

**R**edlands Softball Association Inc.



# **Ground Rules**

## **2021**

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## 1. INTRODUCTION

- 1.1 All games will be played as per the ASF Official Rule Book with the exception of any home ground rules stated herein. **Home Ground Rules will take precedence over the ASF Official Rule Book.**
- 1.2 These rules will apply for all regular scheduled fixtures and finals. However, special rules may apply for certain competitions, as may be determined by the Management Committee from time to time.

## 2. SEASON

- 2.1 The season shall be conducted to include the winter months commencing on 11<sup>th</sup> April 2021 and conclude on 29<sup>th</sup> August 2021.
- 2.2 A maximum of two (2) teams from any Club shall be permitted in any senior grade provided that Club fields a team in the grade immediately above.
- 2.3 In the event of insufficient teams being registered in any one grade; those teams will be placed into the next appropriate grade as determined by Board, except for T Ball, Kanga League, Koala League, Joey League and Little League where combined sex teams will participate.
- 2.4 The Association may use the first three (3) weeks for grading purposes and a final draw will be published after this three (3) week period. Clubs are requested not to use this period to finalise team compositions.

## 3. UNIFORMS

- 3.1 Every player and Officials must be in his/her Club's full uniform by the third fixture week. After that date clubs will be fined for each player not in uniform.  
(Refer - "Fines & Penalties" (h) & (i))
  - 3.1.1 This period may be extended if good and sufficient reason is presented in writing to the Association.
- 3.2 Metal cleats or screw-on tags are NOT permitted to be worn by any player under the age of 18 years of age.  
Penalty: - 1<sup>st</sup> offence - Ejection from game.  
2<sup>nd</sup> offence - Ejection from game plus an additional two weeks suspension.
- 3.4 All players are to be responsible for their own safety equipment - refer ASF rules.
- 3.5 Team Officials, while on the diamond must wear suitable footwear which must be a full shoe, their club shirt or playing uniform, (No thongs, sandals or similar footwear).  
**Penalty: - Ejection from the game.**

## 4. THE GAME

- 4.1 All Officials (Coaches, Ass Coaches, Managers, Scorers, and Umpires) irrespective of grade must obtain a (Blue) suitability card before participating in the game. Such "blue" card must be available for inspection by the RSA appointed Co-ordinator; failure to be able to present this card will result in removal from officiating until card is to hand.
- 4.2 **Game times:**
  - 4.2.1 Game times are as designated by the Draw Committee. All fixture games are deemed to have commenced on time and will finish at the correct time.
  - 4.2.2 Duration of the games will be: -
    - T Ball - 40 minutes
    - Kanga & Koala League - 1 hour
    - Joey League - 1 hour, 15 mins
    - Little League - 1 hour, 25 mins
    - Seniors - 1 hour, 25 mins
    - A Grade - 1 hour, 25 mins or completed innings or a result has been achieved.

**4.2.3** All fixture games shall be time limited games. A new innings shall not commence within 5 minutes or less of the scheduled completion time. The team named first in the draw shall occupy the first base bench and shall call the toss.

**4.2.4** Fixture games not completed within the allowed time for each grade, 75 minutes (juniors), 85 minutes (U/18 & Seniors) and 85 minutes & completed innings with a result (A Grade), shall be regulation games even though five (5) innings may not have been played.

**4.2.5** The Mercy Rule applicable to A Grade, A-Reserve, Minor & Little Leagues will be:

Runs Ahead	7	10	15
After Innings	5	4	3

The rule applicable to all other grades will be:

Runs ahead	10	15	20
After Innings	5	4	3

**4.2.6** Tie Breaker: In ordinary fixture games this will only apply providing time has not elapsed. In all games providing that the score is tied after the completion of the 7th innings of play, the following tiebreaker shall be played to determine a winning team. Starting from the top of the 8<sup>th</sup> innings and each ½ innings thereafter, the offensive team begins its turn at bat with the player who is scheduled to bat ninth (9<sup>th</sup>) in that respective half (½) innings being placed at second base

**4.3 Form D – Team List Registration:**

**4.3.1** Senior teams must have a minimum of nine (9) players, and two (2) officials (one (1) of whom must be a Scorer) registered at all times, with the exception of A Grade who has a minimum of six (6) registered players, with the remaining 3 being registered **before** their fifth (5th) scheduled fixture game.

**4.3.2** Little League, Joey League and Koala League teams must have a minimum of seven (7) players (excluding dual registered players), and two (2) Officials (one (1) of whom must be a Scorer) registered at all times.

**4.3.3** T Ball and Kanga League teams must have a minimum of six (6) players, and two (2) Officials (one (1) of whom must be a Manager) registered at all times.

**4.4** The following rule applies to all grades **except A Grade**, who must have nine (9) registered players on the diamond at all times:

If at the scheduled starting time, only eight (8) players are available for a team, a constituted game may commence with the automatic out rule for the 9th batter being applied. A team of nine (9) players can be constituted during a game by the arrival of another registered eligible player whose name was recorded on the scorecard prior to commencement of the game. A team starting with nine (9) players may finish with eight (8) players.

**4.5 Forfeits:**

**4.5.1** If after five (5) minutes of the scheduled starting time, a team fails to appear on the field a forfeit will be called against that team. The score of a forfeited game shall be 7-0 in favour of the team not at fault. (Refer to "Fines & Penalties").

**4.5.2** If after five (5) minutes of the scheduled starting time, both teams fail to appear on the field as per Ground Rule 3(c), a "Forfeit" will be declared against both teams by the Umpire and endorsed on the scorecard. (Refer to "Fines & Penalties")

**4.5.3** Any Club intending to forfeit any game must verbally advise the Association Secretary or Administrator (Tel: 3286 1717) by 2.00pm on the Friday immediately prior to the game. This must be followed by written confirmation by e-mail or fax the same day. The opposing team shall be advised that three (3) points will be awarded and that no scorecard is required for the game. Failure to notify the Association Secretary or Administrator of a forfeit at least 48 hours prior to the fixture will result in a penalty. (Refer to "Fines & Penalties")

**4.5.4** Any team forfeiting four (4) times will be withdrawn from the competition and Ground Rule 4.6 shall apply.

**4.6** Should a team withdraw from competition after the draw has been completed, the member Club shall be liable to pay a penalty. (Refer to "Fines & Penalties")

**4.7** Bench Areas:

**4.7.1** These areas are defined and are only for players and team officials who participate in that game. Smoking and the consumption of alcohol are not permitted in the bench area or on any part of the playing field.

**Penalty:**

Smoking - Ejection from the game.

Consumption of Alcohol - (a) 1st Offence - loss of three (3) points

(b) 2nd & subsequent Offence - loss of three (3) points + \$200.00 fine.

**4.7.2** Benches and surrounding areas are to be left clean and tidy by the vacating team after each game. (Refer to "Fines & Penalties")

**4.8** Each team shall submit one (1) RSA approved leather softball (available from RSA) in good condition to the plate umpire at the start of the game. Umpires may reject any ball considered unsuitable. Failure to submit an approved RSA softball in good condition at the start of the game will result in that team forfeiting.

## **5. PLAYING FIELDS**

### **5.1 On Fenced Diamonds:**

Providing that the batted ball is fair and it bounces out of the playing field or lodges in the fence, the Ground Rule Double will be effective and two (2) bases will be awarded to the batter and runners. The ball is dead.

### **5.2 On Unfenced Diamonds:**

Each diamond will be marked by a boundary line and markers and a ground rule double will apply to any ball not clearing the boundary line on the full.

## **6. SCORECARDS**

**6.1** Prior to the start of the game scorecards must be filled in completely with players' surnames and given names printed clearly. A Designated Player (DP) is to be inserted in the appropriate number in the batting line-up. All reserves and the required officials must also be entered on the card prior to the start of the game in order to be permitted to participate in the game.

**6.2** Cards must be handed to the Umpire before the commencement of the game and will stay in the Umpire's possession until the game is completed.

**6.3** Umpires are to note all substitutes and changes, and at the completion of the game, fill in the box scores, runs and result. Umpires must then complete the scorecard with the full names of each Umpire, sign and return cards to scorers. These cards must then be placed in the box provided adjacent to the bar.

**6.4** In the event of scorecards not being placed in the box by the end of each fixture day, the team will incur a loss of all points awarded for that game plus no runs for and no eligibility counted for that game.

**6.5** The score of the game shall be that of the last completed innings, except that if the team second at bat has more runs than the team first at bat in its half of the innings. In this case the score shall stand.

**6.6** Points awarded for each game shall be: -

Win	Draw	Bye	Washout	Loss	Forfeit
3	2	2	2	1	0

- 6.7 Injuries incurred during a game are to be recorded on the reverse of the scorecard. Injuries incurred at training sessions are to be noted on the reverse of the scorecard of the next fixture game and a QSA Accident Report Form is to be completed in both instances.
- 6.8 After the first fixture game, all new registrations must be written on the back of the scorecard. The required on-line registration must be completed prior to the completion of fixtures on that day or the said player will be deemed an illegal player.
- 6.9 If a registered player is playing in a higher grade or team, this must be indicated on the card next to the player's name.
- 6.10 At the end of the fixtures, any teams which are on equal points will be separated by defensive average. If any teams are still not separated on an overall defensive average then the games played between those teams will then be used to separate them on a defensive average. Teams will be deemed to have played one (1) innings only if the number of runs scored per innings is not completed.
- 6.11 Teams that enter the competition three (3) weeks, or later, after the season commencement date shall receive no points for games missed. Teams that enter the competition prior to the 3rd week of scheduled fixtures will be required to 'make-up' the missed games at times and dates that best suit the RSA.

## 7. PERMITS, TRANSFERS & CLEARANCES

- 7.1 Players and officials must complete the applicable on-line permit, transfer or clearance before they take the field.
- 7.2 Should any player or official be unable to obtain the required permit, transfer or clearance before they take the field, then the member Club must inform RSA and each occurrence will be determined on its merits. Penalty: - Ineligible Player.

## 8. PLAYERS/SUBSTITUTES

- 8.1 Any player who misses five (5) consecutive games will be de-registered; however, they will remain as a registered member of that Affiliate. If they re-enter the competition, they will need to be listed on the reverse of the scorecard indicating they are again participating. Should this deregistration result in a team breaching Ground Rule 4.3, then an additional player/s will need to be registered into this team.
- 8.2 Where a Club has more than one (1) team in the same registered grade players are permitted to play across teams, but are classed as pick-up players, and Ground Rule 9 comes into effect.
- 8.3 Players from any grade can play a maximum of seven (7) games in a higher senior grade within their registered Club without penalty. If they play an eighth (8<sup>th</sup>) game in a higher senior grade within their Club they will then automatically be registered in the next higher grade of their Club.

### Exceptions:

- (a) A Reserve Grade players can play A Grade without penalty.
- (b) Little League registered players:  
Dual registration is available to Little League registered players but they must be 14 or 15 years of age as at 31/12. Little League players wishing to dual register must do so in either A Grade, A Reserve or B Grades, but once dual registered, are ineligible to play in any grade other than the grade they have dual registered to play in. (i.e.: a Little League dual registered player to A Reserve is ineligible to play A Grade).
  - (i) Little League players, who will be 14 or 15 years of age as at 31/12, and not dual registered may play in any higher senior grade however they must be dual registered to a single higher grade prior to playing an eighth (8<sup>th</sup>) game up.
  - (ii) Registered Little League players, must be 14 or 15 years of age as at 31/12, playing B Grade, including Dual Registered players, cannot play in the Pitcher or Catcher positions without prior written permission from the RSA Management.
  - (iii) Registered Little League players playing C Grade must play in the outfield

- (c) Joey League registered players:
    - (i) May play unlimited games in their club's Little League – Ground Rule 8.4 applies.
    - (ii) Not eligible to play in Minor League or Senior competitions.
    - (iii) Joey League players may be dual registered into their club's Little League but once dual registered, are ineligible to play in any grade other than the grade they have dual registered to play in. Dual registration must be made within six (6) weeks of commencement of the season.
  - (d) Koala League registered players
    - (i) May play unlimited games in their club's Joey League – Ground Rule 8.4 applies.
    - (ii) Not eligible to play in Little League, Minor League or Senior competitions.
    - (iii) Koala League players may be dual registered into their club's Joey League but once dual registered, are ineligible to play in any grade other than the grade they have dual registered to play in. Dual registration must be made within six (6) weeks of commencement of the season.
  - (e) Kanga League registered players:
    - (i) May play unlimited games in Koala League – Ground Rule 8.4 applies.
    - (ii) Not eligible to play in Joey League, Little League, Minor League or Senior competitions.
  - (f) T-Ball registered players:
    - (i) May play unlimited games in Kanga League – Ground Rule 8.4 applies.
    - (ii) Not eligible to play in Joey League, Little League, Minor League or Senior competitions.
- 8.4** All Junior players registered or seeking registration in a grade above their current age level must seek approval from the R.S.A. Board prior to playing above that registered grade.
- 8.5 Representative Player Restrictions:**
- (a) U/14 Representative Players may not compete in Koala League.
  - (b) Representative Players who played in the Qld Cup Men's/Women's Team at the State Championships the previous year, may not be permitted to play in the B Grade and/or C Grade competitions.
  - (c) Representative Players who played in the Open Men's/Women's Team at the State Championships the previous year, may not be permitted to play in the C Grade competition.
  - (d) Exemptions sought to Ground Rule 8.5(b) and 8.5(c) are to be made to the R.S.A. Board, applications must be in writing, and each application will be decided on its merits.
- 8.6** Catcher on base may be replaced by a runner who is a reserve on the bench or by the last batter in that half (½) innings line up when there are two (2) outs. This does not count as a substitution.
- 8.7** Any registered member of a lower graded team of their Club shall be permitted on the sideline as a reserve (provided they are eligible in their own grade) but shall not be permitted to play in a final unless there are insufficient registered players from the higher grade.  
Exception: A Reserve grade player playing A grade where Ground Rule 8.3(a) applies.  
Penalty - Ejection of Coach & the ineligible player.
- 8.8** Clubs will be notified of all eligible players under the rules prior to finals.
- 8.9** If an unregistered or ineligible player is used, then the team at fault will be deemed to have forfeited.
- 8.10** Any player dual registered shall be charged fees applicable to the higher grade.
- 8.11** All players that play for either the Queensland Senior Men's or Women's teams, at the immediately past championships (either the National Championships or Gilley's Shield) must be registered in their club's highest grade

## 9. PICK-UP PLAYERS

- 9.1** To eliminate forfeits only, any number of registered players can be picked up for T Ball, Kanga League, and Koala League. No fee applies.

- 9.2 To make a team with the maximum of nine (9) players, a maximum of two (2) registered players can be picked up for any one game. Any one (1) player may only be used as a pick-up player three (3) times during the season for any individual team. Ground Rule 8 – Players/Substitutes applies, except that the game does not count for the seven (7) games up with the player’s registered club
- 9.3 Pick-up players cannot play in the pitcher or catcher positions and must be from the same or a lower grade.
- 9.4 Pick-up players shall not remain in the game and must be substituted if eligible players become available on the bench.
- 9.5 Pick up players are not eligible to play Finals.
- 9.6 Pick up players may not be listed as a reserve on a scorecard.

## 10. TIME LIMIT FOR FINALS

- 10.1 All Senior Grades (except A Grade) will have a two (2) hour time limit. However, once an innings has commenced outside the five (5) minutes prior to the time limit, it must be completed irrespective of time. Should, at this time, the game remains tied, the tiebreaker will commence to achieve a result.
- 10.2 Little League, Joey League & Koala League shall have a one hour, 30-minute (1½ hour) time limit. However, once an innings has commenced outside the five (5) minutes prior to the time limit, it must be completed irrespective of time. Should, at this time, the game remains tied, the tiebreaker will commence to achieve a result.
- 10.3 All games will commence and finish on the umpires’ watch.
- 10.4 Tie Breaker: In all finals should the score be tied after the completion of the 7th innings, tie-breaker to be as per ASF rules.
- 10.5 For A Grade only, finals shall be seven (7) innings after which, should the game remain tied, the tiebreaker will commence to achieve a result. Mercy Rule still applies.

## 11. UMPIRING

- 11.1 Each team (except games officiated by the RSUA will be invoiced directly by the RSUA monthly) must pay in full the relevant umpiring fee to the Plate Umpire prior to the commencement of the game. Failure to comply will result in a forfeit and penalty. (Refer to “Fines & Penalties”)
- 11.2 Non-attendance of a club umpire/s is to be recorded by both teams on the reverse of the scorecard.
- 11.3 Late arrival of a club umpire/s is to be recorded by both teams on the reverse of the scorecard.
- 11.4 Club umpires shall be liable for a penalty and/or fine as determined by the Management Committee if reported for: -
  - 11.4.1 Failing to fulfil their allocated plate umpiring duty;
  - 11.4.2 Failing to fulfil their allocated base umpiring duty;
  - 11.4.3 Umpire/s arriving 5 or more minutes late to the scheduled starting time.
- 11.5 All umpires undertaking club umpiring must be of the grade allocated or above. (Refer to “Fines & Penalties”).

## 12. PROTESTS

- 12.1 Protests by any team shall be as per the ASF Official Rule Book (Rule 11) and shall be in writing on the Association’s official form (P1). Such protests shall be in the hands of the Secretary of the Redlands Softball Umpires Association within 48 hours after the time and date of such match. The fee applicable (refer Ground Rule 17.8(g)) must accompany the protest. If the protest is upheld the fee will be returned.
- 12.2 The team protesting shall make their intention to protest known to the umpire immediately the incident occurs. Umpires shall note such intent to protest on the back of the scorecard together with the time and point of game. Scorers will enter in their scorebook the point of protest.



- 12.3 Notification of the intent to protest must be made immediately and before the next pitch.
- 12.4 Once a protest has been lodged in writing it can be withdrawn but the fee will not be refunded.
- 12.5 Protests Without Prejudice:  
An official form (P2) has been provided for the use by all members at no cost. Its purpose is to enable members to inquire about any rule without prejudice.

## 13. WET WEATHER

- 13.1 On wet weather fixture days, playing of games will be determined by the Grounds Committee and Clubs will be advised by:
- |         |   |
|---------|---|
| 7.00am  | for fixture games scheduled until midday. |
| 11.00am | for fixture games scheduled after midday. |
- 13.2 In the event of fixtures being cancelled due to wet weather, all grades that play finals, are to replay washed out games on the following Friday night. Two (2) points will still be awarded to any team/s allocated a bye. Any forfeiting teams shall receive zero (0) points as per Ground Rule 6.6.
- 13.3 Suspension of games that are in progress due to bad weather and/or other circumstances, and/or the commencement of scheduled games affected by bad weather or unforeseen conditions shall be at the discretion of the umpire on the diamond or under the direction of the head umpire.
- 13.4 In games where two (2) or more innings have been completed, and the weather causes the suspension of those games, such games will be regarded as regulation games and points will be awarded accordingly.
- 13.5 In the event of a washout, a player will be deemed to have played that game if that player has played one (1) of the previous four (4) games in his/her registered team.

## 14. MEMBER CLUB DUTIES

- 14.1 The proper completion of all members' duties including umpiring by any Club is a condition of participation in the RSA competition.
- 14.2 Clubs not carrying out allocated duties as determined by the Management Committee from time to time, will be fined. (Refer to "Fines & Penalties" (d))
- 14.3 Clubs on duty must ensure that surrounds are free of rubbish and all equipment such as T stands, bases, bench seats and screeds are neatly stacked in the storeroom and that all rubbish bins have been emptied into the industrial bin, and then placed in the designated storage area.
- 14.4 Diamond 1 must be screeded by both teams after every game. Two (2) screeds are provided in each dug out. **Penalty 17.8.k.**

## 15. SPITTING

- 15.1 Spitting with disrespect or intent, towards the umpire/s or other players whilst on the diamond is not permitted. Penalty: Ejection from the game

## 16. INJURED PLAYERS

### 16.1 Outline

- (a) In the event of any player sustaining an injury causing bleeding, that player (the withdrawn player) must be removed from the game if the bleeding cannot be stopped immediately.
- (b) The umpire shall be the judge of whether any bleeding is attributable to an injury caused during a game.
- (c) The withdrawn player shall not return to the game until all bleeding ceases and the wound cleaned and where necessary covered.
- (d) Wherever practicable, all blood shall be removed from the withdrawn player's uniform or the affected parts of the uniform shall be replaced.

### **16.2 Replacement of the injured player**

- (a) A replacement player may replace the withdrawn player.
- (b) The umpire must be advised of the use of a replacement player.
- (c) The choice of the replacement player shall not be a protest matter.
- (d) The replacement player may act for the withdrawn player for the remainder of the innings in progress (i.e.: until the end of the innings of the team batting second) and for the following complete innings.
- (e) The replacement player shall be permitted to bat in the turn of the withdrawn player and field for the withdrawn player under all circumstances which would apply to the withdrawn player.

### **16.3 Return or substitution of withdrawn player**

- (a) Should all bleeding have ceased, and appropriate measures have been taken with respect to the wound and the player's uniform, the withdrawn player may return to the game at any time in accordance with the Official Rules of Softball, or following the expiry of the period permitted for treatment of the injury.
- (b) The Umpire must be advised that the withdrawn player is returning to the game.
- (c) Should the withdrawn player not be able to return to the game after having been out for the complete innings, they must be correctly substituted in accordance with the Official Rules of Softball.
- (d) A withdrawn player who has been substituted may be re-entered in accordance with the Official Rules of Softball should the bleeding subsequently cease and appropriate measures have been taken with respect to the wound and the player's uniform.
- (e) After making a final substitution, if an injury occurs to another player who can not continue then a substituted player may return to the game at the umpire's discretion.

### **16.4 Cleaning of affected areas**

- (a) The Umpire shall ensure that any area of the playing field soiled by blood is to be effectively cleaned prior to the game continuing.
- (b) The officials or management of the withdrawn player's team shall be responsible for cleaning any soiled areas in the proximity of that team's bench area.



(l) Consumption of alcohol – Ground Rule 4.7.1 (Second and subsequent offence) \$200.00

**17.8.1** Reporting of Infringements on reverse of scorecards

Failure to provide the following information, may result in no action being taken by the RSA Management Committee

1. Name of Offending Team/Player/Official
2. Infringement/Offence
3. Reported by (& Contact Details)
4. Witnessed by (& Contact Details)

**17.9 Scorecard infringements**

Use of unregistered or ineligible players: Forfeit

**18. INTERPRETATION**

In the event of any uncertainty of the interpretation of any of the previous sections, the RSA's Management Committee will decide the outcome. This decision will be final.