



SCHOOL SPORT VICTORIA

HUME REGION

SOFTBALL - SECONDARY

These rules apply to, Region competitions. Any variations to these rules at Region will be found on the relevant page on the SSV website.

- Match Format:** For Regions match format, please consult the relevant page on the SSV website or contact the relevant Coordinator.
- Region Format:** Round-Robin
- Region Match Format:** Matches to be played over 7 innings or 75 minutes (Seniors and Intermediates) and 7 innings or 75 minutes (Year 7 and 8).
- Region Winner:** The winner will be determined on matches won.
If all three teams win one match, percentages will be used to determine the winner:
Total Runs 'For' / Total Runs 'Scored' ('For' + 'Against').
- Conditions:** See the School Sport Victoria 'General Conditions of Competition'.
- Team Size:** A maximum of twelve (12) players may be used in one day.
Nine (9) players with up to three (3) substitutes are to be named for each game.
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- Rules:** Softball is conducted under the International Softball Federation Playing Rules unless otherwise stated. For a copy of the ISF Playing Rules [click here](#) or type the following address into your web browser:
http://www.issoftball.org/english/rules_standards/rulebook.pdf
Dimensions for all levels will be Square 18.3m and Pitch Length 12.2m.
Time and game will be declared if:
- at the end of the 3rd innings one team is 15 runs ahead;
 - at the end of the 4th innings one team is 10 runs ahead;
 - at the end of the 5th innings one team is 7 runs ahead.
- A 5 minute rule will operate:
- If at the conclusion of equal innings from the call of 'side out' there is less than 5 minutes before the scheduled end of the game, a further innings will not be played.
 - Once an innings is started it is to be completed.
- The '9 Batter' rule will apply.
- The ninth batter will be the last batter in the innings.
 - With two outs in the innings:
If the batter successfully makes first base and no other runners are put out, then the batter and all runners score and the inning is closed.
 - With none or one out in the innings:
If the batter successfully makes first base and no other runners are put out, the batter and all runners score and the inning is closed.

If the batter or any other runner is put out and there are still only one or two outs, then the batter (if first base is made safely) and all remaining runners score and the inning is closed.

Any forfeit shall be scored at 7-0.

All teams to consist of nine or more players per game, with a maximum of 16 for the day.

Score Sheets:

Team Coaches and the Umpire are required to sign the score sheets at the conclusion of each game.

Officials:

Umpires will be appointed by SSV.

Dress:

All teams must wear softball uniforms with matching tops and same colour pants.

No jewellery is to be worn. Navel rings must be taped.

All batters and base-runners must wear approved helmets.

The catcher must wear a helmet, mask, throat, chest protector and shin pads.

Players not correctly dressed will not be permitted to compete.

Lateness Penalty:

If a team is late for the start of their match for reasons beyond their control and the team communicates with the convener, then the convener will try to accommodate the team as best he/she can.

If a team is more than 10 min late without notice or communication **or** in the convener's opinion their lateness makes the draw impracticable, then they will be penalised one run for every 10 minutes late, or part thereof.

Equipment to Bring:

2 new 12" solid core leather balls (must be official size).

All playing and protective equipment, including bats, which must be official softball bats

A set of bases.

An official scorebook and a competent scorer.

A first aid kit.

NOTE: An up to date team sheet must be handed to the convener on the day of competition. This team sheet must include players' uniform numbers.