Liverpool Zone By-Laws
For Softball

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exceptions:

- Convenors have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

1. DRESS – School sports uniform

2. SUPERVISION –
   2.1 Standard teacher Duty of Care applies at all times and for all teachers regardless of the school that teacher attends.
   2.2 Liaise with the other teacher regarding supervision of non-participating students. It is the responsibility of any teacher not refereeing to supervise students from both schools competing.
   2.3 Remind students to use school toilets before leaving for PSSA fixtures.
   2.4 When direct supervision of students isn't possible (i.e. toilet break during play), ensure students move in groups.
   2.5 Play may be briefly halted where applicable to accompany all students to toilets. This is not possible for all sports.

3. EQUIPMENT
   3.1 Bats – Lightweight wooden or aluminium junior size bat. All bats must have a grip on the handle
   3.2 Balls- A softball is the only ball to be used
   3.2 Diamond – A diamond is set up with four mats plus a pitching plate (18m) - The pitching plate is placed 12metres from the home plate.
   3.3 First Aid Kit

4. SAFETY
   4.1 Fielders must wear gloves on their throwing hand
   4.2 All fielders must wear shin pads
   4.3 All runners and batters must wear a helmet at all times
   4.4 The catcher must wear a chest plate, mask and helmet and a throat protector and leg guards
   4.5 A safety base is required at first base to avoid the runner and first base fielder getting injured. (runner to yellow & fielder to white)

5. VENUES
   5.1 Daruk Park
   5.1 Hammonville Oval
   5.1 Childs Park
   5.1 Jardine Oval
   5.1 Hillier Oval

Play is centred on a smaller diamond than softball.
6 TEAMS

6.1 The competition will be divided into two divisions – T-Ball for juniors and softball for seniors

6.2 Seniors - Years 5 and 6
   Juniors - Years 3 and 4

6.3 A team can have a maximum of 12 players with 9 playing at a time. The reserves replace any team players decided by the coach. Substituted players may return in the next innings

7. DURATION OF MATCHES

7.1 T-Ball and Softball games to be played concurrently.
   - One teacher to umpire whole of T-Ball game. Game to last 60 mins.
   - One teacher to umpire whole of Softball game. Game to last 1 hour & 15 mins.

7.2 When the batting team has had eight runs scored in any single innings, then they must declare the innings

8. UMPIRING CONDITIONS

8.1 Base coaches may coach the runner

8.2 A team will have no more than two coaches to give words of assistance and direct them while batting. One will be stationed at 1st and the other at 3rd

9.3 Parents can not umpire unless both coaches agree prior to the start of the game.

9 RULES:

9.1 A ball is deemed a strike if
   a) Any ball passing over an portion of the plate between the batter’s shoulders and knees in a normal standing position
   b) Any foul ball until the call of strike 2
   c) Any ball swung at and missed
   d) An attempted bunt when the bat is actually moved.
   e) If the batter strikes and misses on the third strike he must try to run to first base before the fielding teams gets the ball to first base.
   f) If it is loaded bases and the batter and misses on the third strike he will be out, as the ball is not needed to be thrown to first because of the player on third.

9.2 A batter is caught out when the pitch is caught by a fielder

9.3 A ball is deemed a foul if
   a) A ball which comes to rest outside the diamond unless it is touched the infield boundary
   b) A ball which lands outside the diamond in the outfield

9.4 There is no limit to the number of fouls, but the first two are counted as strikes

9.5 A foul ball is a dead ball and batters can’t steal or be put out

9.6 A ball is called if
   a) A pitched ball is not in the strike zone

9.7 In the event of an illegal pitch the runners advance one base
9.8 Four balls entitle the batter to take first base. Others may steal at their own risk if it is not forced.

9.9 A foul bunt on strike three is out.

9.10 Any pitch which is contrary to the rules ie not having both feet on the plate to begin, taking more than one step before pitching, having wrist wider than the elbow (sidearm) will result in a ball being called. The pitch is called a ball no matter where it goes and batters advance one base.

9.11 Any pitch missed by the catcher and travelling 25 feet (7.5 metres) behind home plate leads to all runners advancing a base. The ball is dead. This rule only applies if a 25 feet clearing is available and is agreed on prior to the commencement of the game.

9.12 Any runner off a base can be tagged out by any fielder.

9.13 Free runners (stealing or not forced) must be tagged.

9.14 A runner that over-runs 2nd and 3rd base may be tagged out.

9.15 If the fielder drops the ball, the runner is safe, unless he/she caused the fielder to do so by deliberately barging the tagger. The fielder has the right of way.

9.16 Any ball caught by a fielder is out. Any runner who has left the base before the catch, must return and can be played out by a fielder on base or by being tagged.

9.17 Runners may run at their own risk after the catch is taken but must return first if taken off before the catch.

9.18 Generally speaking, runners may attempt an overthrow but can only take one extra base.

9.19 If the batter is struck with the ball, they get a free base walk but they must attempt to avoid being hit. If they don't the call is a ball.

9.20 If a batter has a foot on home plate and hit the ball, the batter is out.

9.21 Catcher's Interference – If a catcher is too close and gets struck by the bat, the batter gets first and the ball is declared dead.

9.22 Batter's Interference- If the batter blocks the catcher trying to make a play, the batter is out.

9.23 Any ball striking the umpire is live behind the plate and must be fielded. Runners can steal.

9.24 When a runner has slid to base, they must remain where the base should be and wait for the base to be replaced.

9.25 Runners on base, may steal the next base once the ball has left the pitcher's hand. If they leave before the ball has left the pitcher's hand they are out.

9.26 Batting team is out when three outs have been made by the fielding team or when they have scored eight runs.
9.27 If a batted ball hits the batter, it becomes a dead ball.

9.28 Fielders cannot stand in the way of runners unless fielding the ball.

9.29 Fielders cannot stand on the base and block the runners path.

9.30 Fielders may touch the base once they have the ball in the hand or mit or when they are about to receive the ball

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