46	White Grey	60	As per SAL Run Ahead Rule
Men's	12	46	Grey	60	As per SAL Run Ahead Rule

SAL Run Ahead Rule:

15 runs after 3 completed innings

10 runs after 4 completed innings

7 runs after 5 completed innings

Note: In all grades, an innings shall be completed when either 3 outs have been made or 7 runs have scored.

CNSA Umpiring Age Grid

Grade	Umpires Age →	11	12	13	14	15	16
	Blues 'n' Training						
U7s	B P	B P*	B P*	B P	B P	B P	B P
U8s	B P	B*P*	B P*	B P	B P	B P	B P
U11s	B P	B*	B*	B P	B P	B P	B P
U13s & Yth Boys	B P			B P*	B P	B P	B P
U15s	B P			B P*	B P	B P	B P
U17s	B P			B P*	B P	B P	B P
C Grade	B P			B* P*	B P	B P	B P
B Res	B P				B* P*	B P	B P
B Grade	B P				B* P*	B P	B P
A Res	B P					B P*	B P
A Grade Women	Plate assigned to levelled umpires					B	B
Over 35 Ladies	B P				B* P*	B P	B P
Mixed Div 3	B P					B P*	B P
Mixed Div 2	B P					B P*	B P
Mixed Div 1							B P*
Men 2						B	B
Men 1		Must be over 16 or a Levelled Umpire					

Key **B = Base** **B* = Base on Approval only**
 P = Plate **P* = Plate on Approval only** (Club to provide responsible adult to supervise)

Blues 'n' Training Participating in the Blues 'n' Training Program

Note: Where a game consists of teams of different grades e.g. SG1 playing SG2, then the umpiring age applicable to the higher grade (i.e. Mixed 1) applies. If in doubt, contact the CNSA Umpires Convenors.

Codes of Conduct

Fair play involves honesty, respect for umpires and officials, respect for team-mates and opponents - whether winning or losing. Here are some "codes" for all those who take part in the sport of softball at CNSA.

PLAYERS

1. Play for the "fun of it" and not just to please parents and coaches.
2. Play by the rules.
3. Never argue with an umpire or official. If you disagree, have your captain or coach approach the umpire or official during the game to ascertain a ruling.
4. Control your temper. Verbal abuse of officials or other players, deliberately fouling or provoking an opponent and throwing equipment is not acceptable or permitted in any sport.
5. Work equally hard for yourself and your team. Your team's performance will benefit and so will you.
6. Be a good sport. Cheer all good plays whether by your team or the other team.
7. Treat all players, as you would like to be treated. Do not interfere with, bully or take unfair advantage of another player.
8. Co-operate with your coach, team-mates and opponents. Without them there would be no game.

COACHES

1. Be reasonable in your demands on players' time, energy and enthusiasm.
2. Teach your players that rules of the game are mutual agreements which no one should evade or break.
3. Avoid over playing the talented players. The "just average" players need and deserve equal time.
4. Remember that children play for fun and enjoyment and that winning is only part of their motivation. Never ridicule or yell at the children or adults for making mistakes or losing a competition.
5. Ensure that equipment and facilities meet safety standards and are appropriate for the players.
6. Ensure both on and off the field your behaviour is consistent with the principles of good sportsmanship.
7. The scheduling and length of practice times should take into consideration the age or maturity level of the players.
8. Develop team respect for the ability of opponents as well as for the judgment of umpires and opposing coaches.
9. Follow the advice of a physician when determining when an injured player is ready to recommence play.
10. Make a personal commitment to keep yourself informed of sound coaching principles.

UMPIRES

1. Be fair, honest and impartial.
2. Be friendly and courteous to all players and officials.
3. Do not argue with players and officials.
4. Treat players and officials as you would want others to treat you.
5. See that the game proceeds within the rules of the game.
6. Enforce the rules to the best of your ability.
7. Set and maintain an atmosphere for the enjoyment of the game.

PARENTS

1. If children are interested, encourage them to participate. However, if a child is not willing to play, do not force them.
2. Focus upon the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.
3. Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
4. Encourage children to always play according to the rules.
5. Never ridicule or yell at a child for making a mistake or losing a game. Remember children are involved in organised sports for their enjoyment, not yours.
6. Remember that children learn best from example. Applaud good plays by both teams.
7. If you disagree with an umpire or official, raise the issue through the appropriate channels rather than question the umpire or official's judgment and honesty in public. Remember, most umpires and officials give their time and effort for your child's involvement. Many umpires are also children.
8. Support all efforts to remove verbal and physical abuse from sporting activities.
9. Recognise the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for the children and deserve your support.
10. Avoid the use of derogatory language for any reason.

USE OF SOCIAL MEDIA

For CNSA members, executive and representatives using social media, such use:

1. Must not contain, or link to, libellous, defamatory or harassing content. This also applies to the use of illustrations or nicknames.
2. Must not comment on, or publish, information that is confidential or in any way sensitive to CNSA, its affiliates, partners or sponsors.
3. Must not bring the organisation or Softball into disrepute.
4. May not use the CNSA brand to endorse or promote any product, opinion, cause or political candidate; and it must be clear to all readers that any and all opinion shared are those of the individual, and do not represent or reflect the views of CNSA.
5. Is done so with the understanding that the web is not anonymous. CNSA members and representatives should assume that everything they write could be traced back to them.
6. Acknowledges that due to the unique nature of Softball in Australia, the boundaries between a member's profession, volunteer time and social life can often be blurred. It is therefore essential that members make a clear distinction between what they do in a professional capacity and what they do, think or say in their capacity as a volunteer for

- CNSA. CNSA considers all members of CNSA as its representatives.
- 7 Appreciates that the web as a permanent record of online actions and opinions.
- 8 Respects the CNSA brand to ensure CNSA's intellectual property or its relationship with sponsors and stakeholders is not compromised.

CNSA Ground Rules

Wherever 'he'/'she', or their related pronouns, appear in this rulebook they have been used for literary purposes and are meant in their generic sense (ie. to both male and females sexes).

1. NO ALCOHOL allowed on the ground at any time.
2. Games shall be 1 hour 15 minutes duration or 7 innings, whichever occurs first, except for Under 8 Teeball which shall be 1 hour with no limit on innings.
3. All games shall start and finish on the hooter. When the hooter is not operational, time is taken from the Plate Umpire's watch. **EXCEPTION: Run ahead rule.**
4. It is the responsibility of a team official from the team first on the draw to collect the scorecard prior to the commencement of the game. Both scorers must have the card completed prior to the start of the game. The Plate Umpire is to ensure all details are filled in correctly and Players and Officials are listed in ink and the Head Coach's name is printed and signed. The winning team places the card in the appropriate Registrar's box.
5. Umpires must sign on at the Umpires Station at least 10 minutes prior to the starting time of the game.
6. Pegged bases are not used at IPP so the sliding base rule shall apply in all games.
7. **Declaration:** The offensive (batting) coach may declare the innings closed at any time. This declaration must be noted by both scorers in the scorebook and by the Plate Umpire on the scorecard.
8. The Run Ahead Rule applies to all games except for Teeball and Under 13. Refer "CNSA Pitching, Base Path Distances & Run Ahead Rule" table.
9. **Overhead wires:** If a batted ball contacts the wires, foul ball is called and the ball is dead. If a thrown ball contacts the wires, it is 2 bases from the time of the throw.
10. **Overhanging trees:** Diamond 7 (IPP) – if a batted ball, in the opinion of the umpire, contacts the trees, a foul ball is called and the ball is dead.
11. On all diamonds, during a live play, the ball is alive off the wire fence extending from the back net in both directions.
12. IPP - If a batted ball leaves the umpires' view on the creek side of the park from Diamonds 4, 6, 8 and 10 then it is an automatic home run. If a batted ball leaves the umpires' view on the creek side of the park from Diamond 2, it is a blocked ball if the ball goes under or through the fence. If a ball is hit from Diamond 2 and hits the fence on the 1st base side of Diamond 1 and bounces off the fence and remains in fair territory, it shall remain alive and be played out. This is similar to balls hit from Diamond 6 into Diamond 5, Diamond 8 hitting into Diamond 9 and Diamond 11 hitting into Diamond 10. If a batted ball rolls down the railway side onto the roadway and out of view of the Plate Umpire from Diamond 9 then it is an automatic home run. If the ball bounces over a fence the ball is dead and the batter shall be awarded 2 bases or the

- last legally touched at the time of the incident.
13. On Diamond 7 at IPP, Diamond 1 and 2 at SG, if a batted ball goes over the outfield fence on the full, the batter shall be awarded a home run. If the ball bounces off the fence and remains in fair territory it shall remain alive and be played out. If the ball goes under, through or bounces over the fence the ball is dead and the batter shall be awarded 2 bases or the last legally touched at the time of the incident.
 14. For games at IPP where there is a possibility of batted balls entering the rail line area, pitching should be halted until a train passes.
 15. When warming up at IPP, any hitting shall be away from the rail line area.
 16. If a batted ball is blocked, it is 2 bases or the last legally held base at the time the ball became blocked.
 17. Catchers (or other members of the defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches from the pitching plate or in the warm-up area.
 18. All batting helmets must have two earflaps. All runners on base, batters in the batting box and in the on-deck circle shall wear an official batting helmet during all live ball plays.
 19. Where a batting helmet is deliberately removed by a base runner during any live ball play, the player will be declared out by the umpire. It will be at the discretion of the umpire if considered to be deliberate or otherwise.
 20. All catchers must wear a catcher's helmet attached or non-attached to a mask and throat protector (except Tee Ball). All catchers (except Tee Ball) must wear a body protector and leggings.
 21. A team must have a minimum of 7 players to take the diamond, of which 5 must be original registered team members (except U8). The only exception approved is when players are involved with Division/State Championships, State League, State Team or SAL commitments (refer By-Laws).
 22. If after 5 minutes from the scheduled start time a team has less than 7 players or less than 5 original registered players ready to play, the Plate Umpire shall declare a forfeit and award the game 7-0 to the opposing team.
 23. Additional eligible players may be added to the end team list after the commencement of the game e.g. If there are 8 starting players, the additional eligible player will be placed 9th in the team list. If there are 9 starting players, the additional eligible player will be placed in the substitution list. Note: a DP cannot be added once the team list has been inspected at the plate meeting at the start of the game.
 24. **Dress Regulations:** Teams must be in full uniform (as registered with CNSA) when participating in competition games. Teams have up until the third round to be in full uniform. From the fourth round, full registered uniform must be worn.
 - Metal cleats are not permitted at any time.
 - Shirts must be tucked in at all times.
 - Knickers are not to be rolled up at the bottoms.
 - Socks/gaiters or gaiter sock combinations are to be pulled up.
 - Players are permitted to wear any cap or other headgear, approved broad brimmed hats or CNSA caps. Academy, NSW and Australian caps, gaskets and hard plastic sun-visors are not permitted to be worn.
 - No exposed items, including jewellery, judged by the umpire to be distracting to

opposing players may be worn or displayed. The umpire shall require the item to be removed or covered. Medical alert bracelets and/or necklaces, if deemed distracting, shall be required to be taped to the body in such a manner that the medical alert information remains visible (SAL Rule 3 Sec 8 g)

- Sunglasses are allowed to be worn.
- All players, officials and umpires are to wear fully enclosed footwear.
- Any player refusing to remove distracting adornments or wear the uniform correctly will be removed from the game.
- All males playing softball, regardless of age, MUST wear a "box/protector". This applies to boys playing U8s to men playing in either the Men's or Mixed competitions.
- The CNSA executive reserves the right to refuse a hat to be worn if deemed unsuitable

25. **Spectators and Officials:** Diamonds 3 & 5, 8 & 10 at IPP and Diamonds 1 & 2 at SG are back to back diamonds. No players, officials or spectators can remain in the area which is adjacent to 1st base on Diamonds 3 & 10 at IPP and Diamond 2 at SG or the third base side on Diamonds 5 & 8 at IPP and Diamond 1 at SG.

When playing on Diamond 3 at IPP, both teams are to be on the third base side.

For Diamond 5 only, players and team management will be able to remain on the third base side of diamond 5 but must use the dugout. Anyone staying in this area will be asked to move and if they refuse to do so, the offending side will forfeit the game.

On Diamond 6, spectators must sit on the railway line side when a mixed competition game is being played on Diamond 7.

26. The Dead Ball Line on diamonds 1 and 2 at IPP is the fence. Players, officials and spectators are to remain on the outside of the fence.
27. **Advancing to 1st Base:** The batter-runner, on the initial advance to 1st base, is not permitted to dive or slide into the base. In the first instance a team warning will be issued, on any other occurrence during the game the batter-runner will be called out. This ground rule shall apply to all grades including Division 1 Men and A Grade Ladies. Note: Coaches should encourage players to run through the safety base on a single base hit. Once the batter-runner reaches 1st base and becomes a runner, this ground rule will not apply.
28. **Catcher Speed-Up Rule:** When the catcher is on base and there are 2 out, it is mandatory for the offensive team to replace the catcher with another team member. The substitution rule does not apply and there is no penalty. This rule applies to all grades and has been implemented to speed up the time between innings. The player may not be one of the next 5 batters in the line-up. **Penalty:** At the next half innings, the pitcher of the offending team will be given no warm-up pitches.
29. **Player Play Up Rule:** (1) A Junior player can be registered in more than 1 junior team. (2) A team must have registered 5 players in a team, before a player can be registered in more than 1 team. (3) If a junior side is short (less than or equal to 9 players) a junior player may play up, for the same club, without penalty an unlimited number of times. (4) For the purpose of finals, players playing up as per point 3 can qualify for two junior finals if they have played three qualifying games. (5) Points 3 and 4 are only applicable if the team has 5 registered players at the commencement of the game. (6) An entire junior team cannot play in two junior competitions.

30. **Shortie Rule:** If a team has less than 9 players at the start or during a game, there shall be no offensive penalty i.e. No out will be recorded. This rule applies to all grades.
31. There shall be no intentional walk in any grade.
32. Youth coaches (under 19) must wear a helmet when in the coach's box. Failure to do so after being requested by the umpire will result in ejection from the game.

CNSA Rule Clarifications

These rule clarifications incorporate changes to the SAL Official Softball Playing Rules.

Appeal Plays: *there are 9 appeal plays:*

1. missing a base
2. leaving a base on a caught fly ball before the ball is first touched
3. batting out of order
4. attempting to advance to 2nd base after making a turn at 1st base
5. illegal substitutions
6. the use of unannounced players under the Replacement Player rule
7. the use of unannounced players under the Designated Player rule
8. base runners switching positions on bases following an offensive conference
9. Illegal re-entry.

Appeals may be made while the ball is live, or dead. The defensive team loses the privilege of making an appeal if it is not made:

- a. Before the next legal, or illegal, pitch.
- b. Before all fielders have clearly vacated their normal fielding positions and have left fair territory on their way to the dugout area. If a fielder makes the appeal, the fielder must be in the infield when making the appeal.
- c. In the case of the last play of the game, before the umpires have left the field of play.

Bats: Shall be of one piece construction, multi-piece permanently assembled or two piece interchangeable construction. If the bat is designed with interchangeable components it must meet the following criteria:

1. Mating components must have a unique locking key to prevent uncertified equipment combinations in the field.
2. All component combinations must meet the same standards as if it were a portion of a one piece bat.

For bat certification, please contact the UIC.

Batter's Interference: the batter is always out and the ball is dead.

Batting out of order: this is an appeal play. If the error is discovered after the incorrect batter has completed his turn at bat and before the next legal or illegal pitch has been made:

- a. The player who should have batted is out.
- b. Any advance, or score made, as a result of the improper batter becoming the batter-runner shall be nullified. Any out that is made prior to discovering this infraction remains out.
- c. The next batter is the player whose name follows that of the player called out for failing to bat. If the next player was the one called out, go to the next person in the line-up.

- d. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the player been put out by ordinary play.

Note: It is possible to have more than one out under this rule.

Batting position: The Batter must take his position in the batter's box within 10 seconds after the umpire has declared "Play Ball".

After the batter first enters the batter's box, he must remain in the box between pitches by keeping at least one foot in the box while taking signals and practice swings.

EXCEPTION: The batter can leave the batter's box:

- a. If the ball is hit fair or foul
- b. On a swing, slap or check swing
- c. If forced out of the box by a pitch
- d. On a wild pitch or passed ball
- e. If there is an attempted play
- f. If 'Time' has been called
- g. If the pitcher leaves the pitcher's circle, or the catcher leaves the catcher's box
- h. On a three ball pitch that is a strike that the batter thinks is a ball

PENALTY: If the batter leaves the batter's box, delays play, and none of the exceptions apply, the umpire shall call a strike. No pitch has to be thrown and the ball is dead. [Refer SAL Rule 7 Sec 3d & Effect]

Balls: With a COR of .47 or under shall be used in all competition. A white or yellow optic covered ball is to be used. This rule will apply to all grades including Tee ball.

Charged Conferences (Offensive): Only one charged offensive conference is permitted in an innings (except for Under 8 and Under 11 competition). **Note:** This includes the batter, runner, on-deck batter and the coaches among themselves.

It is not a charged conference when a pitcher is putting on a warm-up jacket while on base, or if the offence confers while the defensive team is in conference, provided the offence is ready to play when the defence is ready. Umpires should not permit any such conferences in excess of one per inning. **PENALTY:** A second charged conference shall result in the ejection of the manager or coach insisting on another charged conference.

Charged Conferences (Defensive): Only three charged defensive conferences are permitted in a seven-innings game (except for Under 8 and Under 11 competitions). For every inning beyond seven, there may be one charged conference per inning. **Note:** A conference includes players in the field leaving their position and going to the dugout for instructions, regardless of whether 'Time' has been requested or not. Conferences are consecutive and do not start over when a new player enters or returns into the game. Three conferences could be held in any one inning, and on the fourth conference in that inning, or any other inning, the listed pitcher at the time must be removed from the pitching position. If all three conferences are not used in the first seven innings, they are lost and a team must then follow the one per extra inning rule. It is not a charged conference for the defence if they confer during a charged offensive conference, provided they are ready to play when the offence is ready. Should a manager/coach from the dugout report a change to the umpire,

this is not considered a charged defensive conference unless the manager then crosses the foul line to talk with any defensive player after making the change.

EXCEPTION: If this change is a pitching change and the pitcher leaves the pitching position prior to the manager crossing the foul line, the manager may legally enter fair territory to talk with any defensive player, while the new pitcher is taking his warm-up pitches, without a conference being charged.

The conference is over when the manager/coach crosses the foul line returning to the dugout.

PENALTY: The fourth, and each additional charged conference in a seven inning game, or for any charged conference in excess of one per inning in an extra inning game, shall result in the pitcher, who is the listed pitcher at the time of the excess conference, being declared an Illegal Pitcher who may not pitch again for the remainder of the game.

Note: A declared Illegal Pitcher can play another position on defence but cannot pitch again. Conferences will not be charged if they take place at any time when the umpire has suspended play provided they are ready to play when the umpire is ready to resume the game.

Dead Ball Appeal: Once the ball has been returned to the infield and 'Time' has been called by the umpire, or the ball becomes dead, any defensive team member in the infield, with or without possession of the ball, may make a verbal appeal on a runner missing a base, or leaving a base too soon on a caught fly ball.

Designated Player: When using a Designated Player (DP):

- a. The team starts the game with 10 players.
- b. The DP bats for the FLEX (Defence only), who is listed in the 10th place in the line-up.
- c. The DP and FLEX may be substituted using players on the bench.
- d. The starting DP and FLEX may be re-entered once.
- e. The DP may field for any player, at any position, at any time.
- f. The player that the DP fields for must still bat, and becomes a "temporary DP".
- g. The DP fielding for any other player, other than the FLEX, is not a substitution, as no player has entered the game from the bench.
- h. If the DP fields for the FLEX, the FLEX has left the game. The game continues with 9 players. The starting FLEX may re-enter once or a substitute may resume, as the FLEX, and the game then reverts back to 10 players.
- i. The FLEX may bat but only in the place of the DP, and this is not a substitution, as no player has entered the game from the bench.
- j. If the FLEX bats for the DP, the DP has left the game. The game continues with 9 players. The starting DP may re-enter once or a substitute may resume, as the DP, and the game then reverts back to 10 players. The FLEX goes back to fielding only.

Understanding this rule will be made much easier if you remember the following:

- a. Both the starting DP and starting FLEX may re-enter once.
- b. Only NINE players may bat.
- c. The DP and FLEX can NEVER be on the OFFENCE at the same time (batting line-up).
- d. The DP may NEVER play DEFENCE only.
- e. If the DP is NOT playing OFFENCE, he is considered to have left the game.
- f. The FLEX may NEVER play OFFENCE only.

- g. The FLEX may only enter the game on OFFENCE in the original DP batting position.
- h. If the FLEX is NOT playing DEFENCE, he is considered to have left the game.
[See Point of Emphasis for examples]

Double Base: This is only to be used by the batter-runner on their first attempt to 1st base. If the batter intends to go to 2nd base, or further then they only have to touch the fair portion of the base. A batted ball hitting the fair portion is declared fair. A batted ball hitting the foul portion is declared foul. If a play is made at 1st base on any batted ball or the batter runs on a dropped third strike, and the batter-runner touches only the fair portion, and if the defence appeals prior to the batter-runner returning to 1st base, the batter-runner is out. **Note:** this is treated the same as missing the base.

The defensive player must use only the fair portion of the base at all times.

EXCEPTION: On any live ball play made from 1st base foul territory, the batter-runner and the defensive player may use either portion of the base. The defensive player must indicate which base they will be playing.

After over-running the base, the batter-runner must return to the fair portion of the base. On balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch either portion of the base. When tagging up on a fly ball, the runner must use the fair portion of the base. On an attempted pick-off play, the runner must return to the fair portion of the base.

Dugout: 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 [SAL Rule 1 Sec 27]. CNSA will give 1 warning only to the offender, if this is not adhered to, the offender will be removed from the team list and asked to leave the game. All team members must remain in the dugout when not participating in the game. Exception: When a pitcher is warming up in a designated area or the scorer is sitting at the open end of the dugout.

Eight Foot Circle Rule: When a runner is legitimately off his base after a pitch, or as a result of a batter completing his turn at bat, and is stationary when the pitcher has the ball in the circle, he must immediately (ie. within 3 seconds) attempt to advance to the next base, or immediately return to the base left. The responsibility is completely on the runner. There is no obligation on the pitcher to look, fake or throw. Failure to immediately proceed to the next base, or return to his original base after the pitcher has the ball in the circle, will result in the runner being declared out.

Eligible Player: Is a registered player who meets all age/gender requirements in that competition. A player who is registered in a grade lower is eligible to play in a competition providing they meet all requirements.

Game Time: It is only in the Final Series that a complete new innings does not commence with less than 5 minutes to play. It is a timed game up to the hooter unless the game has concluded due to the Run Ahead Rule.

Helmets: Helmets are mandatory for batters, on-deck batters, batter-runners, runners, catchers, youth age players (U19's) who coach in the first and third base coach's box and

youth age representatives who participate as a batboy/girl while on the field or in the dugout. Any helmets that are broken, cracked, dented, altered or have padding missing shall be declared an illegal helmet and removed from the game. A helmet must have two earflaps (one on each side) and shall be the type that has safety features equal to, or greater than, those provided by full plastic cap with padding on the inside. CNSA recommends that players wear a helmet with a chinstrap.

Hit by a Pitched Ball: A batter becomes a batter-runner when a pitched ball not swung at, nor called a strike, touches any part of the batter's person or clothing while they are in the batter's box. It does not matter if the ball strikes the ground before hitting them. **Note:** The batter's hands are not to be considered a part of the bat. **Effect:** The ball is dead and the batter is entitled to one base without liability to be put out. **EXCEPTION:** If no attempt is made to avoid being hit, the umpire calls either a ball or a strike. If the pitched ball is struck at and it hits the batter or the batter's hands, the ball is dead and a foul ball is called on the batter, unless it is the third strike then the batter is out and the ball is dead.

Illegally Batted Ball: occurs when:

- a. A batter hits a ball fair or foul, while their entire foot is completely out of the box, on the ground, when they hit the ball.
- b. any part of the batter's foot is touching home plate, when they hit the ball
- c. The batter hits the ball with an illegal or altered bat.
- d. The batter steps with their entire foot out of the batter's box, and returns to contact the ball while inside the batter's box.

Note: This prevents a batter from stepping back out of the batter's box to gain a running start and then swinging and contacting the ball. If no contact is made with the ball on the swing there is no penalty, only a strike on the batter.

Obstruction: is the act of:

- a. A defensive player, or team member, which hinders, or prevents, a batter from striking at, or hitting a pitched ball.
- b. A fielder who impedes the progress of a runner or batter-runner who is legally running bases, while:
 - i. Not in possession of the ball, or
 - ii. Not in the act of fielding a batted ball, or
 - iii. Making a fake tag without the ball, or
 - iv. In possession of the ball and who pushes a runner off a base, or
 - v. In possession of the ball, but not in the act of making a play on the runner which intentionally impedes the progress of that runner, while they are legally running the bases. [SAL Rule 1 Sec 66]

Offensive Player Only (OPO): An Offensive Player only (OPO) is a player in the batting order, other than the FLEX, for whom the DP is playing defence. The OPO continues to play offence, but not defence. (SAL Rule 1 Sec 67)

Overthrows: When a ball is in play and is overthrown and becomes dead, all runners shall be awarded 2 bases from the time of the throw. Runners may return to touch a missed base or a base left too soon. **Note:** If a runner touches the next base and returns to their original base, the original base they left is considered the last base touched, for the purpose of an overthrow award. If two runners are between the same bases, the award is based on the position of the lead runner.

Pitcher: The pitcher must, after taking the signal from the catcher, bring his whole body to a full and complete stop with the ball held in both hands in front of the body. This position must be held for not less than 2 seconds and not more than 5 seconds, before releasing the ball. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of his wind-up. Both feet must remain in contact with the pitcher's plate and the pivot foot must remain motionless at all times before the start of the pitch.

The pivot foot must remain in contact with the pitcher's plate at all times before the forward drag, leap or hop.

In the act of delivering the ball, the pitcher may take one step with the leading, non-pivot foot simultaneous with the release of the ball. The step must be forward and within the 61.0cm (24 inches) length of the pitcher's plate.

Note: It is legal to drag, leap or hop and then land and throw as long as the original push starts from the pitcher's plate. It is not legal to step off with the pivot foot and then drag, leap, or hop and throw.

Pregnancy: Based on advice received from Softball NSW, CNSA advises in relation to pregnancy that:

- a. continuation of participation in softball during pregnancy poses health risks to the person and the unborn child; and
- b. pregnant players and officials should seek advice from appropriately qualified medical practitioners as to:
 - i. the risks involved in participating in softball; and
 - ii. whether it is safe for them to continue participation in softball while pregnant and if so, for how long should they continue to participate.

Running to 1st base: There are 'tramlines' in the last half (30') of the base path from home plate to 1st base. The batter-runner may run inside the diamond until reaching the tramlines and should then run within the tramline for the last half of their journey. (Running on the line is not within the tramline).

Note: A batter-runner is only out if they interfere with a play by running outside of these tramlines. The batter-runner cannot be out if no play is being made, even if they run to the normal base. A batter-runner is not out if they run outside the base path to allow a fielder to field a batted ball.

Shoes: All players, officials and umpires are to wear fully enclosed footwear. No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate are allowed in any division at any level of play. Shoes with detachable cleats that screw ONTO the shoes are not allowed. However, shoes with detachable cleats that screw INTO the shoe are allowed.

Note: Cleats (plastic only) that screw into the shoe and not leaving an exposed post when

the cleat is not on the shoe are legal. Cleats that screw onto a post fastened to the shoe are illegal, as it would be dangerous if the cleat came off and a sharp post remained. No metal cleats are allowed at CNSA at any level.

Sliding Base Rule: If a base is dislodged from its normal position, a runner shall be declared safe as long as the runner either stays where the base should have been, or if the runner slides out of position with the base. A runner is only out if the runner stands up and actually takes one or more steps towards the next base and is tagged.

Spitting: The practice of spitting will not be permitted or tolerated from any person. A team warning shall be issued for the first instance. After that warning any offending person will be ejected.

Strike Zone: The following applies to all competitions:

- a. The area where the whole ball is under the bottom of the sternum and the whole ball across the top of the knees.
- b. any part of the ball crossing the plate ie. yellow over white.

Note: The strike zone area for Under 13s & SG3 is from top of shoulder to below knee. In all cases it is taken when the batter assumes their natural batting stance.

Third Strike Rule: If, after the second strike, a pitch is struck at and missed where the ball hits the ground or a strike is called by the Plate Umpire and the ball is dropped by the catcher, with less than 2 out and 1st base is occupied, then the batter is automatically out. The ball is alive and runners may advance at their own risk to be put out.

Note: When a dropped K2 occurs and the ball goes to the 1st base side of the catcher and the batter-runner is not tagged and a throw out at 1st base is necessary, the fielder may throw the ball to 1st base and it may be fielded for the out on the double base. The batter-runner may run to the white base. The fielder at 1st base should indicate to which base they are going to field.

Warm-up Pitches: Catchers (or other members of a defensive team) must wear a mask, throat protector and helmet while receiving warm-up pitches at the pitching plate OR in the warm up area. If a person catching the pitch will not wear the mask they must be replaced by a person who will do so. All catchers in Fast Pitch must wear a body protector (chest protector).

Junior Competition

The Junior Competition at CNSA encompasses Benny Ball – Under 8 through to School Girls Division 1.

Benny Ball - Under 8

The **Under 8** competition shall play Benny Ball as a social learning experience only and no points shall be awarded. SAL rules are modified by CNSA. CNSA shall award an 'Acknowledgment of Participation' to each registered player at the conclusion of the season. The scorecards for the Under 8 competition shall only record the names and positions of the players and any officials on the game. This is for registration purposes only. As this is a non-competitive game, no scores are to be recorded.

Benny Ball competition rules include:

- i. Pitchers plate distance is 40 feet.
- ii. Bases are 60 feet.
- iii. 10 minutes batting, regardless of the number of outs, followed by 10 minutes of fielding. This will be repeated for the subsequent innings for the duration of the 60 minute game (3 innings).
- iv. Batting order must remain the same for the duration of the game. Maximum of 12 players can bat.
- v. Base runners must not advance on an overthrow.
- vi. One coach allowed on the outfield (behind centre field) during the defensive innings.
- vii. Unlimited interchange of positions during the defensive innings. All players should take a turn in the outfield during each innings.
- viii. The number of boys permitted will be a maximum of 7 boys per team, a maximum of 6 boys on the diamond at the one time, a maximum of 3 boys in the infield with one of these being a catcher, at any one time. Minimum number of boys on the diamond can be NIL. If these rules are breached, it should be brought to the Plate Umpires' attention and a substitution made immediately. Such a substitution is made without penalty.
- ix. All players must be under the age of 8 as at 31 December 2015.
- x. For the **Under 8** competition the 3 players who do not field at the start of the game must be placed first, second & third in the batting order.
- xi. For the **Under 8** competition a team shall consist of at least 7 players to be able to take the diamond, all of whom must be first registered with CNSA.
- xii. For the **Under 8** competition only, all participating teams will provide their own umpires – the team on 1st base will provide the plate umpire and the team on 3rd base will provide the base umpire

Tee Ball - Under 11

The **Under 11** competition shall play Tee ball as a competition with points awarded. There will be a Final Series contested. If the competition is a combined mixed competition, the teams will play separate Final Series with the first 4 teams or part thereof contesting the Final Series with the divisions being Mixed, Boys and Girls. The rules are modified by CNSA and should be read in conjunction with the Official Rules of Softball.

Mixed Competition: The number of boys permitted will be a maximum of **6** boys per team, a maximum of **5** boys on the diamond at the one time, a maximum of 3 boys in the infield with one of these being a catcher, at any one time. Minimum number of boys on the diamond can be NIL. If these rules are breached, it should be brought to the Plate Umpires' attention and a substitution made immediately. Such a substitution is made without penalty. **EXCEPTION:** Where a Mixed team plays a Boys team, there shall be no restriction on the number of boys that the mixed team can place on the field at the one time.

Protests: There shall be no protests in Tee Ball.

The CNSA Rules applying to Under 11 competitions are:

1. **PLAYERS**

- a. The minimum age for a player to participate shall be 5 years at 31 December 2015.
- b. All players must be under 11 respectively as at 31st December 2015.
- c. A team shall consist of 12 or more players but a maximum of **12** players bat in each offensive innings or to the maximum number of players in either team on the day up to **12** eg: if both teams have 8 players then they only bat 8.
- d. Only 9 players are to field during the game with unlimited substitutions allowed.
- e. A designated player shall not be used in Tee ball.
- f. For the **Under 11** competition players who are listed only to bat may be used as fielding substitutions. The re-entry rule will not apply. The batting line-up is not altered when fielding positions are changed. Those players that "bat only" may be placed anywhere in the line-up before the commencement of the game, with one of the following symbols in the fielding position box on the result card: (BO) or (-).
- g. For the **Under 11** competition a team shall consist of at least 7 players to be able to take the diamond, of which 5 must be first registered with the team.
- h. A team with less than 9 batters will not have an automatic out declared because it has less than the number of players for a regulation game. There are no "Shorties" in Tee ball.
- i. If 3 outs are not achieved by the defensive (fielding) team, the batting side will bat to the maximum of 12 batters or the maximum on the day.

2. **THE GAME** applying to the **Under 11** competitions (unless otherwise stated) will be played in accordance with these rules of Tee ball and the Official Rules of Softball.
- a. For the **Under 11** competition a game shall be for one hour and 15 minutes, or 7

innings, whichever occurs first, the only exception being the 24 run ahead rule at the completion of the fourth innings. All games shall start and finish on the hooter. When the hooter is not operating, time is to be taken from the Plate Umpire's watch.

- b. An innings is completed when either:
 - i. 3 outs have been achieved by the defensive side; or
 - ii. 7 runs have crossed the home plate; or
 - iii. The last or twelfth batter is out (eg caught out, tagged or out on a forced play); or
 - iv. The last or twelfth batter completes their turn at bat and the ball has been returned to the pitcher in the pitcher's circle and no further play is possible; or
 - v. An infielder with the ball touches home plate to retire a preceding runner before that runner reaches home plate when the twelfth or last batter has batted.
- c. No run shall score:
 - i. After the last or twelfth batter is out;
 - ii. After the last or twelfth batter completes their turn at bat;
 - iii. When the last or twelfth batter is caught out or is out in a forced play;
 - iv. After an infielder with the ball touches home plate to retire the last or twelfth batter, or any preceding runner on that last play, before they reach home plate; or
As otherwise prescribed in the Official Rules of Softball.
- d. When the twelfth batter (or last batter if less than 12) for the innings comes up to bat, the scorer shall advise the Plate Umpire of that fact who shall in turn inform both sides by calling and signalling "last batter".
- e. The Infield Fly rule and Batting out of the Box rules do not apply in Tee ball
- f. The ball is not pitched in Tee ball – instead it is batted from a Tee.
- g. The Tee shall be placed in the centre of the side of home plate nearest the pitcher.
- h. The Sliding Base rule shall apply in all games.
- i. For the **Under 11** competition the Scorer of the offensive (batting) team shall advise the Plate Umpire when the seventh run has been scored, thereby completing that half innings.
- j. The ball is alive and in play off the back net once the ball has been fairly batted. The ball is alive also off the fences extending from the back net on diamonds where fences are provided.
- k. Other ground rules may be applied by the Executive Committee as required.

3. BATTING

- a. The Plate Umpire shall ensure that the Tee is adjusted to the height for the batter's satisfaction before calling "Play Ball".
- b. The back and front feet of the batter must be parallel with the back and front line of the batter's box and only the front foot can move forward whilst swinging at the ball.
- c. The batter is permitted to line-up the bat to the Tee prior to each attempt to hit the ball. Any additional movement of the bat towards the ball after the initial line-up will be called a strike.
- d. If in the lining-up of the bat to the Tee (after the Tee has been adjusted if necessary) and the batter hits the ball off the Tee into foul ball territory a strike will be called. If it is the third strike, the batter will continue to bat until a fair ball is hit and they become the batter-runner, or called out on an air swing on the third strike only.
- e. If the batter hits the ball before "Play Ball" has been called, the ball is dead and no

- count is recorded against the batter.
- f. The batter shall take a normal forceful swing when striking the ball. If the Plate Umpire considers that the batter did not take a full swing, the ball is dead and batter must be called back to swing again.
 - g. Bunting is not permitted in Tee ball.
 - h. If the batter bats out of the batter's box to hit the ball, the Plate Umpire shall call "Dead Ball" and the batter shall return for another attempt to hit the ball. There is no penalty; any base runner must return to the base last held prior to the hit.
 - i. A strike is called when:
 - i. a batter swings at the ball and misses;
 - ii. a batter swings and hits the Tee and not the ball; or
 - iii. a batter hits the ball and it does not travel beyond the 20 feet arc line. In all cases, this is a foul ball, the ball is dead and runners may not advance.
 - iv. All foul balls are counted as strikes. If the batter does not hit a legally batted ball on the third strike, the batter will continue to bat until either a fair ball is batted or the batter is called out on an air swing.
 - j. Until the ball is hit, the pitcher must have both feet in contact with any of the pitchers' plates, the catcher must be positioned in the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit i.e. For a right hand batter, the catcher will stand on the umpire's right side and for a left hand batter, the catcher will stand on the umpire's left side. All other fielders must be stationed in fair territory in generally accepted fielding placements. Fielders are not permitted to move once the batters feet are settled in the batter's box
 - k. No fielder, other than the catcher can be positioned within 35 feet of home plate.
PENALTY: For both j & k if the batter does not reach 1st base safely, the batter shall be awarded 1st base and all other runners shall advance one base only. The ball is dead.
Note: If the batter hits a fair ball and makes 1st base safely and all runners advance at least one base safely, the ball shall remain live and in play. Runners may advance further at their own risk of being put out.
 - j. The Double Base Rule applies. The batter-runner must run to the foul portion of the base to prevent interference to the fielder at 1st base. The fielder must play the fair portion of the base. Where a base runner leaves or returns to 1st base, it must be from or to the fair portion of the base.

4. BASE RUNNING

- a. A runner must wait until the ball is hit before leaving the base. An umpire shall call "Dead Ball" if a runner leaves before the batter hits the ball.

In **Under 11**, a team warning will be given in the first instance of any violations by any player after that, the base runner will be called out.

- b. When the batter hits a fair ball, play proceeds until all runners have been held up on bases or until no further play is possible.
- c. "Time" shall be called when, in the opinion of the Plate Umpire, all possible play has ceased:
 - i. when a fielder has control of the ball in the infield; or
 - ii. the runners are stationary on bases and no attempt to advance is being made.
- d. Any runner between bases when "Time is called by the Plate Umpire shall return to the last legally held base or proceed to the next base dependant on which side of the designated line (marked at 30 feet) they are at the moment "Time" was called.
- e. When the batter hits a fair ball, that is fielded by an infielder, if the throw to 1st is overthrown – i.e thrown beyond 1st base – the ball is Dead and the batter runner will only be awarded 1st base.
- f. If a base runner is injured while on base and cannot run then a team member who is not one of the next five at bat can run for the injured runner.

5. ACHIEVING AN OUT

- a. The batter shall be given out:
 - i. if after 2 strikes, the next strike is an air swing;
 - ii. if the batted ball is caught on the full;
 - iii. if, after the first instance and a team warning has been issued, throws the bat dangerously eg: almost hits the catcher or any other player, official or spectator;
 - iv. if a fielder holding the ball touches the **fair** portion of 1st base before the batter arrives; or
 - v. if a fielder holding the ball tags the batter before they reach 1st base.
- b. Base runners shall be given out:
 - i. if a fielder holding the ball tags the runner (either forced or unforced) between bases. When tagging a runner, the fielder must touch the runner with the hand(s) holding the ball. The runner will not be out if the fielder loses control of the ball.
 - ii. if a fielder holding the ball touches the base with any part of the body before a "forced" runner reaches that base; or
 - iii. if a runner leaves the base before a batted fly ball is first touched and a fielder in possession of the ball reaches the original base before the runner can return or throws the ball to another fielder at the original base who touches the base.
 - iv. Interference called by an umpire.

6. UMPIRES

- a. The Plate Umpire will call "Play Ball" for each batter and after every strike, foul ball, dead ball, or after "Time" has been called. The batter will be called to the batter's box by the Plate Umpire simply by saying "Batter" in the first instance.
- b. The Tee must be removed by the Plate Umpire whenever necessary so that players will not be obstructed or injured.
- c. All interferences that occur shall be called by all Umpires. The player causing the interference shall be called out. The ball is dead immediately and all runners shall return to the base they held at the time of the interference unless forced to advance by the batter-runner.
- e. All obstructions that occur shall be called by all Umpires. It is a delayed dead ball until play has ceased. All runners shall be awarded the base they would have reached had the obstruction not occurred.
- f. The Plate Umpire shall not call "Time" until all possible play has ceased.
- g. Umpires shall apply all other penalties pertaining to the violation of the rules in accordance with the Official Rules of Softball.
- h. Umpires should be aware that the nature of this age group is social learning experience for all players and should therefore apply the rules with discretion and judgement.
- i. Umpires shall not give any indication of any appeal play situations unless appealed to.
- j. Umpires shall report all unsporting conduct by players, officials or spectators to the Umpire's Convenor or an Executive member.

7. DEAD BALL

The ball shall be dead:

- a. If in the line-up swing the batter hits the ball off the Tee
- b. If the batter hits the Tee
- c. If the batter hits the ball out but it does not travel beyond the 20 foot arc.
- d. On all interferences.
- e. If the ball is overthrown and goes out of play
- f. If the ball is thrown to 1st and is overthrown.
- g. Hits a person or object not engaged in the game.

8. COACHES

- a. The offensive (batting) team is allowed two coaches – one within the 1st base and the other within the third base coach's boxes. They must not interfere with the ball or any fielder and must not physically assist the batter-runner or baserunner in any way.
- b. The offensive coaches are not permitted to take any article with them into the coach's box except for a scorebook, pen or pencil and an indicator.
- c. Coaches shall be suitably attired, preferably in team colours and must wear fully enclosed footwear.
- d. There will be no restrictions on the number of conferences by the offensive or defensive coaches. However, if it is deemed time wasting by the Plate Umpire, a warning will be given to that coach. If the Plate Umpire does not acknowledge requested "Time", then the game proceeds, especially if considered to be time wasting.
- e. The offensive (batting) coach will have no restrictions on the number of conferences in each innings.

9. GROUNDS

The field shall be marked as for softball with the following exceptions:

- a. The baselines are 60 feet;
- b. The pitching plate shall be 40 feet from the apex of home plate and in the centre of the circle with a 8 feet radius; for safety purposes, the pitcher may stand on any of the pitching plates providing he is not closer than 40 feet.
- c. An arc with a radius of 20 feet from the apex of home plate shall be drawn in the infield from the home/1st baseline to the home/3rd baseline;
- d. A line will be marked between each of the bases (excluding between homeplate and 1st Base) this line is marked at 30 feet and be 1 metre long.
- e. In a live play, the ball is alive off the fence.

10. EQUIPMENT

- a. The ball shall be a soft core yellow optic 10-½ inches in circumference.
- b. The Tee may be made of any suitable material, construction and must be adjustable, must be light enough to be easily moved.
- c. A regulation scorebook must be used to record 12 players. The CNSA scorecard will be used for registration checks only.
- d. Uniform and footwear conforming to the requirements of CNSA or the Official Rules of Softball must be worn.

All catchers must wear shin pads and chest protectors.

The catcher must wear a catcher's mask or batting helmet and must not remove it during play.

Knee guards or leggings that protect the kneecap are optional.

Under 13 Girls and Youth Boys

This age group shall play to SAL rules applicable to Softball, but modified to include the CNSA competition rules.

Equipment and Diamond:

- Baseline shall be 60 feet.
 - A yellow optic 11 inch ball shall be used.
 - Pitching distance shall be **40 feet (Boys), 38 feet (U13 Girls)**.
1. All players must be under 13 (girls) or 14 (boys) years of age as at 31st December 2015.
 2. The game shall be a timed game of 1 hour and 15 minutes, or 7 innings, whichever occurs first, the only exception being the 24 run rule at the completion of the fourth innings. All games shall start and finish on the hooter. When the hooter is not operating, time is to be taken from the Plate Umpire's watch. All games shall be played in accordance with these CNSA ground rules and the Official Rules of Softball.
 3. A team shall consist of 12 or more players but a maximum of 12 players bat in each offensive innings or to the maximum number of players in either team on the day up to 12 eg: if both teams have 8 players then they only bat 8.
 4. If the batter bunts foul on the third strike, the batter will be out. No team shall be given a warning.
 5. The offensive (batting) innings shall be completed when 3 outs occur or when the seventh runner has crossed home plate, whichever occurs first.
 6. The Strike Zone is the area from top of shoulder to below the knee and any part of the ball crossing the plate (i.e. yellow over white). In all cases the zone is determined when the batter first assumes their natural batting stance. The plate is increased approx. 100mm either side of plate. This gives the pitcher a larger strike zone and teaches our batters they must try to hit the ball and not wait for a walk. The larger home plate is made by the coaches committee.
 7. The Drop K2 rule is as per Official Rules of Softball.
 8. Catchers and pitchers must be changed after 2 innings or any combination e.g. 1 catcher and 1 pitcher etc.
 9. In the event of a tie-breaker the catcher and pitcher rule will not apply..

School Girls 3 - Under 15s Girls

This age group shall play to SAL rules applicable to Softball with the following CNSA competition rules:

1. All players must be U15 years of age as at 31st December 2015.
2. The pitching distance shall be 40 feet, the base path 60 feet and the ball a yellow optic 12 inches in circumference.
3. The offensive innings shall be complete when either 3 outs have been achieved or when the seventh run has crossed the plate.
4. No restrictions apply on catchers or pitchers.

School Girls 1 & 2 - Under 17s Girls

This age group shall play to SAL rules applicable to Softball with the following CNSA competition rules. If the U15 and U17 competition is combined, the teams will play separate Final Series.

1. All players must be U17 years of age as at 31st December 2015. Allowances for skill level will be considered for players outside the age limits on application in writing to the CNSA Executive.
2. The pitching distance shall be 43 feet (Division 1), 40 feet (Division 2), the base path 60 feet and the ball a yellow optic 12 inches in circumference. All CNSA U17 representative and Winter League pitchers will pitch at 43 feet.
3. There shall be no limit on the number of innings a pitcher or catcher may field in that position.
4. The offensive innings will be completed when 3 outs occur or the **seventh** run has crossed the plate.

Senior Ladies Competition

This competition shall play to SAL rules applicable to Softball with the following CNSA competition rules:

1. The minimum age for a player shall be 13 years of age for A grade and 12 years of age for lower grades as at 31 December 2015.
2. Winter League, U15 and U17 Representative pitchers are not permitted to pitch in the B Reserve competition. CNSA Executive reserves the right to exclude pitchers deemed to be of such standard, even during the course of a game.
3. There shall be no limit on pitching, catching, etc (other than as indicated above).
4. It is recommended that junior players playing in this grade wear protective gear when fielding at 3rd base.
5. All catchers are to wear full protection i.e. face mask with throat protector, skull cap, chest protect and full leg guards.
6. No swearing, sledging or harassment of any kind will be permitted (Officials, players and spectators alike). Any player or official ejected or reported will face the Judiciary.

O35's Ladies Competition

This competition shall play to SAL rules applicable to Softball with the following CNSA competition rules:

1. The minimum age for a player shall be 35 years of age as at 31 December 2015.
2. There shall be no limit on pitching, catching, etc (other than as indicated above).
3. The pitching distance is 40ft.
4. All catchers are to wear full protection i.e. face mask with throat protector, skull cap, chest protect and full leg guards.
5. No swearing, sledging or harassment of any kind will be permitted (Officials, players and spectators alike). Any player or official ejected or reported will face the Judiciary.

Senior Men Competition

This competition shall be played to SAL rules applicable to Softball as an open age competition with the following CNSA competition rules:

1. The minimum age to play in the infield shall be 15 years as at 31st December 2015.
2. The minimum age to pitch shall be 15 years as at 31st December 2015.
3. Boys under the age of 14 as at 31 December 2015 (born 2000 or later) are NOT permitted to play in the 2015/2016 competition. In special circumstances (based on skill and physical attributes) the CNSA Executive may permit younger boys to participate.
4. Pitching distance shall be 46 feet.
5. All catchers to wear full protection i.e. face mask with throat protector, skull cap, chest protector and full leg guards.
6. No swearing, sledging or harassment of any kind will be permitted (Officials, players and spectators alike). Any player or official ejected or reported will face the Judiciary.

Senior Mixed Competition

These competitions shall be played to SAL Rules applicable to softball with the following CNSA alterations:

1. The minimum age as at 31st December 2015 for a junior player is 14 years.
2. The minimum age as at 31st December 2015 for a pitcher in any Division shall be 15 years.
3. The maximum number of junior players 14 years of age (male or female) on the diamond at any one time is 3.
4. The minimum number of male players, batting or fielding, can be NIL
5. The maximum number of female players, batting or fielding, can be 12. Maximum number of male players, batting or fielding, is 5, or one greater than the number of female players if the team is batting 12.
6. Blood bin rules applies, but the maximum number of males is not to exceed 5.
PENALTY: Violation of this rule after a legal or illegal pitch has been made will result in a forfeit.
7. No swearing, sledging or harassment of any kind will be permitted (officials, players and spectators alike). Any player or official ejected or reported will face the Judiciary Committee.
8. Pitching distance – Male players will pitch at 46 feet (14.02 metres), Female players have the option of pitching at either 40 or 43 feet. (Note: Ladies playing in Mixed Division 1 must pitch at 43 feet)
9. Men Division 1, State, Australian, State or Winter League, Current or former CNSA Representative or National Fast Pitch (or Mens to an equivalent standard) pitchers are not permitted to pitch in the Mixed 2 competition. CNSA Executive reserves the right to consider pitchers on a case by case basis either in writing or during the course of a game.
10. The offensive (batting) innings shall be deemed completed when either 3 outs occur or when the seventh run has been scored in each and every offensive innings.
11. A Grade and Men Division 1 players may not play in Division 3.
12. If a Mixed team has elected to bat through regular players listed on the scorecard, where a mixed team has more than 9 players, the ratio of males to females on the scorecard must be 1:1 or only 1 more than the number of females on the scorecard. For example if a team has 10 players and they are batting through the line-up, only 5 males and 5 females can be in the line-up. If the team has 6 males and 4 female players, that team cannot bat through all players.
If a team has 11 players, the maximum number of males allowed in the line-up will be 6.
If a team has 12 players, the maximum number of males allowed in the line-up will be 6.
Where a team is batting through its line-up, if a female in the line-up gets injured, reducing the number of females to 4, only 5 male players will be able to bat.
This does not apply, where a team has 9 or less players.

Team Numbers

1. A team may play with a minimum of 7 players of which 5 must be original registered team members or permanently upgraded players. **EXCEPTION:** Division/State Championships and Tournaments/State League /State/SAL commitments.
2. When a DP is used, a team must start with 10 players. However, if due to an injury the team is reduced to 9 players, the game will continue and the result will be valid. A DP is not allowed in U8, U11 or U13 competition.
3. If a team is reduced to less than 9 players, a 'shortie' shall be entered and noted in the batting order. There shall be NO PENALTY.
4. When a team has less than 5 of its registered players in attendance, the team shall forfeit the game. The team has 5 minutes from the time of the hooter or Plate Umpire's watch before the forfeit is called. The result of a forfeited game will be 7-0 win over 7 defensive innings to the non-offending team. Refer to CNSA Ground Rules regarding adding eligible players after the commencement of the game.
5. Where a team intends to forfeit a game, the Club Secretary must contact the CNSA Secretary 24 hours prior to the playing time. Failure to do so shall result in a fine to the Club as set out at the AGM. The CNSA Secretary shall subsequently notify the opposition team's Secretary and rostered umpires. Should 4 or more playing members of the team be present, it shall not be considered an intended forfeit.
6. Where a forfeit occurs during a game due to a team being reduced to less than 5 original registered team players or less than 7 players in a team, the forfeit will mean that the points are awarded for a win to the opposing side and the results will be recorded at 7-0, unless the score for the game at the end of the forfeit is greater, in which case the greater score will stand.
7. Where a team loses 3 or more players (not officials) during the normal rounds of a competition to Divisions/State/Australian Championships, State/Australian Development Squad Trainings, State/Australian Squad Trainings, State/Australian Team Trainings, pre-advised official State commitments, Academy, Winter and State League matches or National Fast Pitch matches; then the game may be deferred and played at a mutually agreed time between both teams. This game is to be played within 14 days of the originally scheduled date, or adverse weather date. If the teams cannot come to an agreed date then the CNSA Executive shall set a date that the game must be played, which shall be not later than 4 days prior to the Semi Finals. Failure to attend on this date by one or both teams shall result in a forfeit.
8. On all occasions the CNSA Secretary must be advised at least 7 days prior to the deferment of any normal games and to the mutually agreed date to be played. The CNSA Secretary shall be responsible for advising the nominated Umpiring club that their attendance will not be required.
9. The teams playing in the deferred normal game shall be responsible for supplying their own umpires.
10. The Umpires' Convenor must be advised of the date set for the game. When the Umpires' Convenor has been advised of the date of a deferred normal game, the Umpires' Convenor, where possible, will arrange for a Duty Convenor for the game.
11. Should a re-scheduled date for a deferred normal game be washed out, then another mutually agreed date shall be set. If this second date is also washed out, then both

teams shall be awarded 2 points.

12. Any player coming up from a lower age/grade to replace a player due to reasons in article 7 above shall not be classed as having 'played up' a game. However, their registered team must still be shown on the scorecard to verify their eligibility.
13. Where a team loses one or more players or its head coach during the Finals Series of a competition to Division/State/Australian pre-advised official commitments in any capacity (eg. team, squad, State League or National Fast Pitch), then the game may be deferred. Failure to attend on that date by one or both teams shall result in a forfeit.
14. On all occasions the CNSA Secretary must be advised at least 7 days prior to the deferment of any finals games. The CNSA Secretary shall be responsible for advising the non-deferring team. Umpires' Convenor shall be advised by the CNSA Secretary of the deferral of the finals game and to the mutually agreed date the game is to be played. If the teams cannot come to an agreement then it shall be played on a date set by the CNSA Executive Committee.
15. The Umpires' Convenor will immediately arrange for umpires for the deferred finals game to be played. The Umpires' Convenor, where possible, will arrange for a Duty Convenor for the game. Should the rescheduled finals game be washed out or extreme heat prevents a game commencing, then the CNSA Executive Committee will set another date to play the deferred finals game.
 - a. If the two teams are playing a Semi Final, the game is to be scheduled in the period between the set dates of the Semi Finals and Finals, or earlier if possible (eg. immediately after the last round is completed).
 - b. If the two teams are playing a Final, the game is to be scheduled in the period between the set dates of the Final and Grand Final, or earlier if possible (eg. immediately after the Semi Finals are completed).
 - c. If the two teams are playing a Grand Final, the game is to be scheduled no later than during the week following the conducting of other Grand Finals, or earlier if possible (eg. immediately after the Final are completed).

Registration in More than One Competition

If any player plays in a team whilst unregistered, that team shall forfeit all points gained during that round or rounds.

1. A player shall not be de-registered from a team in order to register with a team from another club if they have already participated in a competition game as a player with said team during the season.
2. If a person is unable to play three games due to State/SAL commitments, then the team affected has the right to approach the Executive Committee for special dispensation to allow this person to participate in the Finals Series, but proof of training attendance must be provided.
3. For the senior competition, a player may play in an age/grade higher than that in which first registered on no more than three occasions. On the fourth occasion that player shall not be eligible to play in the lower age/grade for the remainder of the season and must play in the age/grade played on the fourth occasion. EXCEPTION: Player Playing-up Rule.

4. Should a player play in an age/grade for which the player is not eligible, the team in which that player played shall forfeit all points gained during the period of ineligibility. The non offending team will be awarded a win by forfeit. If the player plays in the Finals Series as an ineligible player the team forfeits to the opposing team.
5. When a CNSA Representative player is injured while training or playing for CNSA/SNSW/SAL a Club shall have the right to replace that player with a substitute of equal ability from the same Club during the playing of the Finals Series. The substitution must be approved by the CNSA Executive Committee.
6. Where an official or player is registered with one Club in junior competition and registered with another in senior competition, the two Clubs concerned shall share equally the registration fee for that official or player.
7. No player shall be eligible to play within the one competition for two different teams in Semi Finals, Finals or Grand Finals, either in junior or senior competitions. Once a player is listed by the Registrar as eligible to participate in a Semi Final, Final or Grand Final in a particular age group or grade then that player shall not play for another team in the Finals Series, even if such a player has played three games in a higher age group/grade during the season. **EXCEPTION** – Player-up Rule.
8. A Junior player can be registered in more than 1 junior team.
9. If a junior side is short (less than or equal to 9 players) a junior player may play up without penalty an unlimited number of times.
10. A team must have registered 5 players in a team, before a player can be registered in more than 1 team
11. For the purpose of finals, players playing up can qualify for two junior finals if they have played three qualifying games.
12. An entire junior team cannot play in two junior competitions
13. A player shall not play for 2 clubs within 1 competition – i.e. a junior player cannot play U13 for Club A and Under 15 for Club B.
However, a player could play for Club A in the Mixed Competition and Club B in the Over 35s Competition. A junior player could play for Club A in the Junior Competition and Club B in the Senior Ladies competition.

Batting Order / Line up

1. Teams in grades other than Schoolgirls Division 1, A Grade, Mens Division 1 may elect to bat through regular players listed on the scorecard, and registered with the team, up to a maximum of 12.
2. If electing to only bat 9 players normal substitution rules will apply.
3. It must be noted on the scorecard and the plate umpire must be notified whether a team is batting through the line up or only batting through 9 players.
4. There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game and listed on the scorecard.
5. The batting order is to remain the same for the duration of the game.
6. If a team elects to bat through 12 and a runner is injured, they can be replaced on base by another player who is not in the next 5 batters.

7. If a player is injured and unable to bat, the batter is skipped in the line-up and is not recorded as an out and the next batter listed on the line-up will bat.
8. For clarification – SG1 teams can only bat 9 players and normal substitution rules apply. SG2 teams have the option of batting through. This will apply when both SG1 and SG2 sides are playing each other.

Upgrading of Grand Finalist Teams

1. Application for downgrading of more than one grade will only be considered under the following circumstances:
 - a. On medical grounds where a medical certificate must be provided.
 - b. If a player changed Clubs and the highest grade of that Club is lower than the grade previously played.
2. If a player returns to play after a period off of two seasons, no downgrading request is required.
3. In all cases for downgrading the Executive Committee reserves the right to determine the grade a player shall play in.

Playing Pending Clearance

1. A player waiting on a clearance from another Association shall not be permitted to play until clearance is received.
2. The clearance must be received by CNSA otherwise the player is ineligible to compete in any rounds until clearance is received.
3. A written clearance is not required by CNSA where a player or official transfers from one club to another within the Association. A Clearance will only be refused if a player or official is placed on a defaulters list.

Scoring

1. Any player not listed on the scorecard at the commencement of the game may be added once they are present in the dugout and in uniform.
2. When teams play a player from a lower age/grade, the registered age/grade of the player shall be entered in the scorebook and on the scorecard (in brackets beside the player's name). Failure to enter the player in the prescribed manner shall result in the team forfeiting all points gained for the game.
3. A player is considered as playing in a game when present and either added to the scorecard once the game has commenced and participated or substituted by a player on the bench and listed on the scorebook and scorecard. Being listed on the card or book as a substitute but not entering the game is not considered playing in that game.
4. All result/scorecards must show the Christian name or given names as well as the surname for all players and officials. The card must be written legibly in ink for easy identification by the umpires during the game and ultimately by the Registrars in their duties of recording results.
5. It shall be the responsibility of the winning team to place the scorecard in the appropriate Registrar's box at the conclusion of the game.

6. Should there be a variation in a result posted on the result board, a Club/team has two weeks from the time the results are posted to produce the scorebook to allow the appropriate Registrar to verify the results of the game. After the lapse of fourteen (14) days the records shall stand.

Blood Bin Rule

CNSA shall enforce the SAL Rules of Softball in the event of a player bleeding during a game. The player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time or if the uniform becomes covered in blood. The withdrawn player shall not return to the game until all bleeding ceases, the area cleaned and covered and if necessary the uniform replaced with a clean article of clothing. Blood in Sport Rule players may be interchanged by any player (or official eligible by sex, age and registered grade for that team). The consequences and actions to be taken in such situation is covered in the SAL Rules of Softball.

Serious Injury during a competition game

If in the event of serious injury occurring and a game is prevented from reaching 3 completed innings or the specified time allocated to that game, then the game shall be replayed from the beginning, except where said injury causes a forfeit.

If an injury to a batter-runner or runner prevents them from proceeding to an awarded base, and the ball is dead, the batter-runner (or runner) may be substituted for. The substitute will be allowed to proceed to any awarded base(s).

Team Responsibilities Regarding Equipment

1. The first named team on the draw for each age/grade playing the first game of the day on each diamond shall be responsible for putting out all bases, including home and pitching plates. The second named team shall be responsible for putting out the waste bins. No game is to start until all equipment is in place. Failure to carry out the above duties within 10 minutes after the official start time shall result in a forfeit by the offending team.
2. It shall be the responsibility of the winning team playing in the final time slot on each diamond to bring in all bases, including home and pitcher plates. The losing team on these diamonds shall be responsible for bringing in the garbage bin. Failure to carry out these duties shall result in the loss of two competition points for the offending team.

Umpiring

1. All umpires shall sign on at the Umpires' Station at least ten (10) minutes prior to the scheduled start time of the game to be umpired.
2. If any umpire has not signed on at the Umpires' Station five (5) minutes prior to the commencement of the game, according to the time registered on the time clock located in the canteen (Umpires' Station), the Club shall be fined for each umpire who fails to do so, the fine being set at the AGM.
3. It is the responsibility of a team official from the team first on the draw to collect the scorecard prior to the commencement of the game. Both scorers must have this card completed prior to the start of the game.
4. All umpires shall check the score books of both teams with the scorecard. The plate umpire shall then keep the scorecard in their possession throughout the game. It shall be the duty of the plate umpire to note all substitutions on the scorecard.
5. At the conclusion of the game the plate umpire shall enter the score of the game on the card. The umpires will verify the score by signing the card and then hand the card to the winning team.
6. Should the nominated Club's umpires fail to attend, the Umpires' Convenor shall call for volunteer umpires for that game.
 - a). The Club who failed to attend shall be fined.
 - b). The substitute umpires shall record the Club to which they belong and their names on the back of the scorecard.
 - c). Payment shall be made to the substitute umpires within fourteen (14) days of the umpiring. If the names of the umpires are not known then payment will be made to the Club to which the umpire(s) belong.
7. All plate umpires shall wear a breastplate and facemask, complete with throat protector, at all games except Tee Ball (refer Tee Ball rules).
8. Harassment of umpires shall not be tolerated at any time. If umpires feel they are being harassed then they are to immediately call for a Duty Umpires' Convenor.
9. Any person found guilty of harassment of umpires shall be ejected from the game. If the Umpires' convenor feels the harassment is by more than one person, or of such a serious nature, then the team concerned shall have the game forfeited against them.

Protests

There are no protests at CNSA.

Sunsmart Policy

CNSA will actively seek to promote, encourage and support sun protection at meetings, training and competitions. Where possible CNSA will:

1. Schedule activities outside the hours of 10am to 2pm (11am to 3pm daylight saving time).
2. Actively encourage players, coaches, managers and umpires to use and re-apply SPF15+ broad spectrum water resistant sun-screen on all exposed skin including face, back and front of neck and arms.
3. Actively encourage players, coaches, managers, umpires and supporters to maximise use of existing shade provided by structures and vegetation at each venue. When shade is inadequate, CNSA will seek to work with relevant authorities and the community to provide more shade at sporting facilities.
4. Provide portable shade structures for players, coaches, managers and supporters and actively encourage players, coaches, managers and supporters to provide and use their own portable shade structures.
5. Encourage players, coaches, managers, umpires and supporters to wear a hat that meets the Sun Smart guidelines.
6. Incorporate the features outlined in the Sun Smart guidelines in the design of uniforms for players and in the selection of clothing for officials and supporters.
7. Allow players to use 100% UV protective sunglasses (including non prescription sunglasses).
8. Ensure players, coaches, managers, umpires and supporters are aware of the Sun Smart policy and encourage them to comply with it.
9. Consider this Sun smart policy and sun protection strategies when formulating or changing rules and/or Constitution & By-Laws at both Association and Club levels.
10. Promote sun safety through newsletters, brochures, reminder notes, over the PA system at competitions and other avenues as relevant.
11. Encourage team officials, umpires, senior athletes, officials and supporters to be Sun Smart role models.
12. CNSA will endeavour to annually renew and revise the Sun Smart policy and implementation strategy.

Scoring Clarification - Tied Games

The result of a game “shall be the score at the end of the last completed inning, unless the team second at bat has scored more runs than the team first at bat in the incomplete inning. In this case the score shall be that of the incomplete inning.” [SAL Rule 5 section 4] This is to be interpreted as follows in situations where scores are tied when time is called (ie. time has expired):

- If the team first at bat is leading at the last completed inning, and scores are tied when time is called, then the result will be a draw.
- If the team second at bat is leading at the last completed inning, and the scores are tied when time is called, then the result shall be the score at the last completed inning.

Final Series

1. The duration and starting times of all Grand Finals shall be determined by the Executive Committee.
2. The major Semi Final shall be contested between the first and second placed teams at the conclusion of the season. The minor Semi Final shall be contested between the third and fourth placed teams with the loser being eliminated.
3. The Final shall be contested between the loser of the major Semi Final and the winner of the minor Semi Final.
4. The Grand Final shall be contested between the winner of the major Semi Final and the winner of the Final.

Adverse Weather during Final Series

Adverse weather is defined as severe cold or stormy weather, as well as including extreme heat (ie. over 38 degrees Celsius).

1. Games will be called off if the temperature is greater than or equal to 38 degrees Celsius in the shade. However, games may be called off earlier for junior teams e.g. Under 8
2. In the event of the Semi Finals not being played due to adverse weather, the "Minor Premiers" will progress direct to the Grand Final. The second and third placed teams will contest the Final, with the winner advancing to the Grand Final (this means the team finishing fourth in the competition would be eliminated from the Final Series).
3. In the event the Final is not played due to adverse weather, and cannot be held prior to the scheduled Grand Final dates, then the team finishing second in the competition will advance to the Grand Final to compete against the "Minor Premiers". In the event the Grand Final is not played due to adverse weather, then the premiership will be awarded to the "Minor Premiers".
2. In the event of the Final not being played due to adverse weather, and where Semi Finals have been played, and the Final cannot be held prior to the scheduled Grand Final dates, the first two teams at the top of the competition table after the completion of normal rounds shall contest the Grand Final. The team that is successful in the Semi Final will take 1st base side, and the toss.
3. In the event the Grand Finals not being played due to adverse weather, and Semi Finals have been played, then the premiership shall be awarded to the winner of the major Semi Final.
4. In the event of all Final Series not being played due to adverse weather, the premiership shall be awarded to the "Minor Premiers".
5. For the purposes of the Final Series – if a game has commenced but is suspended due to adverse weather, a game will be constituted after 3 innings have been played or 45 minutes has elapsed.

Final Series Information

During the Finals Series, should a player/official be tied up with a previous game which is running overtime, then the start of the next game which they are involved in shall be delayed until they are available.

For Semi Finals, Finals and Grand Finals (excepting U17, A Grade, and Men Division 1 competitions for Grand Finals only), a new innings shall not commence if there are 5 or less minutes of the scheduled playing time to go.

- If the first team to bat is “at bat” at the conclusion of the scheduled playing time and has equalled or passed the second team “at bat” total runs, the result is determined by reverting back to the last fully completed innings.
- If the score at the last completed innings is equal, the first team at bat continues its innings and the second team at bat completes its innings.
- If the second team equals the first team’s score, then a tiebreaker commences.
- If the second team at bat is “at bat” and is behind or equal at the conclusion of the scheduled playing time, the innings shall be completed for a result.

Should there still be no result at the conclusion of the completed innings, the tiebreaker shall commence.

- Example – Red team batted first and Blue team batted second. The score at the last completed innings was 1-1. Red team scores 1 run when full time is called. Red Team continues and completes its innings. Blue team now bats and as soon as Blue team passes Red team’s core or fails to run in an equal number of runs to Red team the game is completed. If it is a draw when both
- Teams complete their turn at bat then the tiebreaker commences. If Blue team does not score then Red team wins 2-1.
- If at the conclusion of the scheduled playing time, the first team at bat has not equalled or passed the second team at bat’s total runs, the final result will include the run gained by the first team in the incomplete innings. Eg. Red team batted first and Blue team batted second and the score at the last completed innings was Red 6 and Blue 10. Red team scores two more runs at the top of the next innings when time is called. The game result will be Red 8 – Blue 10.
- If the second team to bat is ‘at bat’ and behind or equal in runs to the first team at bat at the completion of the scheduled playing time, that innings shall continue until completed ie, until that team scores one more run than the first team at bat. Should there still be no result at the conclusion of the completed innings then the tiebreaker will commence.

Where there are 5 minutes or less of scheduled playing time remaining and it is equal innings and the result is a draw, then the tiebreaker shall commence immediately.

- Tiebreaker is the situation where commencing at each half inning and thereafter, the offensive (batting) team shall begin its turn at bat with the player who is scheduled to bat 9th in that respective half inning being placed on 2nd base. The player who is running can be substituted in accordance with the substitution rules.

Note: for Under SG3, SG1, SG2, Youth Boys, C to A Grade, all Mixed and Men competitions, the batter to be placed on 2nd base is the batter who last completed

his/her turn at bat and may not necessarily will be the last batter out.

For Under 9, Under 11 and Under 13, it will be the 9th batter in turn counting from the last batter who completed their turn in the previous innings.

Each team that is successful in making a Semi Final or Grand Final must produce a new match ball to the Plate Umpire in both cases. The ball can be suitably marked for identification purposes but cannot be used for the pitcher to warm up until presented to the Plate Umpire. The ball will not be accepted unless this procedure is followed. All equipment will be checked prior to the commencement of each Final series game to ensure it complies with softball rules. Scorebooks will also be checked for the correct entry of players and officials.

CNSA Final Series Decision Chart

Note: Red team batted first, Blue team batted second. [Does not apply to Grand Finals scheduled for 7 innings]

Score at End of Last Complete Innings	Who is at bat plus number out at Expiry of Time (ie. 1hr 15mins)	Score at Expiry of Time (ie. 1hr 15mins)	Decision
Red = 4 Blue = 3	<ul style="list-style-type: none"> Red batting 2 out 	Red = 6 Blue = 3	Revert to last completed innings, Red wins
Red = 4 Blue = 3	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 6 Blue = 3	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 3	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 6 Blue = 3	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 3	<ul style="list-style-type: none"> Both Red and Blue have completed their turn at bat 	Red = 5 Blue = 5	Commence Tie Breaker
Red = 4 Blue = 4	<ul style="list-style-type: none"> Red batting 2 out 	Red = 6 Blue = 4	Red completes their bat, Blue bats, result depends on runs that Blue scores
Red = 4 Blue = 4	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 6 Blue = 4	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 4 Blue = 4	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 6 Blue = 4	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 2 Blue = 6	<ul style="list-style-type: none"> Red batting 2 out 	Red = 7 Blue = 6	Revert to last completed innings, Blue wins
Red = 2 Blue = 6	<ul style="list-style-type: none"> Red has batted 3 out at expiry of time Blue has not yet batted 	Red = 7 Blue = 6	Blue bats to complete their turn at bat, and result depends on runs that Blue scores
Red = 2 Blue = 6	<ul style="list-style-type: none"> Blue at bat 0 out 	Red = 7 Blue = 6	Blue bats to complete their turn at bat, and result depends on runs that Blue scores

Plate umpires at expiry of time (ie, 1hr 15mins), are to suspend game (call "TIME") then assess which end of game scenario applies. Refer to both scorers to ensure there is agreement. Based on scenario, the game will either continue or "TIME & GAME" will be called.

Point of Emphasis

The following examples have been included to give officials and players a better understanding of certain rules.

Player Play-Up Rule

When a team has less than 9 players registered in the team, permission may be granted on application to the CNSA Executive to use players from a lower grade. This application must be made 5 days prior to the affected round. The usual Final Series qualification ruling will apply to such players. Said players who qualify for the Final Series in such circumstances in both grades, will be able to participate in both grades during the Final Series. **EXCEPTION:** None of the originally registered players must be benched in favour of these players. This rule has been included to help teams with the minimum registered numbers ie. less than 9, to participate in a competition.

Example 1:

At the start of the season, Waratahs have registered 8 players only in their B Grade team and are unable to fill the vacancies. They have 14 players in their B Reserve team. To enable the B Grade team to play with 10 players each week, they apply to the Executive to use Gaye Browne and Debbie Smith from their B Reserve team.

During the season, Gaye Browne plays for B Grade 6 times but Debbie Smith only plays for B Grade 2 times.

Waratahs' B Grade and B Reserve make the Final Series – Gaye Browne has qualified as she has played the required number of games during the season. However Debbie Smith has not qualified in B Grade as she has not played the required number of games. She cannot participate in the B Grade Final series.

Example 2:

During the season, Waratahs lose 2 players from their B Grade team. This reduces the number of players to 8. Waratahs apply to the CNSA Executive for 2 players to play up from their B Reserve team – Gaye Browne and Debbie Smith. Both players participate in 5 games and therefore qualify for the Final Series.

During the semi-finals, the coach of the B Grade team decides to substitute an originally registered player with Gaye Browne – this is not allowed. The only player Gaye Browne is legally able to substitute is Debbie Smith. **EXCEPTION:** If the blood bin rule is used, either player may replace the injured player during the time permitted.

DP/Flex Rule (SAL Rule 4 Sec 5)

Remember: The DP and the FLEX can never be on offence at the same time. Using a DP and FLEX does not mean that a team can bat 10 players – only the first 9 may bat. The FLEX is the fielder for the DP and the DP bats for the FLEX.

Example 1: Seven Hills starts the game with 9 players. The coach wishes to enter a substitute in the game, as a DP, in the 2nd innings and place him at the end of the batting order.

This substitution is illegal. The DP must be listed on the line-up card prior to the start of the game, before the plate umpire has approved the starting line-up at the pre-game meeting.

Example 2: Strikers start the game with a DP in the starting line up. The DP, Belinda, hits a pitched ball for a two base hit. The coach then substitutes Belinda with Ann who is listed 12th on the starting line up.

This is a legal substitution – Ann now has become the DP and if the coach decides to bring Belinda back into the game, Ann will now no longer be able to participate as a player.

Example 3: St Michael's start the game with a DP in the starting line up. The DP, Nola, hits a pitched ball for a 1 base hit. The FLEX player, Ken, is brought into the game to run for Nola. This is legal – The FLEX may replace the DP but the DP (Nola) is considered to have left the game. The batting line-up is reduced to 9. Nola can re-enter once but only in the same batting position.

Example 4: Quakers Hill start the game with a DP listed 9th in the starting line up. The DP, Narelle, bats safely and reaches 1st base.

The FLEX, Sue, who is listed 10th, bats a single and advances Narelle.

The opposing team BWC appeals for batting out of order.

This is correct – while ever the DP is batting in the line up, the FLEX only fields.

The next batter would have been the name of the player listed 1st (Tracey) in the starting line up. This player (Tracey) will be declared OUT and be removed from the game. Narelle will return to 1st base. Tracey can now only participate as a coach.

St Michaels

Pos	Sub/Re-Entry
6-1	
3	
2	A, R/E
5	
7	
DP	
4	
9	
8	
4-6	
Head Coach: Gaye MacDonald	
Assistant Coach: John Smith	
Manager: Bill Morris	
Scorer: Jean Jones	

always

and Signature: **Bill Forsyth**

Nareille Smith Tracey Mellowship

on By: **St Michaels**

	1	2	3	4	5	Total
Seven Hills	0	1	1	0		2
St Michaels	6	2	0	1		9

1. FILL OUT THE CARD IN **BLUE OR BLACK** F

2. NAMES MUST BE AS REGISTERED TO CN:

3. ALL OFFICIALS MUST BE LISTED

4. POSITION ON THE DIAMOND AT THE STAF

5. WHEN YOU CHANGE A POSITION, INFORM MAKE A CHANGE ON THE CARD eg Allison going to pitch and Lynn Love will be shortstop Umpire should cross 6 off in POS column and in POS column and put 6

6. MAKING SUBSTITUES – INFORM THE UMP COMING INTO THE GAME AND WHO IS LE. ie Jenny Jones is coming in for Erin Jacobs at position. Umpire should write A in Sub/Re-Ent where Erin Jacobs' name is (batting position 3

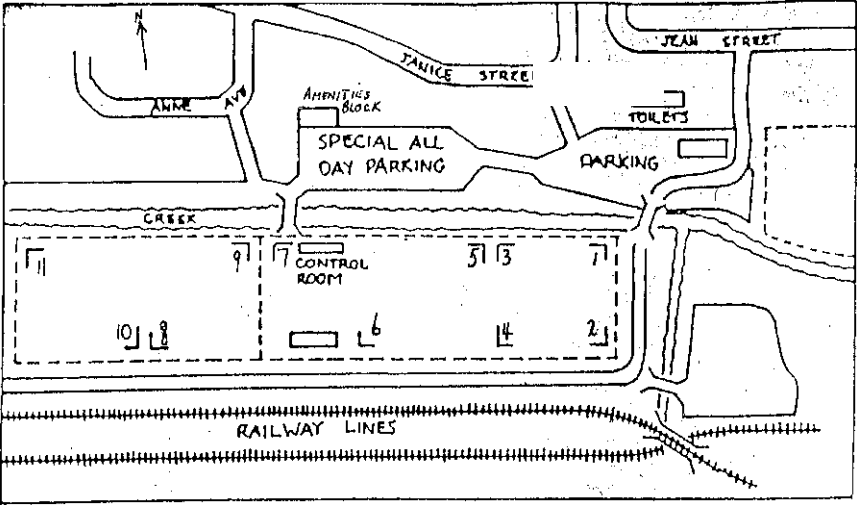
7. If Erin Jacobs comes back into the game (Re-back in the same batting position and Jenny J participate except as a coach. The umpire wri

8. Fill in who batted first and second, the runs sc and who won the game

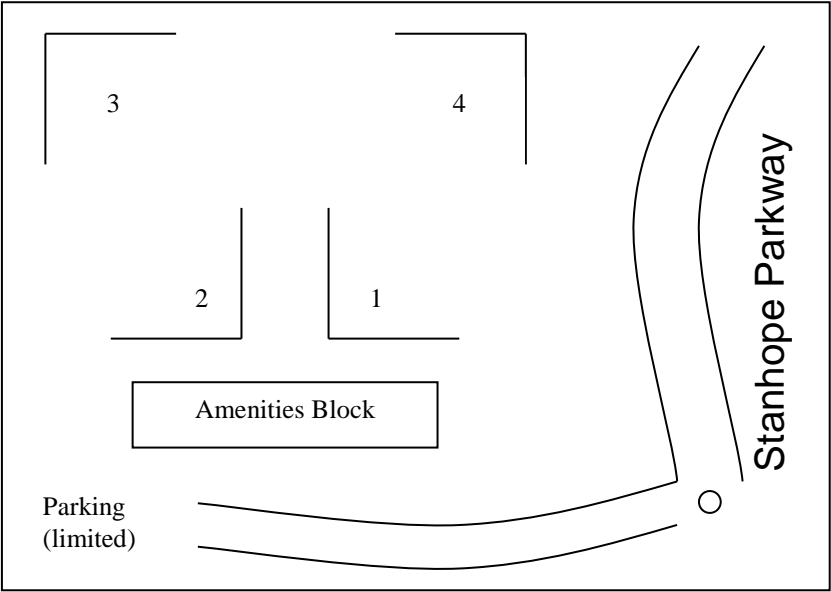
9. The umpires MUST fill in their names and Clu

Filling out Scorecard

Location of Diamonds



International Peace Park, Seven Hills



Stanhope Gardens