



2024 SEASON GROUND RULES – SENIORS



CONDUCT

All players and officials should be fully conversant with this rule. Good sportsmanship should prevail at all times. Disparaging remarks, unduly rough play, abusive language or any form of bad behaviour will not be tolerated and will be dealt with very severely by the umpires or Committee. Offending players or officials can be removed from the game and grounds with or without warning and umpires should submit a report to the Association Secretary without delay.

Where it is proven to the satisfaction of the Tribunal that a player, official of that Club, coach of a team, or teams, has moved from the bench or dugout or otherwise, and participates in a fight or fracas in which they are not initially involved, the player, Club member and/or official, and the coach of that team or teams may be suspended for a minimum of four weeks.

Each Club is at all times responsible for the conduct of spectators at their game, except where it is proven to the satisfaction of the Executive Committee that a spectator is a member of, or aligned to, another Club, in which case the latter Club is responsible for the conduct of that spectator.

FEES

Must be paid no later than the Friday prior to the fourth game. Failure to do so will result in such team being deemed unregistered.

CLEARANCES

- a) No player registered with one particular club may play with another club until a clearance has been obtained in writing on the relevant Clearance Form.
- b) No inter-club clearances will be granted after 30 June 2024.

AGE LIMITS FOR SENIOR COMPETITION

- a) Players must have turned 13 years of age to play in the Senior Competition.
- b) A junior player playing in the senior competition will play under the rules of the senior competition. They are not classified as a junior player but as a senior player.

REGISTRATION OF PLAYERS

Clubs may apply to register new players throughout the season. This information must be submitted to the Association Registrar on the Additional Players Registration form **72 hours** prior to the first required playing date. Verbal requests or application forms lodged after the 72 hours cut off period commences will not be dealt with until the following week. The Association fee permits clubs to register any number of players with no extra registration fee required. Approval of new players is solely at the discretion of the Grading committee.

PLAYERS PLAYING FOR A CLUB THAT THEY ARE NOT REGISTERED WITH

No club, coach or official shall give permission or allow a registered player of their club to fill in for another team that is not the players registered club.

Players cannot play under an assume name.

Penalty – a forfeit to the team whose player has filled in. Player to face tribunal.

PLAYER MOVEMENT

- a) No player can play two junior or two senior fixtured games in one round (except in the case of a fixtured double header or a protest replay game or below exemptions).
- b) Players aged Under 21 years old
 - i) Players aged Under 21 years of age as at 31 December of the current playing season are able to participate in two games during each round of fixtures, excluding finals. U21 players can only play up from the division in which they were nominated in. Failure to comply with all other ground rules will result in a 7- forfeit.
 - ii) Players that play a second game within the same fixtured round are then permitted to return to their originally nominated grade the following week with no minimum

downward movement restriction.

- iii) A player who is originally nominated in a higher-grade side and wishes to move down a grade or second fixtured games (in line with this rule) must first apply to the Grading committee to during the season be re-registered in the lower specified grade.
- c) Division 1 exemption
 - i) Division 1 teams can have one or more additional players come up from any other team the club has. This is not limited to make up the nine players.
 - ii) Players may be any age i.e. not limited to Under 21.
 - iii) Players coming up from lower divisions to play Division1 are not limited to one game per round. Both games will count in the player's game count for the Association.
 - iv) Any votes received in Division 1 games will not count towards Association votes. Scorers should indicate on the scorebook and/or score card which player(s) are playing a second game for the round, to assist the umpire with allocating votes. This does not count where a player is playing up in Division 1 as their only game of the round.
 - v) For finals, players must meet the current eligibility requirements. Players can continue to compete in two games per finals round, where fixtures do not clash. Requests for fixtures for finals can be considered by not guaranteed.
- d)
 - i) Upward movement may occur at any time during the season. Players who play up in a higher grade for their club are then permitted to return to their originally nominated grade the following week with no downward movement restrictions within the regular season.
 - ii) Downward movement is restricted to one grade within the club up to the last four qualifying games, excluding byes. Clubs should be aware that downward movement after this cut-off date without approval of the Grading Committee will result in a forfeit. The Association Registrar will supply the relevant cut-off date for your grade.
 - iii) In addition to the downward movement regulation any player who has played 50% or more qualifying games in a higher grade shall not be eligible for finals in a lower grade.

ELIGIBILITY FOR FINALS - SENIOR COMPETITION

Player must play at least five games (three for FIFO workers and players living 400kms from the association) for their club in the senior competition to be eligible to play in the finals. However, a player having played at least 50% of games in a higher grade will not be eligible to play in finals of a lower grade. Junior registered players must have played in at least five senior games to qualify for the senior competition finals.

LESS THAN NINE PLAYERS

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

DURATION OF GAMES

The duration of all games shall be 7 innings or 90 minutes.

- a) Any innings commenced within the allotted time must be played out to completion, except
 - i) If the team 2nd at bat is in front at the completion of the top of the innings, then the bottom of the innings shall not be played and
 - ii) If the team 2nd at bat passes the score of the team 1st at bat, then "time & game" shall be called.
- b) If the third out is made in the bottom of an innings within five minutes of scheduled finishing time, no new innings shall start.
- c) Tie-Break shall be applied if the score at the completion of 7 innings is even and time still remains within the 90-minute limit. This applies only to finals games.
- d) The Run Ahead rule does not apply in fixtured games except for Division 1.
- e) All games to conclude at scheduled finish time irrespective if game commenced later than scheduled start time unless last innings is being played out.

SCORE CARDS & LINE UP CARDS

Must be printed in ink with First name and Surname (not just initials) and line up cards must be presented to the plate umpire before the commencement of the game. All teams are to fill out line up cards correctly (reserves on line-up card only and entered onto scorecard once they have entered the game).

All umpires are required to sign the scorecards and check that the scores agree at the end of the game and return them to the club rooms.

As per Softball Australia rule book, a player whose name is not listed on the line-up card may enter the game provided that player is a registered member of that Club.

POSTPONEMENTS

No Club may postpone a game with the intent of playing it at a later time or date. Any postponements shall be at the discretion of the committee.

LEGAL GAME

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

PROTESTS

If a team wishes to lodge a protest and deems it is entitled to do so, the following procedure must be adhered to:

- a) The plate umpire and opposing coach must be notified immediately.
- b) Details (including incident, innings, and time) must be entered on the back of the scorecards
- c) The state of the game and the time of the dispute must be recorded in the scorebook and on the scorecard.
- d) The umpire must sign both the scorebook and the scorecards.
- e) The team making the protest must contact the Secretary in writing, within 72 hours, so that a Protests and Disputes tribunal can be arranged within 1-4 days.
- f) A fee of \$10.00, refundable if protest is "upheld", must accompany all protests.'

When a protest is allowed for misinterpretation of a playing rule, the game will be replayed from the point the incorrect decision was made with the decision corrected.

SPEED UP RULE (Temporary Runner)

A temporary runner is a runner who may run for the catcher of record from the previous half innings who is now on base with 2 out.

- a) The use of the temporary runner is optional for the offensive team coach.
- b) The temporary runner must be a player who at the time of taking the option, is one of the current 9 offensive players (not a reserve) and is not on base at the time the option is taken and are not one of the next 4 players to bat.

SUBSTITUTION & RE-ENTRY

A player removed from the game can re-enter once, by taking the substitute's batting position. This applies only to teams using numbers and line up cards.

MATCH BALLS

Home team will supply both match balls of similar make, colour and quality. Match balls must be of good quality - leather - wet weather balls and have a core value of 0.474.

JEWELLERY

Exposed jewellery such as wrist watches, bracelets, any type of earrings neck chains, or any other item judged dangerous by the umpire may not be worn during a game. Medic alert bracelets and necklaces are not considered jewellery, but if worn, they must be taped to the body. NOTE - Players must be asked to remove jewellery and if they fail to do so, will be ejected from the game.

HELMETS

Two eared helmets are to be worn - one eared helmets are deemed illegal.

FOOTWEAR

PLAYERS - only one-piece moulded soles may be worn. Metal cleats are permitted to be worn for players 16 years and over.

UMPIRES & COACHES - must wear enclosed footwear. Failure to do so may result in an umpiring fine and loss of 2 points or ejection of the Coach from the game.

PROTECTIVE EQUIPMENT – CATCHERS

All catchers (senior & junior) must wear full body protection. Mask, skull cap & throat guard, chest plate, shin guards that offer protection to knee-cap.

DIAMOND 8 GROUND RULE

- a) A home run is awarded when the ball goes over the Diamond 2 fence on the full.
- b) 2 bases are awarded when the ball goes under the Diamond 2 fence.
- c) 2 bases are awarded when the ball comes in contact with the light pole.
- d) It is play on when the ball touches the Diamond 2 fence in fair territory.

DIAMOND 2 GROUND RULE

No on-deck batters are allowed on Diamond 2.

FORFEITS

Unless advised prior, the team not at fault must be present and must present their scorecard, filled out, for the umpire to sign. The result shall be 7 to nil. If the game is forfeited by a double fault, the result shall be nil all and no premiership points to either team.

There are fines for forfeits. 1st forfeit \$50, 2nd forfeit \$100, 3rd & subsequent forfeits \$200 in any one season. All fines for forfeits are subject to appeal.

UNIFORMS

All players shall be in uniform by their third round of fixtures. Fine shall apply to offending clubs.

- a) Club caps must be worn.

SPITTING

Spitting, including seeds, is not permitted on the playing area or the benches in any division. Players and coaches may receive one warning.

LITTERING OF GROUNDS

Teams are responsible to remove their litter from the diamond. Clubs may request the Umpire to note on the scorecard any non-adherence to this rule to which a fine shall apply.

SMOKING and vaping in the clubrooms, dug outs and scorers' huts is prohibited. There are also designated no smoking/vaping areas at the benches outside the canteen. Statutory fines apply.

ALCOHOL

Because of the severe liquor laws, alcohol is not to be consumed outside of the allocated licenced areas. NOTE No warnings will be given.

The Clubrooms are a licensed area after 5.30pm on a Friday evening and Saturdays from 1.00pm. As per the Liquor Act CHILDREN MUST BE UNDER ADULT SUPERVISION.

MISCONDUCT

If any person is removed from a game for misconduct, no further action will be taken.

If any person is ejected from a game for misconduct they are to be placed on report and attend a tribunal at a time advised by the Secretary.

Any player (senior or junior) suspended at any time during the playing season, will be ineligible to receive any Association awards.

There is a zero-tolerance policy towards umpire abuse.

UMPIRING

Teams are to provide one plate and two base umpires, however it is permissible to have one plate and one base. Chest plate, leggings and helmets with throat guard must be worn.

Failure to provide umpires (properly attired) will result in a fine and a loss of 2 points (per umpire and up to three umpires).

FINES

Failure to supply umpires or attend canteen duty	\$50.00 + 2 points per duty
Litter left on diamond	\$50.00
Not in correct uniform	\$50.00
Wearing of playing shoes in clubrooms	\$50.00
Failure to rake cut-outs	\$50.00
Hitting or throwing balls into fences on diamond 1 and 2	\$50.00
Failure to return scorecards	\$50.00
Failure to ensure scorecards agree	\$50.00
Failure to allocate F & B votes	\$25.00 to club umpiring
Failure to return equipment to storeroom	Replacement Cost
Smoking or vaping in dug outs	\$50.00
Non-attendance at management meeting	\$50.00
Playing for club not registered with	Forfeit to offending club
Playing under an assumed name	Forfeit to offending club +
\$300	
Consumption of alcohol on grounds	\$500.00

Fines will be sent to the Club. Fines are to be paid within three weeks of the account date, otherwise the Club will be deemed unfinancial and teams will be suspended from competition until such time as the fine is paid.

LEGAL BATS

Only legal softball bats can be used.

USE OF DONUTS ON A BAT FOR WARM UP

The use of a donut on a bat by any players is illegal (it is a major safety issue as the Donuts have been known to slide off the barrel of the bat). Any player seen to be using a donut will be removed from the game immediately and without warning.

Players may use legal bat softball weights.

PUBLIC LIABILITY

The association covers a \$20 million dollar public liability and professional indemnity policy.

The association does not have players personal injury insurance.