



# JSA SUMMER LEAGUE RULES

## DATES

Training Tuesdays and Thursdays 14th April to 18th June

Games Sunday 10th May to Sunday 16th August

## TRAINING/GAME TIMES

Training 6pm to 7.30pm during April and 6.30pm to 8pm for May and June

Games 11am, 1pm and 3pm

## FEES

The league fee is £300 per team. A Deposit of £100 must be paid by the end of April, and the balance by the end of May. Failure to settle by the end of June will result in a points deduction. Payments to be made by bank transfer adding your team's name in the reference, details as follows:

Jersey Softball Association

30-94-61

04941537

## LEAGUE STRUCTURE

The league will consist of two divisions with 6 teams in Division 1, and 7 teams in Division 2.

Each team will have two divisional games and one inter-divisional game.

A win, loss or draw will be recorded, however the runs scored and conceded will not count for the run difference of either team, regardless of their division.

## INTER-DIVISIONAL GAMES

For each Inter-Divisional game, the 2<sup>nd</sup> Division team's captain will have the option of having the game played under the "Inter-Divisional cap." This must be decided at the captain's meeting, and once decided, will not be subject to change.

The format will allow either team to score a maximum of 5 runs before the inning closes, irrespective of whether the 3<sup>rd</sup> out has been made, or if the at bat would have scored more than the 5<sup>th</sup> run. The inning will be recorded as closing with 5 runs scored, and the next inning will commence with the batter immediately following the final at bat of the inning prior.

This format will switch from the 7<sup>th</sup> inning onwards, where no maximum run count will occur, and 3 outs must be made to close the inning. The game time and minimum number of innings will be as otherwise detailed below under 'Regulation Game'.

Note: Runs for and against from Inter-Divisional games will not be included in the team's run difference.

## POINTS AWARDED

3 for a win, 1 for a tie. For a no-show a 15 - 0 score will be applied.

## TEAMS

Teams will consist of 10 players - 5 male and 5 female players take the field, but 12 players can bat (the ratio of male to female must be 1:1). The minimum number on the field at any one time is 8, noting that the 1:1 ratio must remain (i.e. 4 male and 4 female players). The ratio can alter only if a team fields shorthanded and plays 9 (in which instance 4:5 can take the field – local rule). This ratio at all time includes ringers that have been brought into the game.

The minimum age for any player is 14, but this is at the discretion of the Umpire. The following applies to youth players:

1. aged 14 to 17 years must have parental/guardian consent to participate – this needs to be done via



a signed waiver.

2. aged 14 to 16 years must wear an approved softball helmet and are discouraged from taking positions within the infield. The Umpires assessment is final on the grounds of player safety.
3. aged 17 years can dispense with the helmet with parental/guardian consent but encouraged to wear one. There are no constraints on fielding positions.
4. All above rules are negated when the youth player turns 18.

Batting helmets are available in the Kit Shed if required.

## PREGNANT PLAYERS

Teams who have pregnant players must identify these individuals during the pre-game meeting. The opposing team captain will have the right to decide if they are willing to play against an opponent who is pregnant. If an agreement to accept a pregnant player cannot be reached, that individual must be removed from the game, failure to do so will result in forfeiture of the game.

## PLAYER REGISTRATION

All players must complete the player registration form and pay the relevant registration fee ahead of playing their first game. It is each team captain's responsibility to ensure their players have all registered. Failure to do so will result in forfeiting any matches an ineligible player has taken part in. By completing the registration form, all players agree to follow the JSA Code of Conduct, this must be followed on and off the field. Any reports of breaches or complaints received by the committee, will be dealt with accordingly.

## REGISTRATION FEES

All players must complete the player registration form and pay the relevant registration fee ahead of playing in their first game. The registration fees for the 2026 Season are as follows:

Adult Registration: £30

Youth/Student under the age of 21: £15

Adult Rookie (i.e their first season playing): £15

Single one-off game: £5 per game

It is the captain's responsibility to ensure that their players have all paid the relevant fees. Failure to do so will result in forfeiting any matches an ineligible player has taken part in.

## TRANSFERS

As a general rule, any player that has both registered and played for a team cannot play for another team in the same season. In special circumstances, and upon receipt of a letter or email to the President from both the transferring player and the captains of the leaving and joining teams, the Executive Committee may permit a transfer to take place. Should captains not agree to the transfer, the player has the right to appeal to the JSA Executive Committee who shall have the final say on the matter.

## GAMES STARTING ON TIME

Games taking place on Sunday are expected to start on time, as scheduled. With the opposing captain's agreement, an Umpire can wait a maximum of 10 minutes for a team to arrive. If after the grace period, a team does not show or does not have the minimum required players, then the ball game will be called, and the opposition will be awarded a 15-0 win.

## FAILURE TO FIELD A TEAM

If a team fails to take to the field to begin a game, either in offence or defence, for which it is scheduled to commence, they will be deemed to have forfeited the game and a score of 15-0 will be recorded in favour of the team not at fault. The only exception to this is in respect of the first weekend of the 2026 season, whereby the Fixtures Officer will seek to identify and reschedule an alternate game slot across the 2026 season.

Failure by both teams to field the regulation number of players will result in the game being recorded



as 0-0 and no points will be awarded to either team. Requests by both opposing captains to reschedule a planned game with a minimum of 7 days' notice will be taken into consideration and the Fixtures Officer will seek to identify and reschedule an alternate game slot across the remaining 2026 season.

### POSTPONEMENTS/CANCELLATIONS/NO-SHOWS

The postponement of games by teams is not permitted. If a team has to cancel a game they should inform the Fixtures Officer, the assigned umpire and the captain of the opposing team in the first instance. A score of 15-0 will be recorded in favour of the team not at fault.

Games may be postponed by the JSA due to other JSA based activities, or because of playing restrictions imposed upon it by the Sports Division of the Government. Games postponed under these circumstances will be rescheduled by the Fixtures Officer at a time mutually convenient to both team captains. If captains cannot agree, the Fixtures Officer will decide on a rescheduled date. Should the Fixtures Officer be disqualified by virtue of being part of one of the teams in question, the decision will go to the President or Vice-President.

In the event an umpire fails to attend a scheduled game, and both teams are in attendance ready to commence the game, teams will be expected to umpire their own at bats.

### INCLEMENT WEATHER

In the case of inclement weather, team members will be able to check the condition of the playing fields and/or the possible postponement of games by checking the website for the relevant weather warning message or by contacting the Fixtures Officer or Umpire-in-chief.

The assigned umpire is empowered to commence, suspend, resume or terminate the game(s) as and when they feel the conditions warrant such action. The umpire's decision in these matters is final.

If a regulation game is cancelled due to inclement weather, one point will be awarded to each team in case the game cannot be rescheduled before the last eligible day of play. If the game can be re-scheduled and played before the end of the season the one point will be removed and the actual rescheduled game result will stand. The Fixtures Officer will attempt to rearrange the game at a time mutually convenient to both team captains. If captains cannot agree, the Fixtures Officer will decide on a rescheduled date. Should the Fixtures Officer be disqualified by virtue of being part of one of the teams in question, the decision will go to the President or Vice-President.

### REGULATION GAME

Teams play each other in accordance with the fixtures schedule drawn up by the Fixtures Officer. A game shall consist of seven innings, or 105 minutes duration – whichever is achieved first with 4 minimum innings required.

No new innings will be started after 90 minutes of play and if the 105 minutes is reached mid-inning then the score will be taken from the previous completed inning. A regulation game that is tied, or a game that is tied at the end of 105 minutes of play will finish tied and each team will be awarded 1 point. Teams and umpires are encouraged to keep the game moving through quick turn-around from fielding to batting and vice versa. Umpires are empowered to call strikes/outs if they deem either the fielding or batting team to be deliberately slowing down.

As a reminder – a pitcher has 10 seconds from receiving the ball/the umpire calling “play ball” to deliver a pitch. The umpire may call a “ball” on a pitcher taking longer than 10 seconds to deliver a pitch, or call a “strike” on a batter taking too long to get into the batter’s box.

Should a game be tied at the bottom of an inning with 20 minutes or less to play, each subsequent inning will be played with the last batter from the previous at-bat for each team starting the inning as a runner on second base. Should the score remain tied once the allocated time has expired, the game will be declared as drawn.

If seven innings are completed within 90 minutes, and the game is still tied, then extra innings may be played, in accordance with WBSC rules. This is permitted until the final cutoff of 105 minutes, and before “no new innings” is called.

Note: once “no new innings” is called if the home team is leading then the bottom of the inning won't be played, ball game would be called when the team that is losing at that point completes their at-bat. If they tie or go ahead during their at-bat, then the home team would have their at bat until either the inning is over or they score a winning run.

## TERMINATION OF A GAME

The umpire is empowered to call a game at any time because of darkness, rain, or other causes, which puts the players in peril. If less than 4 complete innings have been played, the terminated game will be re-scheduled where appropriate and resumed at the exact point when it was terminated with the score following on. If the game cannot be rescheduled before the end of the season the game will be ruled a draw and each team will be awarded 1 point.

## PROTESTS AND DISPUTES

All protests and disputes shall be made in accordance with WBSC rules pertaining to Protests, and will be heard by a Protests and Disputes Committee, which shall consist of three members of the Executive Committee whom are not connected with the teams or individuals implicated in the lodged protest, ordinarily chaired by the President unless disqualified by the aforementioned criteria. If a Team wishes to lodge a protest, they must inform the umpire and opposing team at the time and play out the game as normal. The umpire will record the circumstances of the protest, together with the score, number of outs, and position of any runners on base at the point of the protest being made. The team making the protest will pay a £50 fee to initiate the protest due within 24 hours of the conclusion of the game. Should the team making a protest win the game, the protest falls away. If the protest is successful, then the £50 will be returned. Unsuccessful protests will result in the fee being retained and reallocated appropriately by the JSA.

The only exception to this rule is an appeal made against a team's sportsmanship rating – the process of investigating the appeal will be the same, but there will be no obligation to pay a fee to initiate the appeal.

## SPORTSMANSHIP RATING

This year, all teams will be rated at the end of the game on the level of sportsmanship displayed. This rating will be on a scale of 1-5 (1=Very Poor, 5=Outstanding) and will be made by the umpire officiating the game. If an umpire experiences any unacceptable behaviour from any players, they should fill out a sportsmanship checklist to inform their rating. This rating will be put on the match sheet prior to both captains signing the match sheet, indicating that they have seen the umpires rating.

If an umpire has had to fill out a sportsmanship checklist as a result of unacceptable behaviour then a copy of this should be sent to the Umpire in Chief either via WhatsApp or Email – this scoresheet will not be shown directly to team captains, or their players.

Teams scoring below the required threshold (2 or lower) in any game may be subject to intervention by the JSA, who will work with the affected team to ensure that there are no further instances of low sportsmanship scores. Continued low scores may result in further action. For more information about the Sportsmanship rating, please consult the JSA Sportsmanship document, located on our website.

## PLAYER EJECTIONS

If a player is ejected from a game for any reason, that player will be required to leave the field of play entirely, and must not return to the field of play until that game has concluded. The player will have 3 minutes. Should that player fail to leave the game, or refuse to leave the field of play, then that player's team shall forfeit the game in question. That player must not continue any further communication with the umpire once ejected, including if they return to the pitch. Refusal to comply with these instructions may result in further action being taken by the JSA.

The officiating umpire should notify the JSA at the conclusion of the game via either the Umpire In Chief, the JSA Fixtures Officer or the JSA President providing the name of the ejected player, their team name, and details of the ejection. The JSA Committee may carry out further investigation into the ejection to determine if further action is necessary.

## FACEMASKS

Facemasks are not required to be worn by catchers in the Summer League. Any player in the Sunday league must complete a Player Registration form, which will contain a waiver, stating that they waive any requirement to properly wear a protective facemask.

## JEWELLERY

Small pieces of jewellery such as stud earrings and flat rings may be worn, however this will exclude items such as looped earrings, jewellery, sports watches or other fitness trackers that stand proud or any items that the umpire may deem unsafe for both the player wearing and other players they may come in contact with. If players wish to use fitness watches, they must ensure these are covered. Tape may be used to secure other items.

Notes:

1. Medical alert bracelets or necklaces are not considered jewellery. If worn, they must be taped to the body so as to remain visible, but safe from injuring another player in the event of a collision.
2. Hearing aids are permitted. The wearer should take the necessary precautions, for example the use of a helmet when batting.

## FOOTWEAR

All players must wear suitable shoes. The soles may be either smooth or have soft or hard rubber cleats. All metal studs are illegal.

Note: A definition of appropriate footwear does not include sandals or flip-flops.

## GLOVES

All players must wear a fielding glove whilst in the act of fielding. The catcher and first baseman may use mitts. Only approved softball gloves are permitted, and the following points should be observed:

- (a) No top lacing, webbing, or other device between the thumb and body of the glove or mitt worn by a first baseman or catcher or a glove worn by any fielder, shall be more than 12.7cm (5 in) in length.
- (b) Gloves worn by any player may be any combination of colours, provided none of the colours (including the lacing) are the colour of the ball.
- (c) Gloves with white, grey or yellow optic circles on the outside, giving the appearance of a ball, are illegal for all players.

## BATS

Only bats approved by an appropriate Equipment Standards Commission for softball bodies as identified below are permitted in all league games provided that the bats are deemed to not have been altered, tampered with or otherwise modified, are deemed to not have damage that could otherwise render them unsafe, or have been placed on the banned bats list subsequent to their original certification.

A list of banned bats is available on request from the Chief Umpire. Any illegal bat once discovered during a game will be dealt with according to the WBSC Rules. A player/team coach who is found to reintroduce an illegal bat to the game once declared will be dealt with in accordance with WBSC Rules. Flare cones or other hitting aids must be removed to the satisfaction of the umpire prior to their intended use in a game.

## POINTS AND DIVISION TITLE

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. Should two teams still be tied, a play-off will be arranged.

Note: Runs for and against from Inter-Divisional games will not be included in the team's run difference.

## UMPIRING

Umpires will be provided by league teams as scheduled in the fixtures. All teams, except for any first year or development teams, are expected to have an umpire available to fulfil their assignments. It is the responsibility of the scheduled team to arrange cover for their assignments should they be unable to fulfil them. In the event that umpires are not present, teams have to umpire and score their own at-bats.

Note: that points will be deducted from a team that does not fulfil its assignments. See fixtures for allocation.

Both teams playing are encouraged to keep score and to periodically check with each other. Any



discrepancies in score must be checked immediately at the time they are spotted, and the game must be suspended until this is resolved.

## FOUL BALL, DEAD BALL AND BASE AWARDS

### Diamond 1:

The following ground rules apply on Diamond 1 (the pitch with purpose-built fence):

- a) The dead ball lines: The dead ball lines are to be extended from the end of the fence to run parallel with the foul ball line. The cycle track is not part of the official playing field and is considered dead ball territory.
- b) Batted balls, landing fair and then crossing foul ball territory before going dead will be a traditional stand-up double base award.
- c) However, a batted ball hit down the right-field line, staying within fair territory and eventually reaching the cycle track will be called dead the moment it reaches the cycle track, will be called dead and declared a home run.
- d) Thrown Ball Hitting the Fence: A thrown ball fitting the fence will remain live and in play. However, a batted-ball hitting the fence will be a dead-ball. No batter will be given out for a ball caught off the fence.
- e) Spectator/Cricketer Interference: If a batted or thrown ball is interfered with by somebody outside of the game the umpire will call dead-ball and award the batter and runners the base they believed they could have reached had there been no outside interference. This is left solely to the judgement of the umpire. Players are reminded not to enter into or get involved in any discussions or arguments with cricket players. Any issues should be reported to the umpire.

### Diamond 2:

The following ground rules apply for all games played on Diamond 2:

- a) Cycle Track: The cycle track does not form part of fair territory on pitch 2. Any ball reaching or passing over the cycle track will be called dead by the umpire and a home run will be awarded to the batter. Fly balls can be caught by outfielders providing neither foot is fully touching the cycle track before making the catch.  
EXCEPTION: Pitch 2 may at times have netting behind the home plate an extending either side along the foul ball lines. A thrown ball fitting the net will remain live and in play. However, a batted-ball hitting the net will be a dead-ball. No batter will be given out for a ball caught off the net. A thrown ball that gets entangled under the netting will be declared blocked and the overthrown rule is applied being a two-base award from the time of the throw

### Diamond 3:

The following ground rules apply for all games played on Diamond 3:

- a) The bank/cycle track: The bank in left field running parallel to the skate park, and the cycle track do not form part of fair territory on Diamond 3. Any ball reaching or passing over the cycle track, or reaching the bank/hitting the fence protecting the skatepark will be called dead by the umpire, and a home run will be awarded to the batter.
- b) Fly balls can be caught by outfielders, providing neither foot is fully touching the cycle track, or on the bank to make the catch.
- c) Any ball landing fair and then travelling into dead ball territory before passing over the cycle track, or reaching the bank will be ruled a ground rule double. This is left solely to the judgement of the umpire.

## RINGER RULE

Any team playing within the league structure as set out by the Jersey Softball Association, may utilise a maximum of two players in any one game, from another registered team, providing the following "Ringer" rule criteria is strictly adhered to:

- (a) The ringer(s) must, in their own right be registered with the Jersey Softball Association.
- (b) The ringer(s) can only assist any one team on a maximum of 3 occasions. Teams are allowed a maximum total of 12 ringers. To constitute having become a ringer, the player(s) in question must



have played a role either fielding or batting during a match innings. Being a base coach, scorer, or unused substitute would not apply. If a team uses the same ringer on more than 3 occasions, the additional games in which the ringer was used shall be forfeited by the breaching team.

(c) The ringer(s) can only play in one of the following three positions, "CATCHER", "PITCHER", or "RIGHT-FIELD".

(d) The team utilising the ringer rule, cannot have a substitute on the bench of the same sex as the Ringer(s).

(e) Should the team utilising the ringer rule, gain a substitute of the same sex, through late arrival, the ringer must be replaced as soon as practically possible and as long as the substitute is ready to play. The replacement should not cause a delay in the continuation of the inning in progress. Once substituted out, the usual substitution rules do apply, and a ringer can be returned to the game, and play an active part in the game if the late player becomes injured then ringer would be allowed to return in that player's place with the agreement of both captains.

In the event that any team is found to be abusing the ringer rule, and therefore utilising Ringers to the detriment of their own registered players who were available to play in that particular match, that team will lose all points gained from that match. In addition, the team deemed to have abused this rule shall not be allowed to make use of ringers for all remaining games in that current season, subject to Article 13 of the standing orders, PROTESTS AND DISPUTES.

Furthermore, the points gained in that match will be awarded to the team not judged to be at fault. The Executive Committee reserves the right to make any alterations to the league tables in the event that a team has abused this ringer rule and which has come to the attention of the Executive Committee after the conclusion of the last game of that season.

## YOUTH PLAYERS

This year, teams are encouraged to utilise youth players from either our JSA youth sessions or from registered Sunday League teams – these players will not be considered a “Ringer” and therefore can be utilised freely by teams without using up their allocated Ringer allowance. Youth players are under no obligation to sign with a Sunday League team, and may be used an unlimited number of times by any one team. Teams should not use youth players as “emergency substitutes” for existing team members – if they are recruited for a game, they are expected to play. Teams found abusing this rule will not be permitted to utilise this rule for the remainder of the current season.

For the purposes of this rule only, a youth player is defined as an individual who is under the age of 18 on the 10<sup>th</sup> of May 2026.

All requirements around youth players will still apply – See ‘Teams’ section for full details.

Any teams wanting use players from our youth sessions should contact our youth coach Ben Benander to arrange – emailing [youthcoach@jerseysoftball.com](mailto:youthcoach@jerseysoftball.com)

## EQUIPMENT SET-UP

The JSA provides the equipment necessary to play a softball league game at Les Quennevais Sports Centre. This includes the bases, balls, face masks, and first aid boxes. This equipment is kept at Les Quennevais and the following procedure applies for its deployment:

(a) The first home team assigned to a pitch is charged with collecting the equipment bin for that pitch from the JSA storage ‘container’ situated under the trees by pitch 1.

(b) Each bin collected must contain; the appropriate bases for the allocated pitch, one set of match balls for each pitch, a catchers face mask, a helmet and a first aid kit.

(c) The last away team allocated to a pitch is responsible for the return of their equipment to the storage.

## EQUIPMENT

Softballs in both 12" (for male batters) and 11" (for female batter) sizes will be used. These balls are COR 0.52.

## UNIFORMS

Team colours are to be worn. If a player does not have a team uniform, they are expected



to have a shirt of equivalent colour.

## BUNTING/LEADING OFF

Bunting and leading off bases is not allowed.

## RULE OMISSION

In the event of any rule omission the Standing Orders will apply.

## 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.

Note: If a player is granted a runner and they go past first base on their hit, they will no longer be allowed a runner for the remainder of a game.

## SUBSTITUTIONS

Substitutions are unlimited, as long as the male-female ratio and batting order is maintained. Note: a player that has been substituted in a game, can re-enter the game for the player that took their place. WBSC Rules will apply to questions of substitution.

## MERCY RULE

A team losing by 20 runs after 4 innings, or 15 runs after 5 innings may request for the game the game to be finished at this point. In this case, the score at the end of the 5th inning will stand (noting that runs scored in an inter-divisional game will not be recorded in the league tables).

## AWAITING TEAMS

Teams waiting to play should wait at the field, however if warming up they should not interfere with the ongoing game. Once the previous game has ended teams can warm up using the diamond, with each team being granted 5 minutes.

## CHANGING ROOMS

Changing rooms are available at Les Quennevais sports centre. Please note that the JSA does not have open access to the toilets and changing rooms at the hockey club, therefore any players trying to access these may be turned away if not members of the hockey club.

## RESULTS AND MATCH REPORTS

A match result sheet is to be completed at each match. The sheet shall list the roster of both teams, the use of ringers & development players and the score of the game. It must be signed by both captains and the umpire, photographed, and sent on to the captains WhatsApp group immediately following the conclusion of the game. Teams must use the newly formatted match sheets published on the JSA website – copies of the sheet will be provided in the pitch trundles.

## TEAMS TAKING PART IN 2026

### Division 1

3Ci Sport Flyers

Atom Pirates

Ferryspeed Falcons

Marwyn Jersey Royals

Raiders

Eagles



**Division 2**

Jacksons Phoenix

Tigerz

Hamptonne Farm Base Invaders

CorefocusX Cubs

Henderson Green Giants

Pitcher & Le Quesne Titans

Hamptonne Farm Oddballs

**RULE AMENDMENTS**

The Umpire-In-Chief reserves the right to change any rules during the season should such changes be deemed necessary for clarity (on a position determined by the Executive Committee) or the safety of the League.