

BUNBURY AND DISTRICTS SOFTBALL ASSOCIATION (INC)

GROUND RULES 2019/2020

BADSA would like to remind the softball community that smoking, including the use of e-cigarettes and vaporising units, is prohibited anywhere within the grounds of the Bunbury & Districts Softball Facility and any of it's playing fields.

Anyone caught smoking or vaping on the premises will be asked to leave the complex.

**The above activities will only be
permitted in the car parks**

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Date Reviewed	July 2019

1. Softball WA Registration of Players & Officials

All players & officials must complete a BADSA player registration form prior to taking the field. All players must complete the on line registration process before taking the field.

It is an insurance requirement that registration is completed before playing.

Exception: see Note 1(a)

All registrations will be audited by the Association Registrar.

Note (1a) BADSA Short Term/Occasional Player/Official By-Law

- Short Term/occasional Player/Official: A person who may wish to try the game or help out in an official role but is unsure if they will continue for more than 2 games. A person, who may on short notice, be required to make up team numbers.
- Cannot be a person who is already registered with a BADSA Team or Softball WA.
- The player may take the field for a maximum of 2 games/per season.
- The player is not required to be registered online for these 2 games.
- The player cannot take the field without a signed waiver (provided by BADSA).
- Claims cannot be made retrospectively (I.E Person injured in second game so person registers & pays fees and then expects to get covered).
- The signed waiver releases BADSA from liability from any injuries that may occur.
- Short Term/occasional players/Officials are not financial members of BADSA and therefore are not eligible to make an insurance claim, invoke member rights or be entitled to the privileges of the Club.
- If a Short Term/occasional player/Official wish to take part in further games they must complete and submit a BADSA player registration form and become a member of BADSA and pay the required fees prior to taking the field by the third (3rd) game. (both BADSA & Softball WA fees)

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SOFTBALL WA REGISTRATION FEES SEASON 2019/2020

<i>Softball WA Categories & Fees 2019-2020</i>	<i>Fee</i>
SENIOR PLAYER:18 YEARS & OVER	\$65
JUNIORS: 17 YEARS OR YOUNGER AS @ 31st DECEMBER OF SEASON COMMENCEMENT	\$50
SUB-JUNIORS: 12 YEARS OR YOUNGER AS @ 31ST DECEMBER OF SEASON COMMENCEMENT	\$31
OFFICIAL - COACH, UMPIRE, SCORER	\$45
OFF-DIAMOND- Individuals registered with Softball Australia, Member States or Associate Members in a capacity other than those referred to in clauses 3.4.1(a) and 3.4.1(b), and include, but are not limited to, individuals in an administrative, volunteer, support or team manager capacities. These individuals are required to pay a subscription fee to Softball Australia and will have limited access to the benefits of membership.	\$31

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2. BADSA Membership

All persons holding a position within the BADSA Organisation or participating in any BADSA sanctioned softball competition must be a financial member of the Association.

Exception: see Note 1(a)

Membership requirements does not apply to Teeball players however parents are welcome to become members to take advantage of the entitlements. All subscriptions are due by the first day of November in each year.

BADSA membership categories & fees

Membership of The Association shall consist of the following categories:

Ordinary Member: \$15 - Persons 18 years and over may make application to the Association as an Ordinary Member, and if accepted, shall pay the prescribed subscription.

This category of member has the authority to invite (5) guests to the Association

- * **Entitled to hold office**
- * **Entitled to vote**
- * **50% reduction in facility hire fees**
- * **Entitled to 'Members Only' drink prices**
- * **Entitled to 'Members Only' food prices**
- * **Entitled to 'Members Only' events or offers**

Junior Member: \$5 – Persons under the age of 18 years may make application to the Association as a Junior Member, and if accepted, shall pay the prescribed subscription.

1. Persons granted this category of membership will require a sporting affiliation, but shall have no voice in the management of The Association and shall not be entitled to hold any office or hold voting rights.
2. This category of member does not have the authority to invite guests to The Club.
3. Any Junior Member on attaining the age of 18 years wishing to remain a member of The Association shall be granted the appropriate club membership and shall pay the full subscription as set down from time to time.

Social Member: \$10 - A Social Member is a member 18 years of age or over who has paid the appropriate subscription and is interested in promoting the objects of The Association but does not wish to participate in any sporting activities. Social members shall not be entitled to vote.

- * **Entitled to 'Members Only' drink prices**
- * **Entitled to 'Members Only' food prices**
- * **Entitled to 'Members Only' events or offers**
- * **Entitled to 25% reduction in facility hire fees**

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Life Member: – The holder of Life Membership shall be entitled to all privileges of an Ordinary Member and be EXEMPT from any membership fee.

Members must be prepared to produce their membership credentials at any time upon request when using the privileges of the Association.

<u>FAMILY DISCOUNTS</u>	<u>Normal</u>	<u>Discounted</u>
2 x Ordinary memberships + 1 junior membership	\$35	\$25
2 x Ordinary memberships + 2 or more junior memberships.	\$45	\$35
1 x Ordinary +1 Social + 1 or more junior memberships	\$30	\$25
2 X Social memberships + 2 or more junior memberships	\$30	\$25
2 x Social memberships + 1 junior membership	\$25	\$20
1 x Social membership + 2 or more junior memberships	\$20	\$15

3. BADSA’s Age Definitions

The following age definitions apply to all BADSA’s under age competitions

Under 17 – Junior League

A player turning 17 on or before 31st December of the year the season commences is ineligible to participate in the Junior League competition. (Player cannot turn 17 BEFORE 31.12.19)

Under 13 – Little League

A player turning 13 on or before 31st December of the year the season commences is ineligible to participate in the Little League competition. (Player cannot turn 13 BEFORE 31.12.19)

Junior Players

- (a) To be eligible to play in the senior competition a sub junior player must turn thirteen (13) years prior to the 31st of December of the year the season commences.
- (b) Parents/guardians must sign their child’s registration/consent form permitting their child to play in the senior competition.
- (c) Sub- Junior players are not permitted to play in the pitching or catching positions in their first year of playing in the senior open division.

4. Player Clearances & Permits (Ref: Softball WA Regulations: Section 4)

CLEARANCES AND PERMITS DEFINITIONS

PERMIT: A permit is a condition for a registered member playing in two or more competitions, with different clubs, or in another affiliated associated competition during one financial year.

CLEARANCE: A clearance is an unconditional transfer of a player from one club to another club.

****Permit & clearances must be completed on line before the player can take the field**

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5. Team Nominations

Each team who wishes to nominate must complete the Team Nomination Form in full. It is preferable that each Team supply a scorer whose name shall be included on the Team nomination form. All team nomination forms must be handed to the Registrar by the specified date.

The non refundable senior team nomination fee is **\$150.00** which must accompany nomination

The non refundable team nomination fee for U17's and U13's is **\$100.00** and must accompany the nomination form.

6. Game Fees

Games fees will be set at the discretion of the BADSA Board and will be due in three (3) installments. The Registrar will advise each club/team of the installment dates and amounts owing.

Senior Games Fees for **2019/20 season are \$1050 /team**

** Entitles Club to 1x free venue hire for an approved function*

** Entitles Club to 1 x free venue hire for Club AGM.*

U17 game fees are for **2019/20 season are \$500/team**

U13 game fees are for **2019/20 season are \$500/team**

Installments are due on or before the following dates:

Installment 1 **15th of November 2019**

Installment 2 **13th of December 2019**

Installment 3 **14th February 2020**

An invoice will be issued by the Treasurer which will have banking details attached. Please ensure to keep this invoice for your audit process.

7. Forfeit Games

If any Team is not ready to play after 10 minutes from the scheduled start time the umpire will deem a forfeit against the offending Team

On a forfeited game, the forfeiting team will still be required to pay the game fee. The winning team will be refunded their game fee at the end of the season by the Treasurer. The winning team must complete the scorecard in full to obtain the forfeit points. The team not forfeiting shall be awarded a seven (7) nil (0) score and the four (4) premiership points.

If within forty eight hours of a scheduled fixture a Club/ Team, after exploring all avenues to avoid a forfeit are unable to field a side the Club President or Secretary must contact the Association's Registrar or President and inform them of the situation.

Once the Association's Registrar or President has been informed of the forfeit the decision will be irreversible.

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If officially contacted by the Association's Registrar or President forty eight (48) hours prior to the forfeit of a fixture, the opposing team does not have to appear on the diamond to gain game points but they must complete the score card

Avoiding a Forfeit- Fill in Players

NOTE: A regulation can be played with 8 players in BADSA competitions.

To prevent the likely hood of a forfeit Teams will be permitted to use players from other Clubs/ Teams up to a maximum of two (2) players.

Registered Team members must be played at all times before any fill in player is used.

Fill in players must be identified on score cards with the words 'fill in' indicated against their names.

Fill in players must field in the outfield and bat in the last two positions of the batting line up.

Fill in players are not eligible for MVP votes in the fill in game.

The numbers of fill in players are to make up the Team to eight (8) players which is the minimum number required to play a game. For example:

- * Team has eight (8) players no pickups allowed
- * Team has seven (7) players so can pick up one (1) player
- * Team has 6 players so can pick up two (2) to play game.

8. Scorecards and Game Results

Two (2) scorecards will be issued per game and must be completed by both teams. Each team must supply their own scorer. All score cards and score books are to be completed by both teams prior to the commencement of the game.

Score cards must show the players surname and given names (**no "nick names"**) of the players participating in the game along with the player's uniform number (if the re enter option is going to be used) and playing position.

Reserves are not to be entered on the score card until they enter the game. They are then entered on the bottom of the line-up with the rest of the card remaining the same. Both score cards at the end of the game must show the same result and are to be signed by the plate umpire.

The plate umpire is required to complete the Best Players section on one (1) of the scorecards.

- 1st = 3 points
- 2nd = 2 points
- 3rd = 1 point

All scorecards must be placed in the locked box at the end of the game which is located at the Bar.

9. Uniforms

All players for a team must wear the same uniform – pants and tops as *per Rule 3, Section 8 of the ASF rule book*. Non playing coaches, scorers and managers are not required to wear uniforms but must wear enclosed shoes whilst on the ground or in the dug outs. Caps/hats are mandatory for men and optional for women however those that are worn must be alike and of club colours and must be worn properly. Undershirts, if worn, are to be of club colours. Trim on pants need not be identical however the main colour of the pants must be the same for all team members. All socks must be the same colour.

All players must be in full uniform by the individuals 3rd playing fixture, failure to comply will result in the team being fined \$10.00 per player who is out of uniform. The umpire must note the offending player on the score card. The umpire must notify the offending team of the offence.

Jewellery (Ref: ASF Rule Book: Rule 3 Section 8g – JEWELLERY)

Distracting Adornments - 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.

Reasoning: Many players wear jewellery and other adornments. Players and Coaches should be responsible for the safety of themselves and other players when wearing jewellery and/or other adornments. However, should any jewellery or adornment be judged to be distracting by the umpire, the umpire shall order the removal or covering of the item. This does not prevent an umpire bringing to the attention of players or coaches, or ordering removal of jewellery, if noticed, that could be dangerous to others.

10. Players

Under no circumstance are metal cleats to be worn in any BADSA scheduled competitions.

Umpires to police compliance & if a player is found to be non compliant the plate umpire will request the offending player to be temporally substituted out of the game to change footwear. This will not be recorded as a substitution on the score or line- up card.

If a temporary substitution is unavailable the game will continue one short until the necessary change in footwear has been completed.

If the request to change footwear is refused the offending player is to be removed from game.

Senior players are only permitted to play one (1) game in one (1) fixture week.

Exception: unless the player is playing as a 'fill in' for another team to help prevent a forfeit

An Under 17 player can regularly play more than two (2) games in one (1) fixture for their registered club.

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Once a senior player has played more than half the fixture games in the season for a higher grade than registered in then that player must remain in the higher grade for the remainder of the season.

No senior player can play for two (2) teams in the same grade for the same club in any one (1) fixture season. A player whose name appears on the score card for the winning team of a forfeited game shall be considered as playing in that game.

To qualify for finals a player must have played a minimum of five (5) games for their club in that grade and be a Softball WA registered & a financial member of BADSA.

An U17 player is permitted to play finals in two (2) grades.

Exception: Fly in Fly out members will be required to play (3) games to qualify for finals. Exception will be granted upon a written request to BADSA along with any requested supporting document/s.

11. Fixture Games

The team mentioned first (1st) on the fixtures is deemed “Home Team” and shall take position on the First Base side of the diamond and will field first. The “Away Team” shall take position on the Third Base side of the diamond and bat first.

All games shall be governed the current rules as set out by ASF. The designated player (DP) rule will apply. **The current ASF run ahead rule (Rule 5 sec 6) shall apply.**

- * **15 runs after 3 innings**
- * **10 runs after 4 innings**
- * **7 runs after 5 innings**

All games shall be one (1) hour and thirty (30) minutes or seven (7) innings whichever is the shorter. All time is to be monitored according to the plate umpire.

A new innings must not commence if 10 minutes or less remain in the game. If a new innings is commenced it must be completed or when the winning run crosses the home plate.

Speed up Rule (Ref: ASF Rule Book: Rule 4 Section 9 – TEMPORARY RUNNER)

A Temporary Runner is legal for a catcher, of record from the previous half inning, who is on base with two (2) out. The following provisions apply:

- a) It is optional for the offensive team manager;
- b) The Temporary Runner may be used any time after the 2nd out occurred;
- c) The Temporary Runner is the player scheduled to bat last and who is not on base at the time the option is taken.

Note: If an incorrect player is used as a Temporary Runner, the error shall be corrected when noticed without penalty.

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Reasoning: this is a rule to speed up the game, in Australian Championships this has been referred to as the Speed Up Catcher Rule, it is designed to allow the catcher to come off base with two out to enable them to be ready for the warm up pitches at the beginning of the next 1/2 innings

Games may commence if a team only has eight (8) players. The ninth (9th) player may enter the game at any time during the first two (2) innings.

The ninth (9th) player must be in attendance on the Teams bench/dugout and must be entered on the scorecard/scorebook/lineup card before the commencement of the third (3rd) innings.

The players name must not be entered on the scorecard/scorebook/lineup card until that player is present at the Team's bench/dugout

Umpires & Scorer's must be notified prior to the game commencing of the possibility of a late arrival and also when the player arrives at the team's bench/dugout and when the player enters the game.

If by the completion of two (2) complete innings the ninth (9th) player has not been entered into the game, the team must complete the game with only eight (8) players.

A team is not permitted to continue to play with less than eight (8) players.

If a team starts with nine (9) players they must finish the game with nine (9) players **unless** a player becomes injured and cannot continue to play the game.

A team is not permitted to continue to play with less than eight (8) players.

If at any time a team plays with only eight (8) players then the ninth (9th) player will become an automatic out when it's their turn to bat.

BADSA supplied game balls must be used during all games. Individual Club balls must not be entered into a game at any time. It is the Umpires responsibility to enforce this.

12. Training on Diamonds

Club/Team training is not permitted on the infield playing diamonds. A fine of **\$200** will be imposed on any offending Team/Club found in breach of this ground rule. Only Association representative squads/teams will able to train on the diamonds when required. Training only permitted in the outfield.

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13. Protests

All protests are to be lodged in writing to BADSA registrar within forty eight (48) hours of the incident and shall comply with Rule 11 in the current ASF rule book.

The protest and dispute committee is to be held in conjunction with the Constitution section 6.8. The appeals committee is to be held in conjunction with the Constitution section 9.2.2 and shall comprise of the President or his/her proxy and three (3) people suitably qualified who were not involved in the game under protest.

14. Misconduct

Any person acting in the manner unbecoming to the game will be liable to suspension in accordance with any decision made by the appointed committee. In the event of an umpire reporting a person for misconduct, such person shall be notified immediately during the game and the report is to be recorded on both score cards. The umpire is then required to submit in writing a report to BADSA registrar within seventy two (72) hours of the incident occurring.

The committee shall then convene within seven (7days) of such a report being received.

Any person lodging a written complaint/report shall be required to attend any and all hearings as set out by the committee to resolve the issue. Failure to attend will result in the committee's own judgment of the complaint.

15. Umpires

One (1) plate umpire and two (2) base umpires will be designated as per the fixture and shall be present on the diamond at least five (5) minutes before the commencement of the game.

All umpires are required to wear enclosed shoes at all times. The plate umpire must wear the following protective equipment, face & throat protector or a helmet that combines these items, leg protectors and chest plate. Failure to comply will impact the individual's ability to utilise the Associations insurance cover should an injury occur whilst umpiring.

Plate umpires are to ensure both score cards read the same on completion of the game and MVP votes are entered on one of the cards before both of the score cards are signed off on

Failure to complete umpiring duties will result in the loss of two (2) premiership points and possibly a monetary fine.

Umpires, base or plate, are not permitted to carry mobile phones whilst undertaking umpiring duties. Plate umpires must endeavor to commence the game at the stated commencement time. The plate umpire must keep track of the game using a clicker.

All game balls are to be returned to the bar by the plate umpire after the completion of each game.

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16. Bleeding Players – Blood Rule (Ref: ASF Rule Book: Rule 4 Section 9)

If a player is injured in such a manner that bleeding occurs the game is to be immediately stopped. The game shall not start until the injured player is removed or the bleeding stops and the blood has been removed from the playing area. Any lost time will not be added to the game. If the bleeding cannot be controlled within a reasonable time, a player who is not in the current lineup may replace the bleeding player. Any player who is on the card, including those who have previously been in the game and been substituted may take this place.

If the bleeding player is unable to resume by the end of the innings following the innings in which the injury occurred, i.e.; if the shortstop is injured in the top of the third, that player has until the end of the fourth innings to resume, then a legal substitution must be made with a player who has not been in the game. Any clothing or equipment that is bloodstained shall immediately be replaced or removed from the game. If a player continues without a playing shirt, or with a different number, it should be noted on the scorecard, without penalty.

17. Cancellation of Games & Interrupted Games

Any two (2) BADSA directors may cancel a game before it's due to commence. The plate umpire shall have sole discretion of cancelling the game once playing has commenced and is urged to consult with board members before doing so. In the event of a game being cancelled:

- (a) **before** the first pitch has been delivered – no points to be awarded to either team and the next time the two teams play each other the points will be doubled.
- (b) **after** the completion of three (3) or more innings – revert to the last completed innings and score to stand.
- (c) If officially contacted by the Registrar or President forty eight (48) hours prior to the forfeit of a fixture, the opposing team does not have to appear on the diamond to gain game points but they must complete the score card.

If a game is cancelled due to unforeseen circumstances then the next fixture game between the two (2) teams shall be played for double points. In the case of this being the last fixture of the season the game must be rescheduled to be played before the finals.

Interrupted Game

During a game should play be interrupted due to light failure/ passing storm, rain etc then the plate Umpire, will at the resumption of play add the time lost onto the scheduled finishing time as long as the delay is no more than 10 minutes. Should the interruption continue for greater than 10 minutes the game will then be cancelled.

- * If three (3) or more innings have been completed it becomes a regulation game and the score at the last completed innings stands.
- * If not a regulation game then the next fixture game between the two (2) teams shall be played for double points. In the case of this being the last fixture of the season the game will be rescheduled by BADSA to be played before the finals.

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18. Home Team Diamond Duties:

- Diamond 1** Home Teams to rake diamond immediately after each game.
Early game: Home Team to take out 2 rubbish bins (1 for each dug out)
Late game: Home Team to bring in 2 rubbish bins (1 from each dug out)
& to bring in all diamond gear to the storage shed.
- Diamond 2** Home Teams to rake diamond immediately after each game.
Early game: Home Team to take out 2 rubbish bins (1 for each dug out)
Late game: Home Team to bring in 2 rubbish bins (1 from each dug out)
& to bring in all diamond gear to the storage shed.

In the event where our gazebos are in use it is each team's responsibility to dismantle and store in the storage shed at the end of the day/night.

All Teams are responsible for clearing all rubbish from their dugout/bench immediately following their games.

19. Fines

In the event of any club/team failing to pay the necessary fee and/or fines, BADSA will advise the club/team concerned that they are un-financial. Should the club/team not be financial by a date stipulated by BADSA then any games that the club/team plays shall be deemed a forfeit.

Fines imposed may be for the following breaches:

- | | |
|---|--|
| (a) Not supplying a plate umpire | \$50 & Loss of two (2) points |
| (b) Not supplying a base umpire | \$30 & Loss of one (1) point per umpire |
| (c) Forfeiting three (3) games in a row | Team deregistered |
| (d) Playing an unregistered player | Loss of two (2) points |
| (e) Appeal fee (non refundable) | \$20 |
| (f) Players not in uniform | \$10 per player |
| (g) Plate umpire not completing voting slip | loss of umpiring payment (if applicable) |
| (h) Alcohol in/on bench/ dug outs | 7 nil forfeit & \$100 fine |
| (i) Failure to provide a scorer | \$50 per game |
| (j) Training on diamond | \$200 |

All fines tabled at monthly meetings must be paid before the next monthly meeting or the club/team involved shall be deemed un-financial. It's is at BADSA's discretion as to whether the fines be imposed.

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20. Alcohol

The Bunbury and Districts Softball Association is a licensed premise and therefore there is strictly **NO BYO**. Alcohol may only be consumed within our designated licensed area. Consumption of any alcohol is not permitted beyond the signed licensed area.

The consumption of alcohol by any person within the dugout area will result in a 7 nil forfeit and a \$100 fine awarded against the offending Team.

21. Smoking

The softball facility and all its playing fields is **STRICTLY SMOKE FREE**. Smoking is only permitted in the car parks.

Please note the Official Softball Playing Rules also state that smoking is not permitted by any participant (player, coach, umpire or scorer) within the game. This includes the dugout area (covered under Rule 4 Sec 12 Dugout conduct). The penalty for smoking shall be a team warning. Any repeat offence will result in the ejection of that team member.

22. Function Room/Bar Area

The wearing of playing uniforms within the function/bar area will be permitted during playing days/nights however cleat type playing footwear must not be worn within these areas. Please ensure your shoes are free from grass, mud, dirt and sand etc before entering inside. Gear/Tote bags and playing equipment are not to be stored in the function room.

23. Reporting of any injuries to an insured member/player

Any injuries sustained during a BADSA fixture, regardless of severity **must** be documented on the score cards & signed off by the plate umpire, the injured member/player & both scorers.

The **President** or **Registrar** **must** also be notified immediately. A member/player injury form **must** also be completed for insurance purposes. These forms are available from the Bar Manager and are located in the bar or from your Club itself.

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Little League Softball Ground Rules 2019/2020

The Bunbury & Districts Junior Softball competition adhere to the current rules and regulations of Softball Australia. All rules apply in conjunction with Bunbury & Districts Softball Association (Inc) 2019/2020 ground rules. We have also compiled some “sub” ground rules which we have modified to be more specific to our junior competition.

* Little League – 12 & under (as at 31.12.19)

Section 1

1. All teams are of mixed gender.
2. Any person entering the diamond (umpires, base coaches, coaches) **MUST** wear fully enclosed shoes.
3. All players must play in to their relevant age group depending on the age cut off as specified above. ***(Special consideration to this clause for a player to play above their relevant age group must be submitted to the BADSA board in writing to be discussed by the board meeting. The board will advise the relevant people of the outcome. By no way is it guaranteed the request will be approved)***
4. The team listed first on the fixtures is known as the “Home” team and shall occupy first base dugout/bench and will field first.
5. Each team shall be responsible to set up their own portable shade if required. These shades supplied are for the children in the team only. Parents/spectators are asked to provide their own shade.
6. All rubbish **MUST** be removed from your dug out or bench at the end of your game.
7. No jewelry or adornments are permitted unless it’s a medical bracelet or necklace. Please advise your players & parents of this.
8. Teams shall be awarded 4 points for a win, 2 points each for a draw.
9. ALL games **MUST** start at the scheduled start time.
10. Only registered players are permitted to play. Registration **MUST** be done online through Sports TG and payment made prior to taking the diamond. Players are not allowed on the diamond unless they have paid their registration fees.
11. **FORFEIT GAMES**
 - a) If a team has exhausted all avenues to prevent a forfeit leading up to the scheduled game the President or Secretary must be notified **NO LATER THAN** 8pm on the Friday night before.
 - b) If a team is not ready to play (5) minutes from the scheduled start time the umpire will deem a forfeit against the offending Team.
 - c) The non-forfeiting team will be required to complete a score card in full to obtain the forfeit points.
 - d) A score of 7-nil and 4 premiership points will be awarded to the non-forfeiting team.
12. **AVOIDING A FORFEIT**

NOTE: A regulation game can be played with 8 players. A game that starts with 9 players must finish with 9 players.

 - a) The use of a player from the Subbies Teeball is allowed to make your 9th player. (Please see the Teeball Co-Ordinator for those who have been given permission by their parents) This player is not considered a “fill in” player as such and the coach should use their discretion for allocating positions to this younger player. This player should be identified on the score card as “Subbie” for BADSA’s record keeping.

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- b) Teams will be permitted to use up to a maximum of (2) two “fill in” players from another team/club to prevent a forfeit.
- c) Registered team members must be played at all times before any “fill in” player is used.
- d) “Fill in” players must be identified on the score card with the words “Fill in” indicated against their name.
- e) “Fill In” players must field in the outfield and bat in the last two positions of the batting lineup.
- f) “Fill in” players are NOT eligible for MVP votes for the game they are filling in for.
- g) The number of “fill in” players permitted is to make the team up to a total of (8) eight players, which is the minimum number required to play a game (See example below)

For Example:

Team has (8) eight players so (0) zero “fill in” players allowed.

Team has (7) seven players so (1) one “fill in” player allowed.

Team has (6) six players so (2) two “fill in” players allowed.

Section 2 – Little League

THE GAME

1. All Softball Australia playing rules and BADSA ground rules apply.
2. All Little League games shall be 1hr 15mins in duration & shall be timed by use of a digital timer which will be on the scorer’s bench (please see point # 8 for time restrictions in last innings)
3. The “3 out” side away rule or 6 runs scored over the plate (whichever occurs first) shall be applied.
(If team already has 4 runs and is up to bat with loaded bags and the batter hits a home run play does not stop until that batter has crossed the plate. However only 6 runs will count. Scorers may record all relevant statistics if so desired.)
4. Games shall be played with an 11” ball.
5. The pitching distance will be set at 40ft for all Little League games.
6. **NO** infield fly applies.
7. **NO** attempted bunt is allowed.
8. A *new innings* must not commence if 10 minutes or less remain in the game. If a new innings is commenced it must be completed or when the winning run crosses the home plate.

YOUR TEAM

9. Coaches should encourage their players to play all positions throughout the season.
10. All players present at the game shall be included throughout the game.
11. Coaches do not have to rotate their players each inning from infield to outfield.
12. **NO** automatic out is given if the team does not have a 9th player.

SCORING/VOTING/UMPIRING

13. MVP Votes (3 = best, 2 = 2nd best, 1 = 3rd best) shall be awarded by the OPPOSING team’s coach. These MVP votes will accumulate for each player & will decide the Association MVP for 2018/2019 season.
14. All teams are encouraged to score using score books and the record the plays as best as possible.
15. The Little League games shall be plate & base umpired by the BADSA Junior League

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16. Little League will play for premiership points which will be shown in the form of a league ladder.
17. A Final series will take place at the end of the season (refer to fixtures).
18. All players must have played a minimum of 5 games prior to the commencement of the final series to be eligible to play in finals.

Note: Any injuries (whether minor or major) must be recorded on the score card by the scorer and umpire. The President, Registrar or Treasurer must be notified immediately. Should an injury occur whilst at training the coach should email the President as soon as practicable and advise BADSA of the occurrence.

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