



## JERSEY SOFTBALL ASSOCIATION INDOOR SOFTBALL LEAGUE RULES

### VENUE

St George's School Sports Hall

### DATES

As per current fixtures

### MATCH DAYS

Sunday

### GAME TIME

2pm, 3pm & 4pm (4pm only certain weekends)

### FEES

The league fee is £300.00 per team and must be paid **by (the deadline of) the end of January of the current season**. Cheques payable to Jersey Softball Association and can be passed to any committee member, posted to the Treasurer, or paid online by bank transfer (details to be given if you wish to pay by this method).

### POINTS AWARDED

2 for a win, 1 for a tie, 0 a loss. For a no-show (and or cancellation) a 15 - (-10) score will be applied.

### TEAMS

Teams will consist of 8 players. 4 male and 4 female to take the field, but 10 players can bat (must not be more than 5 male players batting if using 10). There is no limit on ratio should you wish to field/bat with more female players (8 fielding in total), however the maximum male remains at 4. The minimum number on the field at any one time is 6. Regardless of players, you may still use 20 at bats however the auto out (if playing short) counts as '1 at bat' each cycle.

There is no restriction on field placement of players **except for Catcher (between the batter and umpire) and Pitcher (in front of the batter/catcher and in line with 1<sup>st</sup> & 3<sup>rd</sup> bases)**. There are essentially 6 other fielding positions but as a guide: 1st base, 3<sup>rd</sup> base, left field, right field, inside left and inside right.

The minimum age is 14, but this is at the discretion of the Umpire and/or Committee. 14–16-year-old players must be accompanied by a parent/guardian for every match and must have provided a signed Youth Liability Waiver Form to the committee before playing.

Once a player has registered for a team online, they will remain on that team's roster for the duration of the indoor league. Registered players can play for other teams as ringers only – see "Ringer" section. Transfers will be allowed at the discretion of team captains and approval from the committee.

Online Registration must be completed before playing. Any new addition to a team's roster should be declared to the Team Captains/Umpire or committee member on their first day of playing and online registration must be completed before playing.

### **POSTPONEMENTS/CANCELLATIONS/NO-SHOWS**

There will be no postponements and any team that wishes to cancel a match should contact the opposing captain and the Indoor Organiser by 1.00 p.m. on the Thursday before. However, should both playing team captains wish to move a game to an available time slot (if there are any) they must arrange between themselves, including an umpire and scorers for the game being moved, and gain approval from the indoor organiser who will approach the committee to discuss, and if agreed will then look to see if the hall is available to change the booking.

Any Team that no-shows (does not appear for its fixture and does not cancel) for two matches will be ejected from the league.

### **EQUIPMENT**

Indoor Incrediballs (12") will be used. These balls are softer and more "squidgy" than the outdoor balls. Your usual outdoor bats and gloves are to be used. Throw down bases are used which are supplied by the JSA. **IMPORTANT NOTE: the balls, throw down bases, and any JSA gloves and bats borrowed belong to the JSA and MUST BE returned to the JSA after.**

### **UNIFORMS**

Team colours are to be worn. In the event of both teams wearing a matching colour, the newer team must wear a different colour when playing against the existing team. However, this is at the discretion on the game umpire.

### **HALL SET UP**

It will be the responsibility of the first two and last two teams of the day ensure that all the necessary equipment is set out/returned and litter is cleared up. **This includes retrieving any balls in the nets please!** If either of the first 2 teams (of the day) do not have access to the indoor kit (bases, balls etc) by Thursday, please contact the captains on the Whatsapp group to arrange collection.

### **PLAYING AREA**

Softball diamond with the usual bases a reasonable distance apart. From the front of Home Plate, a straight line is drawn across the court and the area behind this line is Foul Ball Territory.

### **INNINGS**

Games will be 4 innings long and each team will get exactly 20 bats per inning.

The count will be 3-2 for every batter except for the last batter where the count will be 2-1. Should the last batter be walked, they will go to 3<sup>rd</sup> base and any runners on base will score a point for reaching home. **Note:** The scorers should advise the umpire when the last batter is coming up to bat.

### **TIMEKEEPING**

Due to the cost of hire (of the hall), game time is tight. If you start late then you must not finish after your hour slot. If your time runs out then you must revert back to the previous full innings to determine the final score.

Umpires need to vigilant and make sure games start on time. A game is not to overrun the hour slot and if this happens must end immediately and revert back to the last completed innings for a final score.

### **BATTING ORDER**

Players bat in pre-arranged order as per the Outdoor game unless batters due up for bat are on base. In the event of this occurring the next available batter in the line-up takes the at-bat.

### **OUTS**

Outs are made in the usual way and is also made if the ball is caught off the wall.

### **BALLS & STRIKES**

The starting count will be 3-2 with each batter receiving **one** pitch (remaining Outdoor pitching rules apply). If the batter does not swing and the pitch is a strike, the batter is out. If the batter does not swing and the pitch is a ball, the batter advances to first base. For the last batter, the count will be 2-1.

### **FOUL TERRITORY**

If the batter hits the ball directly into Foul Ball territory (behind the line of the home plate) the batter is out. **NOTE: If the batter hits the ball directly into ceiling Dead Ball will called and the batter will be out, and the runners will not be allowed to advance. The ceiling will include the girders and the light fixtures.**

### **FAIR TERRITORY**

If the batter hits the ball into Fair territory and then it is overthrown into Foul Ball territory it remains live. However, if it becomes entangled in general team debris or obstructed by the team waiting to bat then it will be called Dead Ball and players will progress one base at the time Dead Ball is called.

If the batter hits the ball into Fair Ball territory (and is not a home run) and it becomes entangled or trapped, then it will be called Dead Ball and players will progress one base.

**NOTE: If the batter hits the ball into Fair Ball territory and it then rolls back into Foul Ball territory, the ball is live.**

### **BUNTING/LEADING OFF**

Bunting is allowed but leading off bases is not.

### **HOME RUN**

A Home Run is scored when the ball hits the back wall without being touched by a defensive player and (i) does not touch the ceiling or side walls before connecting with the back wall and (ii) is not caught off the

back wall. When a Home Run is scored any base runners return home directly and do not need to round the bases.

### **SLIDING/RUNNING TO 1ST BASE**

Sliding is not permitted on 1st Base. A Batter-Runner sliding into 1st will be out. Batter-Runners can overrun 1st Base and will only be in jeopardy if they show any intent to run to 2nd Base. Be careful when sliding into the other bases - this is a hard floor.

### **RULE OMISSION**

In the event of any rule omission the Outdoor rules will apply.

### **UMPIRING AND SCORING**

Umpires and scorers will be provided by the other league teams as scheduled in the fixtures (except for the Development Team). All teams are expected to have an umpire as well as a scorer available for their scheduled slot or to acquire an umpire or scorer to fulfil your duties. In the event that umpires, and scorers are not present, teams must umpire and score their own at-bats. **NOTE:** points will be deducted to a team that does not fulfil its umpiring and scoring assignments or arrange suitable cover.

Score sheets are available online please bring your own writing equipment. See fixtures for allocation.

Points are scored for the following:

1 point for each batter that safely reaches 1st base - the batter gets 1 additional point for each base reached on their turn at bat (including overthrows etc.).

1 point is given for each base runner that reaches home.

5 points are scored for a Home Run plus 1 point for each base runner

1 point is deducted for each OUT. (i.e., -1)

***Note: It is possible for a team's score to be a minus.***

### **HOME AND AWAY TEAMS**

Teams will play each other once to determine divisional placements. A coin toss will be used for each game.

### **RINGER RULE**

A team that is short on players to fulfil a fixture may borrow up to **two players** from any team/league for any game. The ringer rule is more relaxed for indoor than for outdoor and therefore there are no restrictions on the number of times a person can be a ringer for another team although of course please try and field a team with your own players first before using a ringer or ringers. Any player not assigned to a team will be classed as a Ringer also, unless signing to the team for the purpose of the indoor league.

### **GRACE PERIOD**

**There is no grace period - the game must start on time.** Any team that is not present to play at the time allotted with the required number of players will forfeit the game and 2 points will be awarded to the opposing team. You must not go past your hour slot. If you are not finished within the hour, then you must revert back to the previous full innings to determine the score.

### **PINCH RUNNERS**

In the case of injury, players can have pinch runners from first base and must be the same sex, with the agreement of the defensive team.

### **SUBSTITUTIONS**

Substitutions are unlimited, as long as the male-female ratio and batting order is maintained (where possible if using more females than male).

### **SHOES**

**Please take photos of any marks on the floor before the first game, as evidence so we are not charged!**

**Only indoor/non-marking trainers are to be worn** whilst participating in the games. Under no circumstances should cleats or black-soled shoes be worn. If a player is found to be wearing inappropriate footwear, they will be prevented from participating in the game. It will also be the responsibility of that team to remove any markings made in a game.

**Any team leaving marks on the floor must remove these after the last game or will be sent the cleaning bill from the school. If in doubt, DON'T SLIDE!**

**Note: Should there be any marks on the floor due to inappropriate footwear, the school will be cancelling the JSA's booking, and should this happen, the league will end abruptly, so please ensure you and your players/teammates/opponents abide by this rule.**

### **JEWELLERY**

Small/smooth jewellery items can be worn at the players own liability however if anything is seen to be a hazard to others this must be removed. The umpire and any committee members have the right to request that items are removed.

### **MERCY RULE**

There is no Mercy Rule.

### **AWAITING TEAMS**

Teams waiting to play should wait in the viewing gallery upstairs. Once the previous game has ended then please make your way as quickly as possible to the hall to commence your game.

Upon game completion, the teams on court will need to move out of the hall immediately to allow the following game to start on time or if you are the last game to play, please move out quickly so the premises can be locked up on time. Remember to please take all your rubbish with you.

### **CHANGING ROOMS**

The sports hall has two changing rooms which can be used by teams. Please make sure equipment bags are not brought into the diamond and remain behind the barrier.

## **RESULTS**

All Score Sheets are to be passed to or photo sent to Candice Parson-Page or Lindsay Satchell. Both teams are responsible for notifying the result to and a scanned copy/photo of the score sheet either above or the Indoor WhatsApp group by Sunday evening and the original score sheets held till the following week if nether are available to hand them to.

## **INDOOR LEAGUE TITLE**

Teams will play each other once to determine divisional placements. Two points will be awarded for a win, one point to each team for a draw. In the event that two or more teams have an equal number of points, the divisional title will be determined by head-to-head record. In the unlikely event of a tie, run difference will be used, followed by runs scored.

## **TEAMS TAKING PART**

As per the fixtures

## **RULE AMENDMENTS**

Organiser and the Committee reserves the right to change any rules or fixtures during the season should such changes be deemed necessary.

**ENJOY YOUR INDOOR WINTER LEAGUE AND MOST OF ALL HAVE FUN.**