

**JERSEY SOFTBALL ASSOCIATION**

**2016 INDOOR SOFTBALL LEAGUE RULES**

**VENUE**

St George’s School Sports Hall

**DATES**

Sunday 10 January 2016 to Sunday 20 March inclusive

**MATCH DAYS**

Sunday

**GAME TIME**

January, February and March 1pm, 2pm and 3pm

**FEES**

The league fee is £200.00 per team and must be paid **by the deadline of the end of January 2016**. Cheques payable to Jersey Softball Association and passed to the Fixtures Officer or 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 a 15 - (10) score will be applied.

**TEAMS**

Teams will consist of 8 players - 4 male and 4 female take the field, but 10 players can bat (must not be more than 5 male players). The minimum number on the field at any one time is 7.

There is no restriction on field placement of players. There are essentially 8 fielding positions but as a guide: pitcher; catcher; first base; short stop; left field; right field; inside left and inside right.

The minimum age is sixteen, but this is at the discretion of the Umpire.

Once a player has registered for a team (i.e. they have signed that team’s registration sheet), 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. Transfer will not be allowed.

Completed Registration forms must be sent to the Fixtures Officer ahead of the start of the league in soft-copy format. A signed version must be presented to the Fixtures Officer no later than 24th of January. Any new addition to a team’s roster after submission of the registration should be declared to the Fixtures Officer and the player should then sign on the team’s registration form.

**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 Fixtures Officer by 1.00 p.m. on the Thursday before.

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. There will be a JSA bag of bats and gloves for use by those without their own kit. Throw down bases are also used which are supplied by the JSA. **IMPORTANT NOTE: the balls, throw down bases, JSA gloves and bats belong to the JSA and MUST BE returned to the JSA bag after each week. Please do not put in own kit bags or take home with you.**

**UNIFORMS**

Team colours are to be worn.

**HALL SET UP**

It will be the responsibility of the first and last two teams/umpires to ensure that all the necessary equipment is set out/returned and litter is cleared up although the organisers will be there each week.

**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 3rd 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.

**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 except an out is made if the ball is caught off the wall or ceiling.

**Balls & Strikes**

The starting count will be 3-2 with each batter receives **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 the batter is out.

**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.

**If the batter hits the ball into Fair Ball territory and it then rolls back before it reaches a deemed safe point (to be decided in week 1 by the Fixtures Officer) into Foul Ball territory, the batter is called out and the runners must return to the base they were previously on at the time of the pitch. However, if the ball is hit fair and reached the deemed safe point, it will be live even if it rolls into fall territory.**

**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. All teams are expected to have an umpire as well as a scorer or scorers available for their scheduled slot or to acquire an umpire to fulfil your duties. In the event that umpires and scorers are not present, teams have to umpire and score their own at-bats. Note that points may be deducted to a team that does not fulfil its umpiring and scoring assignments. Score sheets will be provided but please bring 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)

***NB sometimes a team's score can end up being a minus.***

**HOME TEAM**

This will be determined at the Captains and Umpire meeting by a way of toss of a coin or similar.

**SHORT-HANDED**

Minimum number of players is 7 ie 4 males and 3 females or visa-versa. The usual Outdoor game rules apply. Teams that have less than the required number of players will forfeit the game, although both teams can play for fun.

**RINGER RULE**

A team that is short on players to fulfil a fixture may borrow up to **two players** from any team for any game. The ringer rule is more relaxed for indoor than for the 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.

**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.

**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.

**SHOES**

*No cleats or black-soled shoes are to be worn. Non-marking trainers must be worn*. **NB This is at the special request of the School. Black soled shoes mark the floor and the JSA could be liable for cleaning costs at the end of the league season.**

**JEWELLERY**

No jewellery will be permitted to be worn during the game. Umpires will be vigilant.

Should teams/umpires require clarification on what is deemed to be jewellery, please discuss with Fixtures Officer.

**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 field.

**RESULTS**

The winning team is responsible for notifying the result to the Fixtures Officer ([JSAFixtures@gmail.com](mailto:JSAFixtures@gmail.com) - 07797 763 926) Sunday evening and all match reports to be sent to the Press Officer ([catherine.girt@db.com](mailto:catherine.girt@db.com)) by Tuesday morning (no later than 12pm) cc ‘ing in [JSAFixtures@gmail.com](mailto:JSAFixtures@gmail.com).

**TITLE**

Once the round-robin matches have been completed, there will be a play-off to determine the indoor league champions. Teams finishing 3rd, 4th, 5th and 6th will have a play-off game for a place in one of the semi-finals. The 1st and 2nd place teams are automatically through to the semi-finals after the round robin.

**TEAMS TAKING PART IN 2016**

CPA Global Pirates

dms Jersey Flyers

Batzillas

Jacksons Falcons

Trinity Tyres Phoenix

Motor Mall Eagles

HSBC

**RULE AMENDMENTS**

The Fixtures Officer reserves the right to change any rules during the season should such changes be deemed necessary.

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