



The Softball Spectacular is a tournament for players who are between 8 and 11 years of age as of the gala scheduled event. However, it is permitted that no more than two (2) players aged no more than twelve (12) years as of the gala event may participate per team entry with a maximum of 12 players registered per team.

Rules

- All games shall be played under the current Official Rules of Softball Australia unless otherwise stated in these rules.
- To ensure the games are played in a timely manner and the spirit of the tournament any apparent time wasting or breaches by teams is to be reported by the time keeper to the tournament convener for review. If after review and consultation with the coach the behavior continues loss of points may be enforced.
- All Softball Victoria policies which include but are not limited to the Zero Tolerance and the Members Protection Policy will be enforced.

Teams

- Teams shall consist of a maximum of twelve (12) players, who are registered with Softball Victoria, for the duration of the tournament.
- Teams must have a minimum of nine (9) players to enter a team (Note: if teams have insufficient players, please consult with Softball Victoria at info@softballvic.org.au about players from a pool that can be added to your team).
- Teams may be mixed gender (it is desirable that the ratio of males to females is comparable).
- Players can be substituted at change of innings only unless there is an injury.
- Teams may borrow players from the opposition or other teams to equal playing numbers.
- A Designated Player (DP) shall NOT be permitted.



- ALL players must bat and field in every game, except when subject to illness or injury.

Pre-Game Rules

- First named team to take third base and field first.

Time Rules

- Games are 45 minutes in duration. All games must finish at the scheduled finish time even if they start late.
- Each team bats for ten (10) minutes per inning – regardless of the number of outs.
- Teams have 1 (one) minute for change over. Any team taking longer than this will have the time deducted from their next batting innings.
- The game consists of two (2) complete innings (each team bats and fields twice per game)
- For the round robin games, a draw will stand and the points evenly distributed. In the event of a draw for the Grand Final, one extra inning will be awarded (consisting of 5 minutes each) until a result is obtained.
- Time is taken by the official clock, which is held by an allocated time keeper.
- Pitchers may warm up during the 1-minute changeover but must be ready to play at recommencement of time.

Batting Order

- All players' names are to appear on the scoresheet in batting order.
- If any player is removed from the game, the batting sequence continues to the next batter.
- Each team continues to bat for ten (10) minutes regardless of the number of outs but no runs scored after the 3rd out.
- All players must bat throughout the game. Batting line up continues to bat until the full 10 minutes is completed.



Batting

- If a batter bunts foul after two strikes there shall be no penalty. 'Foul Ball' shall be called by the umpire and the batter told not to bunt again.
- After three (3) balls on the batter the elite pitcher is called in to pitch. (If there is no elite pitcher then the coach may pitch).

Batting off an elite pitcher

- While the elite player is pitching, the junior pitcher shall remain behind the pitching plate and off to the side of the elite pitcher.
- No balls or strikes will be called from the elite pitcher. 3 pitches only to the batter. Common sense should be applied when the elite player is pitching to the batter; if one pitch is wayward, another should be permitted.
- While batting off the elite pitcher, a batter can only go out from hitting the ball and the ball being played out. If they do not hit the ball after 3 pitches they are considered retired (not out) for scoring purposes.

Base Running

- Batters and runners may only run maximum of two (2) bases on a ball hit from the pitching of an elite player / coach (Note: this is to encourage players to hit the ball pitched by the opposition player and not the *easier* pitch delivered by the elite player / coach)
- Runners may not run home from 3rd base on a pitched ball not stopped by the catcher. (Note: this is to eliminate contact at home plate and to encourage teams to bat their runners in).

Scoring of Runs

- Any runs accrued after three (3) outs will not be recorded by the statistician(s), but the team will continue to bat within their ten (10) minute timeframe nonetheless.
- If the ten (10) minute timeframe has elapsed and there are any runners on base, those runners will score provided 3 outs have not been previously obtained. There is no need for the runners to run around the diamond and touch each base.



Game Management Rules

- There is NO intentional walk.
- There is NO DR permitted.
- The run ahead rule CANNOT APPLY.
- Teams CANNOT declare their innings closed.
- If the ball is blocked outside 220 feet on an open field, it is three (3) bases (unless the runner has made it home prior to the ball becoming blocked – at which point they will be awarded home).
- There IS a Catcher Speed-up rule.
- The dropped third strike rule DOES apply (this point is included in the rules for *emphasis*, given this rule has not been invoked in previous years).
- The Infield Fly rule does NOT apply.
- Fielding changes AND substitutions are prohibited during the inning (unless for illness or injury).
- The 'Hit by Pitched Ball' rule does NOT generally apply. Instead, it will be considered a ball on the batter. (However, if the batter is hurt they can be permitted to occupy 1st base)

Fielding

- A maximum of nine (9) players must be on the field when fielding.
- NO player is permitted to pitch and catch in the same game.
- A pitcher can only pitch for a maximum of one complete inning. (Note: a player cannot return to pitch in the 2nd inning if they have pitched in the 1st inning).
- A catcher can only catch for a maximum of one complete inning. (Note: a player cannot return to catch in the 2nd inning if they caught in the 1st inning).
- A player cannot field in the same position for an entire game.
- No player, unless injured or unwell, can sit on the bench for the entire game.

Playing Field and Equipment

Softball Victoria Incorporated
2016/17 Softball Spectacular Playing Rules



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- The base paths shall be 60 feet.
 - The pitching distance shall be 35 feet.
 - A soft core 11” ball will be used, and is to be supplied by teams.
 - Batting helmets must be worn by all batters, runners and on-deck batters and must fit properly. It is preferable for batting helmets to have chin straps and face guards.
 - Fielding masks are allowed.

Coaches

- A maximum of two (2) coaches from the defensive team are permitted on the field to guide their players. They **MUST** be positioned behind the base lines.
- Coaches are only permitted on the field to verbally assist their players in defence. They must not physically assist their players.
- Coaches must wear the club shirt and be neatly attired.
- All officials must wear enclosed shoes.
- Any coach under the age of 19 at the time of the tournament must wear a helmet with ear pieces while on the diamond.



- Coaches are not to approach the junior umpires during the game under any circumstance. All queries should be directed to the senior umpire.

Umpires

- *Each team must nominate at least two (2) novice umpires for the tournament.*
- *Novice umpires will umpire the games within the philosophy of the tournament with senior umpires assisting with mentoring during the game.*

Uniforms

- ALL players registered with their respective clubs must be in correct uniforms.
- All junior players must wear hats while playing.
- Be sunsmart and ensure players have access to sunscreen.
- In the event of inclement weather, players ARE permitted to wear jackets.

Match Points

- A team will be awarded four (4) points for a win, two (2) points evenly distributed for a draw, and zero (0) points for a loss.
- The team with the highest points at the end of the tournament is the winner. If multiple teams end with the same points then runs against will determine the winner.

Weather

- The Plate Umpire (under direction of the senior umpire if necessary) will SUSPEND play if it is felt unsafe to play.



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- The tournament convener will make the decision on cancelling the tournament in the event of inclement weather.

Protests

- Teams are NOT permitted to protest. However, any problems at the diamond can be resolved by the senior umpire who is helping the junior umpire administer the game.

Notes to Associations who play U12 Rules during their season.

Associations should be flexible in applying the competition rules and work within the intent of junior softball. Namely, the intent is to encourage maximum participation within a flexible environment for the enjoyment of all players. Thus, there will be NO forfeits in regards to lack of players. Teams will be permitted to play with fewer players or borrow without restriction from other teams. Moreover, the main consideration is to determine the most suitable game for each individual and to play them in a game that best meets their level of competence. While always adhering to the duty of care owed to young people, opportunities should be provided for the self-improvement and appropriate development of participants.

Any questions, issues or comments, please contact Softball Victoria or the Event Convener.