

Softball Competition Rules in Brief (Revised 2010)

This information must be read in conjunction with “Sport Entry Forms”, “Sport Information” and “Games Information” available from the website. Details are subject to change please contact the Games Office for the most recent information.

Slow Pitch is designed to be a mixed recreational sport, therefore, some of the rules of Fast Pitch have been adapted. The intention of this is to minimise player contact and make the game enjoyable for all.

The interpretation of the rules or amendments is at the sole discretion of the Games.

One team member should be designated to learn the complete set of rules, available from the Games Office. For all other players, the following summary is intended to give a brief overview of the game.

1. Each team has 10 players - 5 males and 5 females and there must be 2 females both in the infield and the outfield.
2. Any substitute coming into the game must play at least 1 complete innings, ie bat and field.
3. There is no sliding or tagging - runners can only be played out by the fielder having the ball at the base before the runner gets there.
4. There are safety zones marked around 2nd and 3rd bases and a semi-circle at 1st base. A runner only needs to be in the safety zone before the ball gets to the base.
5. There are commitment lines marked around 2nd - 3rd bases and 3rd - home. Once a runner crosses the commitment line they cannot return to the base they came from.
6. A team can only score a maximum of 6 runs in each innings - except the last innings, where there is no restriction on the number of runs that can be scored.
7. A batter is out on the 3rd strike whether it is caught by the catcher or not.
8. A batter is out if the 3rd strike is hit foul - whether it is caught or not.
9. A team must bat male/female, alternatively in the order on the softball Score Sheet
10. The ball must be pitched in an arc - a minimum of 6 feet in height and a maximum of 12 feet.
11. If the batter does not swing at a pitch it must land on the strike zone mat to be called a strike.
12. There is a scoring line marked near home plate. The runner must cross this line, not touch home plate. The fielder must play the home plate.
13. A runner is not permitted to leave a base until the ball is hit or reaches home plate. If the ball is not hit the runner must return to the base. There is no stealing bases.
14. If the pitcher pitches 4 ‘balls’, the batter then goes to 1st base.
15. If the batter is hit by a pitched ball, a ‘ball’ is called on the batter.
16. The batter must stand within the marked batter’s box and must be within that batter’s box when they hit the ball.
17. A regulation game is seven (7) innings or sixty (60) minutes, whichever occurs first. No innings shall start within ten (10) minutes of the scheduled finishing time.
18. If a game is abandoned, or deemed over, due to wet weather, darkness, not finished within the allotted time, or for any reason, it will be considered complete if three innings have been completed, or if the game has lasted at least a half hour. The score will be as of the last complete innings except in medal matches where the top of the final inning has been completed – in which case the bottom of the inning will be completed and if this inning cannot be completed the match will be called a tie regardless of the score and point 19 applies - see below. (new for 2010)
19. If a game is tied at the end of regulation:
 - In **Pool Play** the tie stands – no extra innings are played
 - In **Elimination Tournament** ties are broken as follows (new from 2010)...
 - a) compare runs scored in the final completed inning. The team with more runs is declared the winner. If tied, then work backward inning by inning comparing runs scored in each inning until a winner can be declared. If still tied...
 - b) count the number of ‘at bats’ from the beginning of the game before the 1st run was scored. The fewest is the winner. If tied, look at the 2nd run and so on. If still tied...
 - c) play an ‘extra’ inning with just four batters (teams pick their own batters). Flip a coin to see which team bats first. Each team will bat until 1 run is scored. Batters declared ‘out’ return to the end of the order. Count the number of ‘at bats’ for each team – the team with the fewest ‘at bats’ is the winner. If tied, count the number of ‘outs’. If still tied in quarters or semis, play another ‘extra’ inning – in the medal games the tie stands and medals split. If conditions do not allow for an ‘extra’ innings then ties stand.

GOOD LUCK!



Entry & Payment Information

DEADLINES

Guaranteed Entry Deadline October 7 • Final Entry Deadline October 21. Incomplete Entries will not be guaranteed or processed. Entries received after the Guaranteed Entry Deadline are taken on a "first come" basis.

ENTRY CONFIRMATION

Confirmation will be sent to each entrant on this Form, only after Entry has been received by the Games with full payment.

REGISTRATION at a SUPERCENTRE

'Registering' in person before competing is compulsory. To 'register', each entrant is required to bring their **Entry Confirmation**, with photo attached, to the Games SuperCentre (not to Sport Check-in), sign a Waiver of Liability, collect their Official Start Times and Games Programme, and be issued their validated Games ID, which must be shown before competing. See 'Waiver' and 'How to Enter' on the Games website.

Games SuperCentres for registration will be located in Melbourne from Thursday November 18 to Sunday 21 November. Exact times and locations will be sent with Entry Confirmation.

INSURANCE

Entry fee does not include Personal Accident Insurance. **To purchase Personal Accident Insurance contact the Games at corporategames.net.au/aus/organisingateam/shtml or call us on 1300 301 418.**

The Games holds third party public liability insurance. If an entrant breaks, damages or loses equipment at a Games Venue they will be required to pay for its repair or replacement.

REPLACEMENTS and CHANGES

Replacements or changes may only be in the **Identical Event**. Replacements must be lodged at the Games Office on an Official Form **before November 4**. Replacements or changes after this date will be at the discretion of the Games and subject to a \$25 fee per change.

WITHDRAWALS and REFUNDS

Withdrawals must be in writing. Before November 4 refunds are minus \$25 per person. After November 4 no refund. Fees paid are spent in advance on the cost of organising the Games and therefore are only refundable as above.

GAMES CELEBRATIONS

Details on **Games Celebrations** will be available from the Games website. The **Games Awards Dinner** will be Monday November 22 from 7:00pm at The Angliss Restaurant, William Angliss Institute, Melbourne. Cost is \$115.

FEES INCLUDING GST

\$55 per participant.

Entry must be with full payment and at the Games Office by deadline. **NO part payments accepted for this Team entry.**



Participants in **SOFTBALL**

Number (Min 12)

x \$55 =

METHOD OF PAYMENT

Fees payable to **Corporate Games Pty Ltd** ABN 64 056 480 543 by

Cheque

Credit Cards – Pay online at www.corporategames.net.au/aus
Visa • MasterCard • Amex Transaction fee applies to Credit Card payments

Money Order

Direct Debit Bank ANZ 012 141 8527 93733
Evidence of transfer and Credit Card payments **MUST** accompany form

CERTIFICATION

I/we agree to abide by all **Australian Corporate Games** rules and regulations. I also agree that Corporate Games P/L may store my personal information and results in a database and use that information to conduct Corporate Games, and for marketing and research purposes. If you wish to access your personal information, or read our privacy policy, contact us at info@corporategames.net.au

Name _____

Captain

Signature _____ Date _____

The Games is not responsible for misdirected, lost, or delayed mail. Should the Games or any Sport or associated Event be cancelled as a result of circumstances beyond the control of the Organisers no refunds will be made. Entrants under 18 years must provide a letter of parental or guardian's consent. The Games has no affiliation to or specific sanction from its sports' governing bodies. The Games reserves the right to make any change in conditions of entry and to decline any application at its discretion.

POST ENTRY FORM TO



Australian Corporate Games

Mailing Address

GPO Box 5152

Sydney

NSW 2001

Australia

Entries may NOT be faxed or emailed

Contact Details

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