

# MWSA LOCAL Mod A RULES 2017-2018

*All games start at 8:30 & finish at 9:45*

*MWSA will endeavour to supply a Plate Umpire for each game.*

*First base team provides 1<sup>st</sup> base umpire / Third base team provides 3<sup>rd</sup> base umpire*

<http://www.mwsa.com.au/OurComp/Rules.aspx>

The Modball rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation Softball Australia, Modball rules as issued by Softball NSW Inc. and modified by MWSA Competition Rules.

## **Normal softball rules apply to Mod A with the following exceptions:**

1. When the tee is used the following Tee Rules apply:
  - 1.1. A batter must have a full swing to make contact with the ball
  - 1.2. A batter is not out if on the 3rd strike an "air swing" occurs. The batter continues and should be encouraged to hit the ball
  - 1.3. No foul ball circle (4.5mt)
  - 1.4. A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate
  - 1.5. If the tee alone or ball & tee are hit at the same time the umpire will call "Foul Ball" – there is no limit to the number of foul balls on a batter
  - 1.6. 2 bases maximum for any runner or batter runner when hit off the Tee stand
  - 1.7. Pitcher and infielders to move to the back of the circle when the ball is hit off the Tee
  - 1.8. Lining up the tee – the player should be warned. No strike will be called
2. Ball: size 11" Hard Core
3. Batting:
  - 3.1. The batter enters the batting box with a count of 1 ball and 1 strike
  - 3.2. The top of the strike zone is defined by any part of the ball being below the level of the player's armpits
  - 3.3. Dropped third strike rule applies
  - 3.4. Tee stand is used after 4 balls – this may be reviewed by the MWSA Committee and removed during the season at the Committee's discretion
  - 3.5. A teams turn at bat will end when there are 3 outs or 5 runs have been scored (+ the ½ points)

4. Base Running:

4.1. All softball base running, stealing, dead ball rules apply except:

4.1.1. To encourage catchers to throw to bases → when a base runner is stealing on a pitch, a catcher throws to a base to attempt to make an out. If there is a fielding error, the base runner cannot advance further on that error.

4.1.2. A base runner cannot steal home on a pitched ball

4.1.3. A base runner can steal home on a dropped third strike if the catcher makes a throw to a base

5. Pitching & Catching:

5.1. A player may either catch and/or pitch for only a maximum of 2 innings in a game

6. Scoring:

6.1. When a batter hits a live pitched ball only (ie not dropped 3<sup>rd</sup> strike) and reaches first base safely they will be awarded 1/2 a run regardless of whether they reach home

6.2. A batter that hits a live pitch and gets home will score 1 ½ runs in that innings

6.3. The 1/2 runs do NOT count as part of the "5 runs over the plate" to end an innings

*Remember ModBALL should be fun for everyone — players & parents!*

**IMPORTANT CHANGES:**

- Nil