



NDSA Inc.

U13 Softball Rules

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GENERAL

These Rules are to be read in conjunction with the Official Rules of Softball as issued by the Softball Australia and adopted by Softball NSW.

THE NORMAL RULES OF FASTPICH SOFTBALL SHALL APPLY UNLESS OTHERWISE SPECIFIED IN THESE RULES.

1. THE PLAYING FIELD

1.1 The field shall be marked as for Softball except:

- (a) The baselines shall be 60 ft (18.29m)
- (b) The pitching distance shall be:
 - U/13 Girls - 35 ft (10.60m)**
 - U/13 Boys - 38 ft (11.6 m)**
- (c) The pitcher's plate shall be in the centre of a circle of 8ft (2.44 m) radius.

2. EQUIPMENT

- 2.1 The ball shall be an 11 inch (soft core) ball
- 2.2 The minimum length for the safety grip on a bat less than 30 inches (76 cm) shall be 8 inches (20 cm).
- 2.3 All equipment, including helmets, catchers gear, uniforms and footwear shall conform to the requirements of the Official Rules of Softball.

3. PLAYERS AND SUBSTITUTES

- 3.1 All players shall be under 13 years of age as at December 31 in the year of the commencement of the season.
- 3.2 A team shall consist of up to twelve players.
- 3.3 All twelve players shall play on defence and offence in every game, however, only nine players are permitted on the field at any one time. All 12 players shall bat and be included in the batting lineup.
 - (a) The result card and /or scorebooks only will be used to determine whether all players have taken the field. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score of 7-0 to the non offending team and \$100 fine to the offending coach for each infringement.
- 3.4 A player may pitch no more than two (2) innings in a game. For the purpose of this rule, one (1) pitch shall constitute an inning. The offending player is changed from the pitching position. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score 7-0 to the non offending team.
- 3.5 A player may catch no more than two (2) innings in a game. For the purpose of this rule, one (1) pitch shall constitute an inning. The offending player is changed from the catching position. Failure of a coach to adhere to this rule will result in a forfeiture of the game and score 7-0 to the non offending team.

- 3.6 A designated player shall not be used in the game.
- 3.7 If the catcher is on base and there are 2 out the catcher must be replaced by another player who is not in the **next 5** batters.
- 3.8 There shall be no restrictions related to the type or number of defensive substitutions that may be made during a game but the batting order must remain the same for the duration of the game.
- 3.9 If due to injury and / or illness, twelve players are not able to participate in any game, the minimum number of players required by a team to start or continue a game, shall be seven.

4. THE GAME

- 4.1 A regulation game shall be one hour and fifteen minutes (75 mins).
- 4.2 If the innings (top & bottom) has been completed and there are **less than five (5 mins)** remaining before the specified finish time the game shall be considered regulation.
- 4.3 At time if the team second at bat **IS AT BAT AND EQUAL OR BEHIND**, the game will continue until a result is obtained or the innings is completed.
- 4.2 An inning is completed when either three out have been made or seven runs have scored whichever occurs first.
- 4.3 From the third out there is a maximum of 1 minute to commence play in the next innings. Penalties will apply as per Official Softball Rules.

5. PITCHING

- 5.1 **STRIKE ZONE** - The strike zone is that area over home plate between the batter's armpits and the top of the knees when assuming a natural batting stance.
- 5.2 Illegal pitches shall be called by the umpires. ***Official Fastpitch Softball Pitching Rules Apply.***

6. BATTING

- 6.1 **STRIKE ZONE** - The strike zone is that area over home plate between the batter's armpits and the top of the knees when assuming a natural batting stance.

- 6.2 BATTING OUT OF ORDER - The scorer shall inform the umpire that a player has batted out of order. There shall be no penalty and that player shall not have another turn at bat, but shall resume the normal batting position next time up to bat.
- 6.3 Should the batter bat out of the batter's box Official Softball Rules shall apply
- 6.4 If a batter gets hit by a pitched ball, not struck at, and cannot run then a team member who is not one of the **next 5** to bat can run for the injured batter.
- 6.5 If a batter gets injured striking at a pitched ball and cannot complete their turn at bat then their turn will be cancelled or forfeited. (No out will be Recorded)
- 6.6 BUNTING - is permitted. If a batter bunts foul on the 3rd strike they are out.

7. BASERUNNING

- 7.1 If a runner is injured whilst on base and cannot run then a team member who is not one of the **next 5** to bat can run for the injured runner.

8. EJECTION OF PLAYERS / OFFICIALS

- 8.1 Should a player be ejected from a game they will remain on the bench for the remainder of that game. **Any further penalty will be at the discretion of the NDSA Board.**
- 8.2 Should an official be ejected from a game they will appear before the NDSA Board in accordance with the NDSA Rules and Regulations.

9. PROTESTS

- 9.1 There shall be no protests in Under 13 Softball.

10. FINALS

- 10.1.1 (a) Semi Finals, Finals & Grand finals shall be a minimum of 5 completed innings or 1 hour and 15 minutes, if more than 5 innings have been completed.
- (b) Any innings in progress at the time limit shall be completed.
- (c) If the score is equal when the innings in progress at time has been completed a TIE BREAKER will be played from the beginning of the next innings.