



JERSEY SOFTBALL ASSOCIATION 2018 INDOOR SOFTBALL LEAGUE RULES

VENUE

St George's School Sports Hall

DATES

Sunday 14 January 2018 to Sunday 23 March inclusive

MATCH DAYS

Sunday

GAME TIME

11AM, 12PM and 1PM

FEES

The league fee is £250.00 per team and must be paid **by the deadline of the end of January 2018**. 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 14, but this is at the discretion of the Umpire and/or Fixtures Officer. 14-16 year old players must be accompanied by a parent/guardian for each and every match.

Once a player has registered for a team (i.e. they have signed that team's registration sheet and played for that team), 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 not be allowed, however should a signed player that has not played for the team they registered with, wish to play for another team, they may do so by informing their captain and the Fixtures Officer.

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 21st 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. **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. 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:** points will be deducted to a team that does not fulfil its umpiring and scoring assignments or arrange suitable cover. 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)

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

HOME AND AWAY TEAMS

Teams will play each other twice, taking turns as the home and away team each time. The home team will start the game by fielding.

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

Under no circumstances should cleats or black-soled shoes be worn. Only non-marking trainers are to be worn whilst participating in the games. If a player is found to be wearing inappropriate footwear they will be prevented from participating in the game.

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 come to an abrupt end, so please ensure you and your players/teammates/opponents abide by this rule.

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 Lindsay Satchell (lindsaysatchell@hotmail.co.uk - 07797 725 048) Sunday evening and all match reports to be sent to the Press Officer (pressofficer@jerseysoftball.com) by Tuesday morning (no later than 12pm) cc 'ing in lindsaysatchell@hotmail.co.uk.

INDOOR LEAGUE TITLE

Teams will play each other twice, taking turns as the home and away team each time. 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 IN 2018

CPA Global Pirates
dms Jersey Flyers
Jacksons Falcons
Trinity Tyres Phoenix
Motor Mall Eagles
Watergate Warriors

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.