



NDSA Inc.

T20 RULES

GENERAL

- a) These rules are to be read in conjunction with the Official Rules of Softball as issued by Softball Australia and adopted by Softball NSW and NDSA.
- b) The ball is not pitched in T20 – instead it is batted off a Tee
- c) For the purpose of T20, unless otherwise stated in these Rules:
 - (i) A reference in the Official Rules of Softball to:
 1. “The time of the pitch” shall be read as “at the time the batter hits the ball.”
 2. “the next pitch” shall be read as “the batter’s next swing at the ball whether hit or not”
 3. “The batter swinging at the pitched ball” shall read as “the batter swinging at the ball on the Tee”.
 - (ii) The normal rules of softball shall apply.

1. DEFINITIONS

- 1.1 BASERUNNER – Base runners must stay in contact with the base until the ball is hit. Should a base runner leave a base before the ball is hit, there shall be no penalty. The umpire shall call “Dead Ball” and the runner shall return to the base.
- 1.2 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
- 1.3 BUNTING – **is not permitted.** The batter is not permitted to take a half swing. If the umpire feels the batter is not taking a full swing they may be called back to bat again.
- 1.4 FAIR BALL – Identical to Softball with one exception: The batter must hit the ball beyond the line of the 20ft (6.10m) arc. Half way distance to the pitcher.
- 1.5 FOUL BALL – Identical to Softball with two exceptions:
The ball is foul if it travels less than 20ft (6.10m) from home plate in fair

territory, and

The ball is foul if the batter hit the Tee with the bat causing the ball to fall off the Tee.

1.6 INFIELD FLY – The infield fly rule does not apply in T20.

1.7 OFFENSIVE & DEFENSIVE CONFERENCES – There shall be no limit to the number of offensive and defensive. However the plate umpire shall have the authority to restrict these conferences if necessary.

1.8 STRIKE OUT – A strike out shall occur if after two strikes the batter swings and fails to make contact with the ball or the Tee.

2. THE PLAYING FIELD

2.1 The field shall be marked as for Softball except:

- (a) The base runner shall be 60ft (18.29m)
- (b) The pitcher's plate shall be 40ft (12.19m) from the apex of home plate.
- (c) The pitcher's plate shall be in the centre of a circle of 6ft (1.8m) radius
- (d) An arc with a radius of 20ft (6.10m) from the apex of home plate shall be drawn on the infield from home/first baseline to home/third baseline.
- (e) On open grounds a field limit line should be drawn parallel to and 25ft (7.6m) to 30ft (9.1m) outside the home/first baseline and the home/third baseline. The player's benches shall be outside this area. The ball is dead beyond the limits of the playing field.
- (f) The playing field shall have a radius of 150ft (45.7m) from the apex of home plate.

3. EQUIPMENT

3.1 The ball shall be 10 ½ inches (267mm) in circumference soft core.

3.2 The Tee:

- (a) may be made of any suitable material;
- (b) may be of any suitable construction and must be adjustable to suit the batter;
- (c) must not have any sharp edges;
- (d) must be light enough to be moved easily;
- (e) must be placed with the stem over the centre of the front of home plate;
- (f) Must be removed by the plate umpire whenever necessary after the batter hits a fair ball.

- 3.3 A practice tee, with home plate as the base and the stem of the tee in the centre of the base, is not suitable to use.
- 3.4 Double Base – this will be used at first base and the rules relating to its use can be found in Appendix A.
- 3.5 Kneepads, chest protector and shin pads must be worn by the catcher. The catcher must wear a catcher's mask or batting helmet and must not remove it during play. The catcher must position themselves at the back corner of the catcher's box beside the umpire on the opposite side of the batter and remain there until the ball is hit.
- 3.6 A mask is optional for the plate umpire.
- 3.7 The minimum length of the safety grip on a bat less than 30 inches (76cm) shall be 8 inches (20cm)
- 3.8 An approved softball helmet with 2 ear flaps is to be worn by all batters.
- 3.9 All other equipment, including uniforms and footwear shall conform to the requirements of the Official Rules of Softball.

4. PLAYERS AND SUBSTITUTES

- 4.1 All players shall be under 10 years of age as at December 31 in the year of the commencement of the season.
- 4.2 A team shall consist of a maximum of ten players.
- 4.3 All ten players will take the field.
- 4.4 All ten players will bat.
- 4.5 Unlimited substitutions and positional changes can be made, no record required.
- 4.6 If due to injury/sickness, ten players are not able to participate, the minimum number of players required by a team to start a game shall be seven.

5. THE GAME

- 5.1 A regulation T20 game shall be 65minutes and made up of 2 full innings.
- 5.2 Each half inning is 15 minutes in duration. After each full innings there is a five minute break.
- 5.3 A hooter will sound to start the game and after each half innings.
- 5.4 The team listed first sits on the 1st base side and fields first. No toss required.
- 5.5 There is unlimited runs and unlimited outs per 15 minutes.
- 5.6 Each batter is played as if there are NONE (0) out. ie runners must tag up on all fly balls.

6. PITCHING

- 6.1 The ball is not pitched in T20- instead batted off a Tee.
- 6.2 The pitcher must be in contact with the pitcher's plate with both feet until the ball is hit.

7. BATTING

- 7.1 The umpire shall ensure that the Tee is adjusted to the batter's satisfaction before calling "Play Ball"
- 7.2 The batter shall be permitted to have one practice swing. Should the ball fall off the Tee on the practice swing there shall be no penalty. An additional movement of the bat towards the ball after this practice swing shall be called a strike.
- 7.3 If the batter hits the ball before "Play Ball" is called, the ball is dead and no count is recorded on the batter.
- 7.4 The batter shall take a normal forceful swing when striking at the ball. If the umpire feels the batter is not taking a full swing the batter may be called back to bat again. Should the batter again not take a full swing they will be called out.
- 7.5 Should the batter be out of the batter's box, there shall be no penalty. "Foul Ball" will be called by the umpire.
- 7.6 A strike is called:
- (a) When the batter swings at the ball on the Tee and misses
 - (b) When the batter swings and hits the Tee but not the ball. This is a foul ball. The first two fouls shall be counted as strikes.
- 7.7 Until the ball is hit:
- (a) The pitcher must have both feet in contact with the pitcher's plate
 - (b) The catcher must be behind home plate in the catcher's box.
 - (c) All other fielders must be in fair territory.
 - (d) No fielder, other than the catcher, may be stationed within 40ft (12.19m) of home plate. (Pitching distance)
- 7.8 There shall be no violation of Rule 7.7. The umpire shall call "Time" and correct the situation.
- 7.9 If a batter is injured striking at the ball and cannot complete their turn at bat then their turn at bat will be cancelled or forfeited. No out will be recorded.
- 7.10 The back and front feet of the batter must be parallel with the back and side line of the batter's box and only the front foot can move whilst swinging at the ball.

8. BASERUNNING

- 8.1 A runner must wait until the ball is hit before leaving the base. The umpire shall call "Dead Ball" if a runner leaves the base before the batter hits the ball. There is no penalty, the runner simply returns to the base.
- 8.2 When the batter hits a fair ball, play proceeds until all runners held up on bases or no further play is possible.
- 8.3 "Time" shall be called when, the ball is controlled by an infielder or if the runners have stopped or when the pitcher, in the 6ft (1.8m) circle, has control of the ball. Any runner between bases when "Time" is called by the Plate Umpire shall return to the last legally held base unless forced to advance by the batter-runner.
- 8.4 Fielders shall not be permitted to block bases as prescribed in the Official Rules of Softball.

9. DEAD AND ALIVE

- 9.1 The ball shall be dead when the batter hits the Tee.

10. UMPIRES

- 10.1 The umpire will call "Play Ball" for each batter and after every strike, foul ball and dead ball. Also after "time" has been called.
- 10.2 The umpire shall ensure that the Tee is adjustable to the batter's satisfaction before placing the ball on the Tee and calling "Play Ball". The Tee must be position at the centre in front of home plate.
- 10.3 The Tee must be removed by the umpire whenever necessary so that players will not be obstructed or injured.
- 10.4 All interferences and obstructions will be played. Umpires shall apply all penalties pertaining to the violation of the rules in accordance with the Official Rules of Softball.
- 10.5 The umpire shall call Time "in accordance to Rule 8.3".

11. PROTESTS

- 11.1 There shall be no protests in T20.

APPENDIX A

T20 DOUBLE BASE RULE

1. A batted ball hitting the white portion of the safety base is fair. A batted ball hitting the orange/red portion is foul.
2. Upon hitting the ball or when proceeding from home to 1st base, the batter-runner should run directly to the orange/red portion of the base.
3. The batter-runner may use the orange/red portion on the first attempt at 1st base. However, should they reach and step over 1st base they must return to the white portion.
4. Should the batter-runner round 1st base on a hit through the infield or to the outfield, he must return to the white portion.
5. When tagging on a fly ball, the white portion must be used.
6. On an attempted pick off play, the runner must return to the white portion.
7. The fielder must use the white portion when making any play on the batter-runner after a batted ball.