

# STANDING ORDERS

OF THE



## **PART 1. LOCAL LEAGUE RULES (STANDING ORDERS)**

### **1 ARTICLE 1. REGULATIONS GOVERNING PLAY.**

- 1.1 The Jersey Softball Association, (the "**JSA**") has adopted the rules and regulations of the International Softball Federation, (the "**ISF**"), as its base for the governing of the JSA outdoor softball league.
- 1.2 All rules and regulations as laid out by the ISF, as amended from time to time, will apply unless rescinded or replaced by a local rule.

### **2 ARTICLE 2. REGISTRATION OF TEAMS AND PLAYERS.**

- 2.1 For a team to register with the JSA it must be a valid team.
- (a) A valid team shall consist of a minimum of ten registered players.
- (b) All players can only be registered to one team.
- 2.2 All teams must be registered with the JSA by 31st March annually, by submitting a registration form to the Fixtures Secretary and paying a non refundable deposit of the registration fee to the Treasurer. The Executive Committee shall agree the registration fee on an annual basis and the fee must be paid in full prior to the start of the league.
- 2.3 In the event that the registration fee is not paid in full in accordance with clause 2.2 above, the Executive Committee shall have the right to levy a late payment fee or shall suspend all matches of the relevant team(s) until such time as the registration fee has been paid in full.
- 2.4 Registration of players requires the following information:
- (a) Full Name.
- (b) Address
- (c) Date of Birth.
- (d) Contact Phone Numbers.
- (e) Contact Email Address.
- (f) Parents Name and signature if the player is under 18 years of age.

### **3 ARTICLE 3. LEAGUE STRUCTURE.**

- 3.1 The structure of the summer league will be discussed with team captains and agreed by the Executive Committee.
- 3.2 All games in the league are played according to the ISF Co-ed Slow Pitch code.

#### 4 ARTICLE 4. TEAM STRUCTURE FOR LEAGUE GAMES.

- 4.1 A team will consist of ten players (excluding substitutes), five male and five female players.
- 4.2 Teams can start games shorthanded provided that they have no less than eight players, of which four of these must be female. An "out" will be called at the point the missing player is scheduled to bat. If a player is late arriving at a game they can enter the game immediately (provided that their entry does not cause a delay in the continuation of the inning in progress).
- 4.3 The use of players assigned to another registered team, known as "Ringers", is permissible. 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) used must currently play for a team of the same division or lower division, than the team they are being asked to assist within.
  - (c) The ringer(s) can only assist any one team on a maximum of two occasions, within any one season. Teams are allowed up to a maximum total of eight ringers within any one season. To constitute having become a ringer, the player(s) in question must have played a role on the field during a match innings. Being a base coach, scorer, or unused substitute would not apply.
  - (d) The ringer(s) can only play in one of the following three positions, "CATCHER", "PITCHER", or "RIGHT- FIELD".
  - (e) The team utilising the ringer rule, cannot have a substitute on the bench of the same sex as the Ringer(s).
  - (f) 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 all 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.
  - (g) **NB** for the 2015 summer season Jackson Eagles have been permitted 3 named ring fenced players – 1 such ring fenced player only covering for absence of another ring-fenced player and playing a maximum number of 4 games. Only 2 ring fenced players will be allowed to participate in a game at any one time. The team forfeits their right to the use of ringers.

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 this rule for all remaining games in that current season, subject to Article 13, PROTESTS AND DISPUTES. Furthermore, the points gained in that match will be awarded to opposing 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.

## **5 ARTICLE 5. RESTRICTIONS ON PLAYING.**

- 5.1 The minimum age for participation in the adult co-ed league or any tournament under the responsibility of the JSA shall be 16 years of age, or 14 to 16 years of age with written parental / guardian permission, given to the association and the assigned umpire is happy to accept them.
- 5.2 14-16 year old players must be accompanied by a parent/guardian for each and every match.
- 5.3 All 14-16 year old players must wear a helmet for batting, if they refuse to wear such a helmet then they will not be permitted to play.
- 5.4 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.

**Please Note:** Players who are pregnant play at their own risk and liability.

## **6 ARTICLE 6. TRANSFERS.**

As a general rule, any player that has been on a team's starting line- up, or a substitute, 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.

## **7 ARTICLE 7. FIELDING MORE THAN ONE TEAM.**

Organisations may field more than one team in the league if they desire. However the transferring of players between those teams is prohibited, except under special circumstances as indicated by Part 2 Article 6 of the JSA Constitution covering the Softball League Rules.

Organisations fielding more than one team will be required to furnish the JSA with a list identifying the players by team.

## **8 ARTICLE 8. FAILURE TO FIELD A TEAM.**

- 8.1 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.
- 8.2 Failure by both teams to field the regulation number of players will result in the game being recorded as a 0-0 draw and no points will be awarded to either team.
- 8.3 With the opposing captain's agreement, an Umpire can wait for 5- 10 minutes for a team to arrive. After this time, if 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.

## **9 ARTICLE 9. POSTPONEMENT OF GAMES.**

- 9.1 **The postponement of games by teams is not permitted.** If a team has to cancel a game they should inform the Fixtures Secretary, 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.
- 9.2 Games may be postponed by the JSA due to other JSA based activities, or because of playing restrictions imposed upon it by the States Education, Sport and Culture. Games postponed under these circumstances will be rescheduled by the Fixtures Secretary at a time mutually convenient to both team captains.
- 9.3 Games may also be postponed by the JSA if the association is unable to provide an appropriate umpire. This course of action would only be considered under the following circumstances.
- (a) The JSA has a minimum of seven days advanced warning of the problem, and is unable to provide a substitute to cover the fixture.
  - (b) The fixtures schedule and playing fields allow for a rescheduling.
- 9.4 **Under no circumstances** are teams permitted to call off games of their own volition. In the event an umpire fails to attend a scheduled game and both teams are in attendance ready to commence the game, team captains will be expected to umpire their own at-bats.

## **10 ARTICLE 10. INCLEMENT WEATHER.**

- 10.1 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 telephoning the Fixtures Secretary or Umpire-in-chief.
- 10.2 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.

10.3 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.

## **11 ARTICLE 11. REGULATION GAME.**

11.1 Teams play each other in accordance to the fixtures schedule drawn up by the fixtures secretary each season.

11.2 A game shall consist of seven innings, or 1 hour and 30 minutes duration – which ever is achieved first.

11.3 A game called by the Umpire shall be regulation if five or more innings have been played.

11.4 No new innings will be started after 1 hour and 30 minutes of play. A regulation game that is tied, or a game that is tied at the end of 1 hour and 30 minutes of play will play an 8<sup>th</sup> inning with the last batter going onto 2<sup>nd</sup> base.

If after 1 hour and 45 minutes of play the game is still tied, the game will be a draw and both teams will be awarded a point each.

11.5 Games that are not considered regulation shall be suspended after 1 hour and 30 minutes of play and will resume at that point at a latter date, to be arranged by the Fixtures Secretary. Failure to reschedule will result in the game being ruled a draw.

## **12 ARTICLE 12. 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 5 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 award 1 point.

## **13 ARTICLE 13. PROTESTS AND DISPUTES.**

13.1 All protests and disputes shall be made in accordance with ISF 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.

13.2 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. Should the team making a protest win the game, the protest falls away.

- 13.3 In the event of a protest being brought before the Protests and Disputes Committee, the team making the protest will pay a £50 fee. 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 decision of Protests and Disputes Committee shall be final and binding.**

#### **14 ARTICLE 14. UMPIRES.**

- 14.1 All teams are required to provide an umpire to be available to umpire matches during the season except a new team which shall not be required to provide one in their first season.
- 14.2 The JSA will organise an umpire courses as and when necessary, in order to facilitate the qualification of new umpires.
- 14.3 All umpires are required to wear the issued regulation umpire shirts and caps which will be provided by the JSA.
- 14.4 The Umpire-in-chief or the Fixtures Officer will assign teams to umpire games, but if an umpire is not present at a scheduled game, teams will have to umpire their own at-bats. The failure of an umpire to attend a scheduled game does not entitle the teams of the said game to postpone. The game must be played as scheduled and to a conclusion as per the rules pertaining to Regulation Games. Umpiring assignments are the responsibility of the teams assigned. Failure to fulfil an umpiring assignment will result in a deduction of one point unless the match has been re-assigned by the responsible team and notification given to the Umpire-in-Chief.

**The JSA encourages an atmosphere of mutual respect between players and umpires for the benefit and enjoyment of the games.**

#### **15 ARTICLE 15. UNIFORMS.**

- 15.1 At the start of each season the teams, when registering, must indicate their preferred team colours. Those colours must not be confused with the colours of any other team in the league or the Umpires, who wear pale blue shirts. In the event of a clash, the Executive Committee will arbitrate between the teams.
- 15.2 All teams must wear their team colours or a coloured top of the same colour, which does not match that of the opposing team or the Umpires. A list of team's colours will be provided to each team's nominated representative at the beginning of the season.
- 15.3 Teams will be deducted two runs in the event of one player not wearing team colours and five runs for two or more players.
- 15.4 Teams are encouraged to acquire softball/baseball shirts in order to improve the spectacle and professionalism of the game with the local media and general public at large.

## 16 ARTICLE 16. FACEMASKS.

In the interests of health and safety, a facemask must be worn by all catchers (plastic visors are not allowed). If a catcher refuses to wear a facemask the Umpire will instruct the team captain to replace the player at that position. A team will forfeit the game in the event of failure to provide a catcher who will wear a facemask. If a team does not have their own facemask the JSA will provide one.

## 17 ARTICLE 17. JEWELLERY.

All jewellery must be removed and may not be worn during the game. Any item not able to be removed must be taped over – this is for the safety of the wearer and the safety of other players.

**Please Note:** 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.

## 18 ARTICLE 18. 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.**

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

## 19 ARTICLE 19. GLOVES.

19.1 Any player may wear a glove, but only 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.

## 20 ARTICLE 20. BATS.

20.1 Only bats approved by the ISF Equipment Standards Commission for softball are permitted in all league games. A list of banned bats is available on request from the Executive Committee.

20.2 Any illegal bat once discovered during a game will be dealt with according to the ISF Rules.



## **21 ARTICLE 21. EQUIPMENT SET-UP.**

- 21.1 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 trolley for that pitch from the JSA storage 'container' situated under the trees by pitch 1.
  - (b) Lyndon Rosser is monitoring all equipment and kit going in and out of the JSA storage. Both he and Ali Wade each have a key and one or both will be at the grounds each Sunday to assist with locking and unlocking the storage.
  - (c) Each trolley 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.
  - (d) The last **away team** allocated to a pitch is responsible for the return of their equipment to the storage.

## **22 ARTICLE 22. MATCH REPORTS.**

- 22.1 Match reports are an important part of the game and ensure the JSA and the sport of Softball maintains regular coverage in the local media.
- 22.2 After each game match results sheets shall be completed accordingly with correctly spelt names and passed to Lindsay Satchell (or Ali Wade if Lindsay is unavailable) who collates all players player nominations. All **winning teams** are required to report the score of their game to the Press Officer and the Fixtures Secretary, or any other nominated Officer, on the evening of the game day.
- 22.3 All teams are encouraged to supply to the Press Officer and the Website Administrator a brief report on their view of the game whether you won or lost. These reports will be used for the local media and must be submitted within 24 hours following completion of a match..

## **23 ARTICLE 23. PITCHES AND PARKING.**

All league games are played at Les Quennevais Sports Centre and players are reminded that the parking of vehicles is restricted to the Les Quennevais car park only. Parking in the neighbouring Don Farm is prohibited.

## **24 ARTICLE 24. DIVISION TITLES.**

Two points are awarded for a win, and in the unlikely event that a game results in a draw, one point will be awarded to each team. In the event that two or more teams have an equal number of points, the divisional titles will be determined by a series of play-off games. A bonus point will be

awarded to a Division Two team playing an inter-divisional fixture if the run-difference is ten or less runs and it is not as a result of a forfeit by the First Division Team.

## **25 ARTICLE 25. MERCY RULES (INTER-DIVISIONAL).**

In any inter-divisional fixture, when a game has reached the bottom of the 5th inning and one team is leading by 15 runs or more, the Umpire will call the game and that score will stand. If the captains of both teams agree to play more innings, any additional runs scored will not count.

## **26 ARTICLE 26. COURTESY RUNNER.**

Any player on the official line-up sheet including substitutes may be used as a courtesy runner and may be used only with the agreement of the opposing Captain. The runner must be the same sex as the batter and be the last player of that sex to bat, or be called "out".

Batters can request a runner prior to their turn at bat, however, the batter must bat and reach 1st base before they can be replaced and regardless of the strength of hit, can only be replaced at 1st base. Injured players should not be included in team line-ups.

## **27 ARTICLE 27. ARGUING BALLS AND STRIKES.**

Any arguing on the judgement of balls and strikes will constitute a team warning. Any repeat offence shall result in the ejection of that team member. The team will be allowed a substitute for the ejected player. In the event that a team does not have substitute the team can play shorthanded with an out called each time the ejected player was due to bat.

## **28 ARTICLE 28. FOUL LANGUAGE/UNSPORTING BEHAVIOUR.**

In the event of foul language and or unsporting behaviour the Team/Player will be warned. If it continues then the Captain will receive a warning. If it still continues then the Team/Player will be ejected from the game. The team will be allowed a substitute for the ejected player. In the event that a team does not have substitute the team can play shorthanded with an out called each time the ejected player was due to bat.

## **29 ARTICLE 29. RESCINDED OR REPLACED ISF RULES.**

29.1 The following list represents a list of the ISF rules that have been rescinded or replaced by a local alternative:

- (a) Line-up cards are not necessary locally; however each team captain must present a list of team players (including substitutes) to the Umpire during the pre-game meeting.
- (b) Non regulation length games are null and void and must be replayed from the start. **This rule has been rescinded in favour of the original ASA rule that requires the game to be continued from the point at which play was suspended.**

29.2 The Executive Committee reserves the right to alter this list as and when it's deemed necessary. All changes will be communicated to the team captains.

## **PART 2. LOCAL GROUND RULES (STANDING ORDERS)**

### **1 ARTICLE 1. GROUND RULES FOR DIAMOND 1.**

The following ground rules apply for all games played on Diamond 1 (the pitch with the purpose built fence):

- (a) **Dead Ball Lines:** The dead ball lines are to be extended from the end of the fence to run parallel with the foul ball lines. Due to the alignment of the pitch the right-hand foul ball and dead ball lines will eventually intercept the cycle track. Fair balls crossing the cycle track and/or entering the trees will be called dead by the Umpire and one base will be awarded to the batter based on the last base they legally held.
- (b) **Thrown Ball Hitting the Fence:** A thrown ball fitting the fence will remain live and in play. However, if the ball hits the fence off the bat it is a dead ball, in addition to this should a ball be caught off the fence the batter is not out.
- (c) **Ball Entering the Cricket Field:** When a ball crosses the cricketers boundary line, the ball shall remain live and in play providing it is not touched by an individual not involved in the game. The award for a dead ball will be determined by the umpire having regard to the position of the batter/runner when the ball became dead.

### **2 ARTICLE 2. GROUND RULES FOR DIAMOND 2.**

The following ground rules apply for all games played on Diamond 2 (the pitch behind the Astro Turf):

- (a) **The Left-Hand Dead Ball Line:** The left hand dead ball line should be taken from the start of the bank and run parallel with the foul ball line for the length of the pitch. The only deviation necessary should be to ensure the Pylon on this side of the diamond is included inside the dead ball line.
- (b) **The Right-Hand Dead Ball Line:** The right hand dead ball line should be painted by the grounds man, however if it is missing a parallel line to that of the foul ball line should be used, and as a guide the group of four trees at the end of the ground makes an ideal reference point.
- (c) **.Hit Ball Entering the Trees:** Any hit ball entering the trees will be called dead by the Umpire, whether it's a fly ball or a ground ball. The award given will depend upon the area the ball left the ground and the nature of its exit. The awards are as follows:
  - (i) For all balls leaving the ground to the **left** of the Pylon a home run will be awarded to the batter.
  - (ii) For balls leaving the ground to the **right** of the Pylon, three bases will be awarded to the batter for a ground ball exit, and a home run will be awarded for a fly ball exit provided the ball lands beyond the cycle track.

A home run will also be awarded should the team at defence make no reasonable effort to field the ground ball.

- (d) **Please Note:** The awards are given to the **batter** only; runners are only permitted to proceed on a dead ball award if forced by the batter becoming a batter-runner.

**He/she means all players. The JSA reserves the right to alter or amend any local rules which become applicable and will be disseminated to all team captains as necessary.**

**Adherence to the rules and all information leads to a better game. Do not let the game of softball get out of control – use common sense and above all ENJOY THE GAME!**