

**MANLY WARRINGAH  
SOFTBALL ASSOCIATION INC.**



**RULE BOOK  
2007 - 2009**

**MANLY WARRINGAH SOFTBALL ASSOCIATION INC.**

P.O. Box 563, Brookvale, 2100

Phone / Fax: 9144 5810

Web [www.mwsa.com.au](http://www.mwsa.com.au)



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## 1. GENERAL

- 1.1. The Competition will be conducted under the official rules of softball as adopted by the Softball Australia. (SA) and the Softball NSW Inc. (SNSW), and under the competition rules published by Manly Warringah Softball Association Inc. (MWSA).
- 1.2. The interpretation of the Competition Rules is the responsibility of the MWSA Committee, hereinafter called the Committee.
- 1.3. The Committee reserves the right to vary any of the Competition Rules if special circumstances warrant such action. Any substantial variation rules will be notified to Club representatives.

## 2. Conventions

For clarity the following naming conventions will be used:

Grade and Division are generally used to identify the senior (Grade) and Junior (Division) competition

Grade and Division used in the singular will refer to the specific grade only for example A Grade - refers to A Grade only and does not include A Reserve Grade.

Grades and Divisions used in the plural will refer to all the sub grade or divisions in that grade or division for example Ladies Grades refers to all the Ladies Grades - Ladies 1, Ladies 2, Ladies 3 etc.

The Fixtures Book may be either printed or published on the MWSA web site.

## 3. COMPETITION STRUCTURE

- 3.1. The competition will be played (usually on Saturdays) between commencing and finishing dates as determined by the Committee.
- 3.2. The competition will be conducted in four groups, namely Open, Junior, Modball and Teeball, ranked in that order.
- 3.3. Each group will be divided into Divisions or Grades, and the Committee shall grade each team into whatever Division or Grade they consider to be appropriate.
- 3.4. Each team shall be drawn to play each other team in the same Division or Grade at least once in the preliminary rounds.
- 3.5. Matches shall be played at the time and place set down for play in the Fixtures Book unless otherwise directed by the Committee or the Competition Convenor.
- 3.6. Players in the Junior Divisions must be aged as follows:
  1. All Juniors must be under 19 throughout the year the competition ends
  2. Players in the Modball Divisions must be under 12 throughout the year the competition ends.
  3. Teeball Players are to be under 10 throughout the year the competition ends.
- 3.7. Three (3) competition points will be awarded for a win or a bye, two (2) points for a draw and one ( 1 ) point for a loss. If a game is forfeited, the team forfeiting receives no points, the team receiving the forfeit receives three points and the result of the game is 7-0. Games washed out by wet weather will be regarded as being drawn, and each team will receive two points.
- 3.8. When two teams have an equal number of Competition points, the team with the higher ratio of runs scored by the team to runs scored against the team in all preliminary rounds shall be ranked ahead of the other team.
- 3.9. In all Grades and Divisions except Teeball, the leading four teams at the conclusion of the preliminary rounds play in a final series of games to determine the premiers. In the Major Semi-final, first plays second, and in the Minor Semi-final third plays fourth. The winner of the Major Semi-final proceeds straight to the Grand Final, while the loser proceeds to the Final. The winner of the Minor Semi-final proceeds to the Final, while the loser is eliminated. The winner of the Final proceeds to the Grand Final, and the loser is eliminated.

- 3.10. Any team that forfeits a Major or Semi-final prior to the commencement of the match shall be deemed to have also forfeited the Final.

#### **4. REGISTRATION OF TEAMS**

- 4.1. Club Fees and Bonds, Team Entry Fees and Registration Fees for Players and Officials must accompany the Competition Entry Form for a Club.
- 4.2. Team entries for a Competition shall be made on the Competition Entry Form published by the Committee, and all conditions specified on the form must be complied with.
- 4.3. Any team entry not received before the closing time for entries may not be accepted
- 4.4. To be accepted, a team entry must have at least SEVEN players listed, as well as team officials and their telephone numbers.
- 4.5. The Committee reserves the right to refuse the entry of any team and/or the registration of any person.
- 4.6. The maximum number of players that can be registered in a team is SIXTEEN.

#### **5. REGISTRATION OF PLAYERS AND OFFICIALS**

- 5.1. All players and officials must be registered with MWSA before being allowed to participate in any competition games conducted by MWSA. Officials include all Umpires and Team Managers, Coaches and Scorers, and may include other Club Office-bearers and committee members. A person registered as an Official is not eligible to play unless also registered as a player.
- 5.2. A person is registered once the Registrar has received the properly completed Registration Form published by the Committee and the Association Treasurer has received payment.
- 5.3. All applicable registered persons, as advised by the Committee, must complete the Prohibited Employment Declaration in accordance with the Child Protection (Prohibited Employment) Act 1998 and have completed the appropriate "Play-By-The-Rules - [Discrimination and Harassment Course](#)"
- 5.4. Late registrations of persons may be made after the Fourth round, and shall incur a Late Registration Fee in addition to the normal registration fee.
- 5.5. Late registrations will not be accepted following the Friday immediately preceding the second competition match after the Christmas break in any one season. Clubs retain the right to make special application to the Committee under exceptional circumstances to waive this rule. Such applications must be made in writing to the Committee. Failure to adhere to this rule will result in forfeiture of the match.
- 5.6. Any registered person may officiate (i.e. coach, manage, score or umpire) for any Club. All head coaches must have completed an appropriate course. Penalty for fielding an unqualified head coach will be the loss of any competition points earned in the game concerned.
- 5.7. Dual registration is only available to players in the Junior Division 1 and Division 2 Competition. Dual registered players are bound by the play up and play down rules of both registrations. Dual registered players can only play in the Senior Competition in A or B Grades.

#### **6. CLEARANCES AND PERMITS**

- 6.1. Club-to-Club Clearances within MWSA
  1. Clearance from Club to club is automatic unless a player or official declared unfinancial or a defaulter (i.e. has not resumed Club equipment or Club uniform) by the Club with whom he/she was previously registered.
  2. Clubs should notify the Committee of a defaulter or unfinancial members prior to the start of the season.
  3. No person, having been declared unfinancial or in default, may be registered until their debt is paid or equipment resumed.
  4. Players may not change Clubs during a season.
  5. In disputed cases, the Committee's decision is final.
- 6.2. Inter-Association Permits

Any person currently "first-registered" with a Softball Association other than MWSA must submit a permission note from that Association in order to complete registration with MWSA.
- 6.3. Inter-Association Clearances

Persons currently "first-registered" with SA-affiliated Softball Associations wishing to become "first-registered" with MWSA must comply with the Rules of SA and SNSW. Such persons will be granted provisional registration while clearance formalities are being completed.

## 7. ELIGIBILITY OF PLAYERS

- 7.1. All Players and Team Official participating in a match must be registered as defined in Rules 5 and 6. (penalty - see Rule 7.6)
- 7.2. A player registered with a particular Club must not play for another Club in the MWSA competition, except
1. where two or more Clubs have agreed to such an arrangement, and the Committee has ratified the agreement. (Penalty - see Rule 6.6)
  2. where junior players are playing in a MWSA development squad in the Senior competition.
  3. *where a Club has no senior teams, a junior player may dual register with another Club, providing the player meets all the Dual Registration criteria.*
- 7.3. A player registered in a team after the grading of teams has been completed must not be of a higher standard (in the opinion of the Committee) than the division or grade in which the team is playing. (Penalty - see Rule 7.6).
- 7.4. After the grading of teams has been completed, no player shall be allowed to transfer to a team in a lower grade, except in exceptional circumstances, and with the permission of the Committee. (Penalty -Rule 7.6)
- 7.5. Play down Rule
- A player registered in one team cannot play in a lower-graded team.
- ❖ Exception 1 The lowest-graded team in a Club may borrow a maximum of three players per match (including the final series matches) from the next-higher-graded team in the Club provided that the following conditions are met:
    - the number of players in the augmented team does not exceed nine;
    - all age and/or school year requirements of the borrowing team are complied with by the borrowed players;
    - borrowed players must be withdrawn and replaced if regular team members become available during the course of the match.
- 7.6. THE PENALTY FOR PLAYING AN UNREGISTERED OR INELIGIBLE PLAYER IS FORFEITURE OF THE MATCH.
- This penalty applies to Rules 7.1 to 7.5 inclusive, and to Rule 7.9.
- 7.7. Play up Rule.
- For all play ups
- the borrowed players must be withdrawn and replaced if regular teams members become available during the course of the match.
  - the number of players in the augmented team does not exceed nine;
1. Modball and Teeball Players in the Junior Competition ( grades above Modball)  
Teeball and Modball players may 'play up' into higher grade in the Junior Competition, but only 4 times during the season. After the fourth game the player can no longer play in any higher grade. When playing up, the play must field in the outfield and bat at the end of the batting order.
  2. Junior registered players in the Junior Competition.  
A player may 'play up' into a higher-graded team, but only three times during a season. On the fourth time the player is automatically registered as a member of the lowest graded team that player "played up" in.
  3. Senior and Dual registered Player in the Senior competition.  
A player may 'play up' into a higher-graded team, but only three times during a season. On the fourth time the player is automatically registered as a member of the lowest graded team that player "played up" in.
  4. Modball and teeball player in the Senior Competition.  
Teeball and Modball players may 'play up' into the Senior Competition, but only 4 times during the season. After the fourth game the player can no longer play in any Senior team. When playing up the play must field in the outfield and bat at the end of the batting order
  5. Junior Registered player in the Senior Competition.

Junior Registered players may play up to 3 games in the senior competition. On the fourth time the player becomes automatically dual registered as a member of the lowest graded senior team they are eligible to play in. Dual registration becomes effective from the first game the junior player played in the senior competition. Junior players that are not eligible to for dual registration are not permitted to play any further games in the senior competition.

Players registered in Junior Divisions can play up in the Senior Division with the following restrictions:

- ❖ Division 1 and 1-Reserve Juniors can only play in A and B Grades
  - ❖ Division 2 Juniors can only play in A and B Grades without restrictions.
  - ❖ All other Juniors and Division 2 Juniors playing in C Grade and lower grades must field in the out field and bat at the end of the batting order.
- ❖ Exceptions: Junior registered Players playing in a MWSA development team can play unlimited games in the senior competition as part of the Development team

- 7.8. 'Playing' in the context of this Rule 7 means the player must take the field as a batter or fielder during the match.
- 7.9. A player may enter a match even though their name was not originally entered in the scorebook when, and only when, they meet all conditions of eligibility.

## **8. SUPERVISION OF JUNIOR PLAYERS**

- 8.1. All junior teams must be accompanied by at least two (2) adults. No junior team will be permitted to take the diamond for any competition match unless this Rule is adhered to.

## **9. MATCH RULES**

### **9.1. Playing Field and Playing Equipment**

1. All softball games will be played on a 18.29 metre (60 foot) diamond, or as published in the MWSA Fixture book. Pitching distance will be published in the MWSA Fixture book. If pitching and/or baseline distances are found to be incorrect during a game, they should be corrected at the end of a completed innings.
2. UNIFORMS  
All players must wear their Club uniforms by the 4<sup>th</sup> week of competition. Players must wear their club uniform while playing. Manly Warringah Representative uniforms, including caps, is not acceptable. Players with MWSA Representative caps will be required to wear another cap, spare caps will be held at the canteens.
3. All equipment must be of an acceptable standard and an appropriate size for the player using it. Any damaged or ill-fitting equipment should be removed from the game
4. All teams must supply their own bats, helmets (with 2 ear flaps), playing equipment and a match ball, which must all be in good condition. (Penalty - forfeit). The plate umpire is the sole decider of the acceptability of a match ball.
5. The wearing of helmets is compulsory for all batters and base runners. Deliberately wearing the helmet improperly, or deliberately removing the helmet during a live ball play shall cause the violator to be declared "out" immediately. A runner may remove the helmet to adjust their hair etc. as long as there is no play in progress and the umpire has called "time".
6. Shinguards must be worn by ALL players throughout the game.
7. All catchers must wear leggings, face mask with throat protector, helmet and chest protector while catching during a game.
8. A player must wear full protective gear (face mask with throat protector, chest protector, helmet and leggings) while taking warm-up pitches either on or near the diamond. Any team official who takes warm-up pitches must wear at least a face mask with throat protector.
9. Helmets are compulsory for YOUTH (under 19 years) age coaches who occupy the third or first base coach's box. This regulation does not apply to Teeball.

### **9.2. Players**

1. A team must have at least seven players available through the game, or a forfeit is declared. If, at the appointed starting time, there are less than seven players, the umpire may wait five minutes to allow other players to arrive. When playing with seven or eight players, ONE out is counted when batter 9 (or batters 8 and 9) would have been at bat.

Late arrivals to the game can be added to the scorebook, and take batting position 8 &/or 9.

9.3. Time of games.

- (a) The starting and finishing time for a game is the time specified in the Fixtures Book.
- (b) For all Grades and Divisions except A Grade the game will end at the scheduled finishing time even if the game starts later than the scheduled starting time.
- (c) For A Grade if the team second at bat is at bat at time the game will continue until with a result is obtained or the innings is complete.
- (d) For all Open Grades and Junior Divisions no new innings will start within 5 minutes of the scheduled finishing time.
- (e) Modball and Teeball games will be played until the scheduled completion time of the match is reached.

Umpires will be directed to apply SA Rules which allows a game to be forfeited if a team employs tactics palpably designed to delay or to hasten the game.

9.4. Game Preliminaries

1. The home team shall call the toss at the start of a match, which is the team named first in the Fixtures book. This toss can be effected before the Umpire(s) arrives.
2. In the absence of official or allocated umpires appointed to the match, each team is to provide an umpire. In this case, the plate umpire and base umpires may alternate on complete innings unless the teams decide otherwise by mutual agreement.

9.5. During the Game

1. **Player Bleeding**  
In the event of any player bleeding during a game, SA Rule - section 7 shall apply. However, if a team has only seven players and one is withdrawn from the game due to bleeding, the team will be allowed to continue to play with six players, until such time as this rule requires the injured player to be legally substituted. If no legal substitute is available, the game will be forfeited.
2. **Warm up Pitches**  
A pitcher will be allowed 5 warm-up pitches at the beginning of the game or when she initially enters the game to relieve the current pitcher. Between innings pitchers will only be allowed three warm-up pitches. A maximum of 60 seconds is available to deliver these pitches. Note: A pitcher returning to pitch in the same half innings shall not be entitled to any warm-up pitches.
3. **SPEED UP Rule** - When the batting side has 2 out and the catcher is on base the batting team must replace the catcher. The runner cannot be any of the next 4 batters due up to bat, however can be any player on the roster. The replacement player is not considered as a substitution. Any catcher that is replaced must use the time to change into their catching gear. **Blocked Ball Rule**
4. **Blocked Ball**  
If the ball becomes blocked we will play a ground rule double. The runner will be awarded 2 bases from the time of the hit or their last legally held base, at the time the ball is blocked. (i.e. if the runner has already reached home before the ball is blocked then she will remain home).
5. **Batting Through 12 players.**

This rule shall apply to all grades and divisional except A Grade throughout the season, including the final series. This is not an optional rule

The batting team shall bat in the order listed on the score sheet to the intent that if more than 9 players are listed on the score sheet each player shall bat in succession through the order as listed to a maximum of 12 batters.

The batting team continues batting through the batting order until either 3 out are made or 7 runs are scored.

Where a team has more than 12 players available for the game, the player/s in excess of the 12 will be listed as substitutes. They can only take part in the game as a substitute for one of the originally list 12.

If a player leaves the game there is no "automatic out" until such time as the batting team has less than 9 batters in the game.

There shall be no restriction related to the type or number of defensive substitutions that may be made during the game but the batting order remains the same for the duration of the game.

The re-entry rule shall not apply.

6. Substitution for Injury During the Game

When a player is injured during the game and the team has no more legal substitutes on the bench, the team will be allowed to replace the injured player with a previously substituted player from the bench.

This is not to be interpreted as allowing "courtesy runners", they are not permitted.

The object of this rule is to ensure all players participate in every game while not disadvantaging a team if there is an injury during the game. Abuse of the rule will result in the illegal player being removed from the game.

7. Declaration Rule:

In time games the coach of the team batting may declare an innings closed at any time during the game but only once in a game.

8. Field within prescribed diamond.

The diamonds will be marked at a distance of 67.06m (220 feet) from the home plate.

No fielder may be positioned outside the marked area until after the ball is hit. If a fielder moves outside the area before the ball is hit an illegal pitch will be called.

9.6. Ending Innings and Games

1. For games except A Grade and Junior Division 1 each innings is completed when either the third out is made, or when the seventh run for the innings is scored. In Junior Division 1 each innings is complete when either the third out is made or when the ninth run for the innings is scored. In A Grade there will be no limit to the number of runs scored in an innings.

2. For all games the Ten Run rule will apply, whereby a game shall be called when the losing team has had five turns at bat, and is ten runs or more behind the winning team, unless both teams agree to continue playing.

3. In the event of a tied score at the completion of the seventh innings and before the scheduled finishing time of the game, a Tie-Breaker shall be played. For all games the standard SA Tie-Breaker Rule will be played except that it shall start from the top of the eighth innings

9.7. Result of Game The result of a game shall be the score at the end of the last completed inning, except in the situation where the team second at bat has scored more runs than the team first at bat in the incomplete innings. In this case, the score shall be that of the incomplete inning. In the event of a tied game the ASF Rule is to be interpreted as follows :

If the team first at bat is leading at the last completed innings, and scores are tied when time is called, then the result will be a draw.

If the team second at bat is leading at the last completed innings, and the scores are tied when time is called then the result shall be the score at the last completed inning.

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9.8. MODBALLRULES

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

- The batter enters the batting box with a count of 1 ball and 1 strike.
- Tee stand is used after 4 balls, this may be reviewed by the MWSA Committee's and removed during the season at the Committee's discretion.
- 2 bases maximum for any runner or batter runner when hit off the Tee stand.
- Pitcher and infielders to move to the back of the circle when the ball is hit off the Tee.
- the top of the strike zone is defined by any part of the ball being below the level of the player's armpits.

- A player may either catch and/or pitch for only a maximum of 2 innings in a game
- Lining up the tee – the player should be warned. No strike will be called
- Dropped third strike is no longer an automatic out. Softball rules apply.
- Players can only steal 1 base on the pitch - we want to encourage catchers to throw to attempt to get the out without penalising the fielding team
- A base runner cannot steal home on a pitched ball.
- The base runner can steal home on a dropped third strike.
- Bases are now 60 feet
- Modball B will use a softcore 11" ball

#### 9.9. TEEBALL RULES

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

- leg guards for catchers are optional
- No Player can play more than 2 innings in the same position

Games may be rescheduled where players of a team are involved in Divisional or State commitments. The Committee will decide which games and when the games are to be played. Games may also be rescheduled due to wet weather.

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## 11. PREGNANCY IN SPORT

MWSA supports every pregnant sportswoman's right to make the decision about whether, when and for how long a pregnant woman should continue to play sport, in consultation with their medical advisers.

The Association is committed to equal opportunity and the avoidance of discrimination, particularly where pregnant women are concerned.

In support of this policy, all members of the Association should:

- be aware that softball can involve strong contact with other players and equipment, and that any participant/official who believes she may be pregnant, takes part in any competition at their own risk.
- be aware that participation in softball during pregnancy can pose theoretical risks to themselves and their unborn child.
- respect and support the rights of women who wish to continue exercising while pregnant.
- be aware that MWSA reserves the right to request evidence that the player/official has obtained medical advice in respect of her participation whilst pregnant.
- seek medical advice for their own health and safety and that of their unborn child/ren, should they believe they may be pregnant.
- avoid giving advice that they are not qualified to give, and encourage pregnant participants/officials to obtain and act on professional medical advice, particularly about the risks of continuing to play and when to stop.
- support a woman's right to privacy by not requiring that a woman disclose that she is pregnant unless she should choose to do so.

- ensure that participants provide a pregnant player the same degree of duty of care as they would any other participant.
- ensure that coaches select participants on the basis of merit and capability, and that all players/officials are treated equitably at all times.
- advise all new female players/officials of the MWSA Policy on Pregnancy In Sport.

## **12. TRIAL RULES**

- 12.1. The Committee may implement new rule(s) on a trial basis. The Trial rule(s) and the grade(s) that the rule will apply to will be advised in the Fixture book.

## **13. WET WEATHER**

- 13.1. Suspension or abandonment of play because of wet weather will be decided by the Committee in conjunction with the Wet Weather Committee/Convenor and/or the Competition Convenor and their decision shall be final and binding on all registered players. Where teams elect to play a fine shall be levied against each team at a sum at least sufficient to pay for the repair of the ground.
- 13.2. Umpires may suspend or abandon play if conditions appear to be unsafe and their decision shall be final and binding on all registered players.
- 13.3. In the event that a game is abandoned (or suspended and not resumed), the game shall be deemed to be a scoreless draw unless
- three complete innings have been played; or
  - forty five minutes playing time have elapsed from the starting time to the time of suspension or abandonment, and at least one complete innings has been played.
- 13.4. When part of a round is washed out, all games in the grade(s) effected will be deemed to be washed out, unless the Committee reschedules the game. Where the round is deemed to be washed out the game will be declared a 0 all draw and each team will receive 2 competition points
- 13.5. In the event of wet weather, the Committee will contact the wet Weather Convenor, the Secretary or the President of each club playing in the morning games before 7:00am and for afternoon games before 11:30am.

## **14. POSTPONEMENT OF MATCHES.**

- 14.1. Postponement of matches will not be permitted UNDER any circumstances.

## **15. SCORING and RESULT SHEETS**

- 15.1. An Official Score Book must be used by each team.
- 15.2. A Result Sheet must be submitted for each match, including any match that is forfeited. The scorers of both teams must sign the Result Sheet. The names of the umpires and their clubs are to be printed on the sheet and the umpires are to sign the sheet to verify the score.
- 15.3. The Result Sheet must show all runs scored in the match, including those that, in the opinion of the scorers, are disregarded because of the score reverting to even innings. The scores shown should be the progressive total of runs at the end of each innings, not the runs scored in each innings.
- 15.4. The Result Sheet must show clearly the full names of all players who took part in the match, along with the team or grade of all players borrowed from other teams. New players entered on a result sheet should be properly registered before taking part in that game.
- 15.5. Any team deliberately falsifying a result sheet in any respect may be disqualified from the competition or be penalised with the loss of competition points.
- 15.6. It is the responsibility of the scorer of the home team to collect the Result Sheet from the Duty Officer before each match, It is the responsibility of the winning team to return the Result Sheet from the Duty Officer at the completion of the match. In the case of a draw the home team is responsible for returning the Result Sheet. Failure to submit the completed Result Sheet may result in the both teams being awarded no competition points for the match.

- 15.7. Any incorrectly completed result sheet will attract a fine for both teams concerned as determined by the Committee.

## **16. FORFEITS**

- 16.1. A team receiving a forfeit must complete a Result Sheet and submit it as instructed in Rule 15
- 16.2. If the forfeit is received prior to the day of the match - it is not necessary to have an umpire's signature on the Result Sheet.
- 16.3. If a team forfeits more than two matches during the preliminary rounds of the competition, the team may be withdrawn from the current competition by the committee and may also be debarred from entering future competitions.
- 16.4. If a team forfeits prior to the day of a match, they should notify the opposing team, the Competition Convenor and the Umpiring Convenor.

## **17. UNIFORMS**

- 17.1. All players shall wear only registered team uniform, including hat and caps.
- 17.2. All teams shall be allowed a maximum of four weeks after commencement of the season to have all players in the appropriate uniform of their team, unless special dispensation is received from the Committee. The penalty for breach of this rule - the player(s) will not be allowed to take the diamond.
- 17.3. New Clubs or teams shall submit to the Committee the colour and style of uniform proposed, and shall not proceed with such colour or style without having obtained approval.
- 17.4. Changes may not be made to uniform colours without first having obtained the approval of the Committee.
- 17.5. Advertising or sponsorship on uniforms must be approved by the Committee.
- 17.6. No person (player, umpire or team official) shall take the field or be on the bench unless wearing covered footwear.
- 17.7. Shoes with metal or screw-in studs, spikes, or metal cleats are not permitted.
- 17.8. Softball shoes (commonly referred to as cleats), and similar style footwear, may be worn by all players.

## **18. PROTESTS (Breaches of Competition Rules)**

- 18.1. In the event of an alleged breach of the Competition Rules, a Club or person wishing to make a complaint must lodge a protest in writing with the Committee within Two Days occurrence of the alleged breach.
- 18.2. The decision of the Committee concerning such a protest shall be final.

## **19. PROTESTS (Umpires' Decisions in Matches)**

- 19.1. When a coach is not satisfied with an umpire's interpretation of a playing rule (either an SA rule, or MWSA Rule 9, 21.5, 9.9 or 9.8), he is entitled to lodge a protest. If this occurs, one of two procedures will be followed, as set out in Rules 19.2 and 19.3 below.
- 19.2. If the Umpire-in-Chief (or his/her appointed deputy) is close at hand:
1. The UIC hears from the protesting coach. While this is happening, the plate umpire should call all umpires in ready for the UIC.
  2. UIC hears from umpires on game, and decision is made.
  3. Decision is conveyed to protesting coach by UIC.
  4. If necessary, UIC explains situation to opposing coach.
  5. Game continues.
- 19.3. If the Umpire-in Chief (or his/her appointed deputy) is not readily available, the protest will be heard by the Protest Committee:
1. The protest is noted in both scorebooks. The following information must be shown:
    1. Exact time protest lodged (according to the umpire);
    2. What rule is involved;
    3. Number out;
    4. Position of any runners on bases,

5. Count on batter, if applicable.
  2. The game (being played under protest) will then continue to a result.
  3. The protesting coach shall within 48 hours submit the protest to the Association Secretary or the Umpire-in-Chief, IN WRITING. This must contain all the information set out above, as well as the name of the opposing team, grade of game, names of umpires officiating and a written version of what happened in the game to cause the protest. Scorebooks must accompany any protest.
  4. If the protest is handed to the Duty Officer, the Umpire-in-Chief or the Umpires Convenor immediately after the game, every endeavour will be made to hear the protest as soon as possible.
- 19.4. The Managers, Scorers and Coaches of both teams as required by the Protest Committee must attend the protest hearing, along with the Plate Umpire and any base umpire directly involved in the matter under protest.
  - 19.5. Failure to attend a protest hearing will result in a fine being incurred by the club of the official or umpire who fails to appear.
  - 19.6. A fine will be imposed on the Club submitting a protest if the Protest Committee determines that the protest was either frivolous or invalid.
  - 19.7. The Protest Committee will consist of at least three MWSA qualified umpires. The Protest Committee will be chaired by the MWSA Umpire-in-Chief or, in the absence of the UIC, the most highly qualified umpire available.

## 20. UMPIRING

- 20.1. All clubs are required to provide umpires, as indicated in the Draw in the Fixtures Book. When the club's name is preceded by "MWSA" a qualified (nominated) umpire will be appointed for the plate umpiring duties. The club is to provide two base umpires. For all other games, the club named is to provide a plate umpire and two base umpires. Plate umpires are required to wear a mask with a suitable throat protector, shin guards and chest protector.
- 20.2. Clubs failing to provide umpires as set down in the fixture draw will be fined the amount advised by the MWSA Committee at the beginning of each season. The team set down in the fixture book will also lose 3 competition points. The rule does not apply to Teeball and Modball games where the teams playing supply the umpires.
- 20.3. Youth Players (under 19) are ineligible to umpire senior competition games unless they hold at least level 1 umpiring accreditation or have been approved by the UIC.
- 20.4. All junior players umpiring must be supervised by a senior/adult with rules knowledge or a qualified umpire to ensure that coaches and spectators do not cause any undue pressure. Junior Blues allocated by MWSA will be supervised by an MWSA official. If a Junior Blue is allocated by their club, the club must provide supervision.

## 21. ELIGIBILITY OF PLAYERS FOR THE FINAL SERIES

- 21.1. To participate in the Final Series, a team must contain at least six players who have played in at least half of the preliminary round matches for that team. (Penalty - see Rule 9.2)
- 21.2. To be eligible to play for a team in the Final Series, a player must play in at least five preliminary round matches for that team or for a lower-graded team in the same club or where the exception available under rule 7 applies a player must play in at least five preliminary round matches for that higher graded club team. (Penalty - see Rule 21.4)
- 21.3. At least nine players must participate for the whole of any Final Series match. (Penalty see Rule 21.4)
- 21.4. The penalty for a breach of any of Rules 21.1 to 21.3 inclusive is forfeiture of the match in which the breach occurs, and exclusion from the remainder of the Final Series.
- 21.5. A player in a team receiving a forfeit will be deemed to have "played"

## 22. MATCH RULES FOR THE FINAL SERIES

*All previous Match Rules apply, with the following additions:*

- 22.1. Final series games shall be regulation games or time limit games, as set out in the Fixtures Book.
- 22.2. For all final series games, a result must be obtained. If application of the normal match rules (Rule 9.4) would result in a tie, then:

1. If an innings has just been completed, further innings should be played, with the Tie-Breaker commencing immediately.
  2. If an incomplete innings is in progress, the incomplete innings should be completed. If the result is still a tie, further innings should be played, with the Tie-Breaker commencing immediately.
- 22.3. If any game in the final series is abandoned then the team placed higher after the completion of the preliminary rounds is declared the winner of the game. The result for any complete games will stand.

## **23. REPRESENTATIVE SELECTION**

- 23.1. The Selection Panel will make representative team or squad selection. The Committee will appoint the Selection Panel. It shall consist of at least three members of MWSA, one of whom should be the Representative team's Coach. A Selector should, as a matter of priority indicate to the other selectors any near relatives seeking selection and refrain from voting on the selection of those relatives.
- 23.2. To be eligible for selection in a representative team for MWSA, an applicant shall satisfy the following requirements:
1. must be "first registered" with MWSA Inc. prior to the selection trial date or closing date for nomination, for the age group concerned as set down by the MWSA Committee.
  2. Must play or officiate for their Club on a majority of competition days in the MWSA Competition. Pregnancy, injury, sickness, school/work commitments are considered allowable excuses. Playing in competitions run by other Softball Associations, playing other sports etc are not considered allowable excuses.
  3. A player must be available for selection in any under age teams to which they are entitled to play in, by virtue of their age.
- 23.3. Nominations for representative teams, including the position of coach, assistant coach, and scorer, will close on the dates advised by the Committee. No nominations will be accepted after this date.
- ❖ Exception. The committee may consider special cases for late nominations, or late inclusions, in representative teams on the merits of the case made to it by either players or officials. Special requests for inclusion for nomination in a representative team after closing date for nominations must be in writing setting out in full the special circumstances (or special reasons) including the extent to which other selection conditions have been met. The application is to be delivered to the Representative Convenor who will table the application for consideration by the Committee.

## **24. DIAMOND EQUIPMENT**

- 24.1. Responsibility for setting out the diamond and packing the diamond will be detailed in the fixture book.
- 24.2. Repeated failure of a team to correctly roll the pitching mat or collect the bases and benches will result in the loss of 1 competition point on the first warning and 3 competition points on subsequent infringements.
- 24.3. All teams should consult the draw to see whether they are the last teams using those diamonds for the day.

## **25. CANTEEN DUTY**

All clubs are expected to assist in the running of the canteen. Clubs listed to be on duty must provide helpers of at least 15 years of age to assist with serving and other duties, as directed

Clubs assigned to canteen duty should check with the designated canteen administrator and their club secretary to receive instructions, and when required to take responsibility for the running of the canteen for the day.

The canteen roster is printed in the Fixture Book.

Clubs who are sharing a day with another club should arrange between themselves the provision of helpers at the allocated times

Fines will be applied against any club not fulfilling all of its obligations.

Clubs on morning canteen duty are reminded that their duties may include taking delivery of purchases (food, drinks, etc.) and carrying it into the canteen. Clubs on afternoon duty are reminded that their duties include cleaning all equipment, sweeping the canteen and doing a stock take.

## **26. FINES AND PENALTIES**

- 26.1. Any fine (as determined and published by the Committee) incurred by a Club under any of these Rules is payable to the Association Treasurer as requested or at the end of the last of the preliminary rounds of the season and may be deducted from the Bond lodged by the Club. Failure to pay such fines will result in the Club concerned being refused entry of teams in future competitions run by MWSA, and may also result in all members of that Club being declared unfinancial, and therefore ineligible to play in any competition run by any SA-affiliated association.
- 26.2. Umpires are required to submit a report concerning any players or officials who have been ejected/removed from a game to the Umpire in Chief before the conclusion of the days play. Following discussion with the umpire having control of the match, the Umpire in Chief will make a written report to the committee detailing the incident together with any recommendation as to further action to be undertaken.
- 26.3. Players and/or officials who have been ejected/removed from a game by an umpire may be required to appear before the MWSA Judiciary Committee to show cause why they should be allowed to take further part in the competition.

## **27. SPECIAL AWARDS**

- 27.1. MWSA presents a number of awards to individuals. The Home Run and K2 awards are based on the information provided on the Result sheets each week. For the K2 and Home Run awards the following definitions should be used:
  1. DEFINITION OF A K2: A strike out is accredited to a pitcher when the third strike is delivered to a batter even though the batter might reach first base because the third strike is a wild pitch or is not caught by the catcher. It is also a strike out if an attempted third strike bunt is an un-caught foul.
  2. DEFINITION of a HOME RUN: It is considered a home run, for these awards, if the batter advances home in her turn at bat - regardless of any error, overthrows, etc by the fielding side.
  - ❖ A Grade K2 Award
  - ❖ A Grade Home Run Award
  - ❖ Senior K2 Award
  - ❖ Senior Home Run Award Award
  - ❖ Division 1 Junior K2 Award
  - ❖ Division 1 Junior Home Run Award
  - ❖ Junior K2 Award
  - ❖ Junior Home Run Award
  - ❖ Life Members Award
  - ❖ Presidents Award
  - ❖ Blues Umpiring Award

## **28. PARENTS' CODE OF BEHAVIOUR**

- ❖ If children are interested, encourage them to play sport. However, if children are not willing to play, do not force them to play.
- ❖ Focus upon the child's efforts and performance rather than the overall outcome of event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.
- ❖ Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.
- ❖ Encourage children to always play within the rules.
- ❖ Never ridicule or yell at a child for making a mistake or losing a game
- ❖ Remember that children are involved in organised sport for their enjoyment, not yours
- ❖ Remember that children learn best from example. Applaud good plays by both teams.

- ❖ If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, officials give their time and effort voluntarily for your child's involvement in and enjoyment of sport.
- ❖ Support all efforts to remove verbal and physical abuse from sporting activities.
- ❖ Recognise the value and importance of volunteer coaches. They give of their time and resources to provide recreational activities for the children and deserve our support.

## 29. SUN SAFE POLICY

MWSA is committed to promoting Sun Safe behaviour for our sport. A copy of the Sun Safe Policy has been distributed to all Club Secretaries. Players, officials, and spectators are encouraged to use sun protective measures: sunscreen, hats and shade at all games.

## 30. SNSW SOFTBALL COACH'S CODE OF ETHICS

Coaches are encouraged to be familiar with this policy and be aware of procedures for any breach of these guidelines. The purpose of this code is to establish and maintain standards for members of the Softball Australia (SA) who undertake coaching duties. This code is a series of guidelines that provide a framework within which to work.

1. Respect the rights, dignity and worth of every human being regardless of age, gender, ethnic origin, religion or ability.
2. Endeavour to ensure the athlete's time spent with you is a positive experience.
3. Treat each athlete as an individual and help them reach their full potential.
4. Be fair, considerate and honest with athletes.
5. Be professional in your appearance and manner and accept responsibility for your actions.
6. Make a commitment to providing a quality service to your athletes, your State and SA, by continually improving your coaching knowledge and skill.
7. Operate within the rules and spirit of the sport.
8. Ensure physical contact with athletes is appropriate to the situation and necessary for the athlete's skill development.
9. Refrain from any form of personal abuse towards your athletes.
10. Refrain from any form of sexual harassment towards your athletes.
11. Provide a safe environment for training and competition. Show consideration and caution towards sick and injured athletes.
12. Be a positive role model for Softball and your athletes.

## 31. SNSW SOFTBALL COACH'S CODE OF CONDUCT

This code is intended to provide more specific information and guidance in the implementation of the principles embodied in the Coach's Code of Ethics.

1. Abide by and respect the regulations governing softball and sport generally and the organisations and individuals administering those regulations.
2. Refrain from any discriminatory practices on the basis of age, gender, religion, ethnic origin or ability of athletes.
3. Respect the talent, developmental stage and goals of each individual athlete.
4. Provide training programs which are planned and sequential and suitable for the age, experience and ability of the athletes.
5. Be reasonable in your demands on your athlete's time and ensure there is an appropriate balance between sporting involvement, education and career objectives.
6. Maintain and improve your NCAS accreditation.
7. Seek continual self-improvement through performance appraisal and ongoing education.
8. Display high standards in language, manner, punctuality, preparation and presentation.
9. **Display control, respect, dignity and professionalism to all involved with softball (including opponents, coaches, officials, umpires, scorers, administrators, the media, parents, and spectators) and encourage your athletes to demonstrate the same qualities.**
10. Ensure that equipment and facilities meet safety standards and are appropriate for the age and ability of the athletes.
11. Follow the advice of a reputable doctor or physiotherapist when determining when a sick or injured athlete is ready to recommence training or competition.
12. Reject the use of performance enhancing drugs in sport and abide by the regulations of the relevant National and International Sporting organisations and government regulatory bodies.
13. Implement clear rules for athletes in training and general conduct.
14. Ensure your athletes are aware of and appreciate the inherent risks in the sport.
15. Undertake adequate supervision of athletes and keep adequate records of each athlete.