

# SYDNEY OUTFIELDER'S SOFTBALL ASSOCIATION INC.

## BY-LAWS

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#### **1. GENERAL**

- 1.1. The competition will be conducted according to the official rules of softball ([2022-2025 WBSC Official Rules of Softball – Slow Pitch](#)) adopted by Softball Australia (SA), unless otherwise stipulated in this document.
- 1.2. The Committee reserves the right to vary any of the competition rules if special circumstances arise. The Committee will notify any substantial variation to the rules to team captains and the broader league via correspondence and social media.

#### **2. REGISTRATION, ELIGIBILITY, AND MEMBERSHIP**

Teams:

- 2.1. Team entries should be completed as set down by the Committee.
- 2.2. Any team entry not received by the nominated date may not be accepted.
- 2.3. The Committee reserves the right to refuse the entry of any team.

Players/Coaches:

- 2.4 All players and coaches who participate in the competition must be registered before playing.  
All monies for registration as determined by the Committee must be paid by the nominated date to be eligible to participate in the competition.
- 2.5 Playing with unregistered players will result in a forfeit for your team.

- 2.6 All players must be minimum 16 years of age from the start of the competition commencement date.
- 2.7 The Committee reserves the right to refuse the registration of any person.
- 2.8 Concession membership: Players who are aged 25 or younger as of season launch, or who hold a valid student concession card, can register for the entire season for half-price. The Committee may ask for proof of age or concession card.
- 2.9 The Association provides alternative payment plans for those experiencing financial hardship. People should reach out to the Secretary so this can be arranged.
- 2.10 Players can fill-in for other teams during the regular season when short.
- 2.11 Only players who have played in at least 3 games throughout the season may participate in the final series.
- 2.12 Players can only play for their registered team in the final series.

### **3. COMPETITION STRUCTURE**

- 3.1 The competition will be played (usually on Tuesday's) on dates determined by the Committee.
- 3.2 Matches shall be played at the time and place set down as per the draw unless otherwise directed by the Committee.
- 3.3 Match points will be awarded as follows:
- Win = 4 points
  - Draw = 2 points
  - Loss = 1 point
  - Bye = 2 points
  - Forfeit = 0 points (opposing team awarded 4 points)
  - Inclement weather = 2 points (both teams)
- 3.4 Teams wishing to forfeit must notify the Association Secretary and the opposing team captain at least 2 hours before the scheduled game time. Failure to do so will result in an unnotified forfeit. Teams that advise of more than one unnotified forfeit in a season may be subject to disciplinary action, which could include the loss of points, subject to the discretion of the Committee.
- 3.5 Teams are not allowed to agree to a draw. Any teams doing this will result in a double forfeit.
- 3.6 Teams will be ranked on the number of competition points. If this is equal, the team with the higher ratio of runs scored over runs against will occupy the higher position.
- 3.7 The competition will hold a final series subject to the discretion of the Committee.

### **4. GAME DAY RULES**

- 4.1 The starting time of the games are set out in the draw.
- 4.2 Games start at 6.30 pm so it is advised that players arrive prior to game time to allow for warm-up.
- 4.3 A 10-minute grace period is allowed. If the required number of players arrive within the grace period, the game will be played and recorded as an official game.

- 4.4 Games end at or before last light (even if they commence late), and this should be mutually agreed in good faith by team captains.
- 4.5 Team captains should mutually decide when the last inning will be held prior to its commencement.
- 4.6 Once the final inning of a game has commenced it should be completed. Exceptions include:
- The bottom half of the inning need not be played if the home team is already ahead;
  - The game ends by default if the home team scores the winning run in the bottom half of the inning (e.g. if the score is 5-5 going into the bottom half of the inning and the home team scores, the game is over);
  - The team captains decide that the game cannot be continued on account of bad light, in which case the score will revert to the previous inning.
- 4.7 A team can score a maximum of 6 runs per inning except for the final inning. There is no run limit in the final inning.
- 4.8 The games are held on open (non-enclosed) fields. If the ball becomes 'Blocked' (that is, a batted or thrown ball that is lodged in fencing, or stopped, handled, or touched by a person not engaged in the game, or touches an object not part of the playing territory), then the ball becomes 'Dead', and the team captains should mutually decide where the batter/runner(s) would have reached had the ball not been blocked.
- 4.9 Sliding into any base is prohibited. Any batter/runner caught sliding should be called 'out' by the umpire.
- 4.10 The batter/runner should run home between home plate and the dead ball line to prevent collisions with the fielder. 'Home' is the extension of the first base line. The fielder can play anywhere on the strike plate. Any play at home is constituted as a force play (i.e. there is no tagging at home).
- 4.11 Once the batter/runner passes the halfway point between 3rd base and home, they must commit to home. The batter/runner is liable to be put out at home if they return to 3rd base.
- 4.12 The pitched ball must hit the strike plate for a strike to be awarded (after it has arced between 6ft and 12ft from the ground).
- 4.13 The pitcher in the first and second inning of each game cannot be the same player. One non-identified male must pitch in the first or second inning.
- 4.14 The catcher in the first and second inning of each game cannot be the same player.

## **5. TEAM COMPOSITION**

- 5.1 There is no minimum number of players required for a game, though a team can choose to forfeit if they feel they do not have enough players. It is recommended teams play with at least 6 players.
- 5.2 It is recommended that each team has an equitable gender representation.
- 5.3 There may be no more than 3 male-identified players in the infield and 2 male-identified players in the outfield.

5.4 Two male-identified players may not bat consecutively (an 'out' must be declared before a male-identified player bats after another male-identified player). There is no restriction on the number of female-identified or gender diverse players that can bat consecutively.

5.5 Players should feel free to self-identify their gender. Please see the [Diversity and Inclusion Statement](#) for more information.

## **6. UMPIRING**

6.1 The batting team is responsible for designating a player to umpire the game during their turn at bat.

6.2 The designated umpire can change within the inning (for example, if the current umpire is due to bat).

6.3 It is important that team members be familiar with the rules so that they can provide clear and fair umpiring. The rules are available [here](#).

6.4 Teams are expected to respect the call of the umpire. In the event that a disagreement occurs, team members should speak to their own captain, who in turn can choose to speak to the opposing team captain in a respectful manner to achieve resolution.

## **7. FINALS**

7.1 The composition of the final series will be determined by the Committee each season and will be advertised to the Association towards the end of the normal competition season.

7.2 Final series games will follow the same match rules as played in the normal competition, except that a result must be obtained for the grand final.

7.3 If any game in the final series is abandoned, then the team placed higher after the preliminary rounds is declared the winner of the game.

7.4 If any Grand Final game is abandoned, these games will be rescheduled if possible. If not, rule 7.3 applies.

## **8. UNIFORMS**

8.1 Teams should try as best as possible to organise team uniforms, including playing shirts and caps.

8.2 Players without team uniform should try to wear appropriate clothing similar to their team uniform colour.

8.3 Shoes with metal or screw-in studs, spikes, or metal cleats are not permitted.

## **9. EQUIPMENT AND PLAYING FIELD**

9.1 All match balls will be provided by the Association.

9.2 All equipment, except for gloves, will be provided by the Association, and must be of an acceptable standard.

9.3 Any damaged equipment should be brought to the attention of the Committee for replacement to avoid injury.

9.4 Any ground issues which could be deemed dangerous must be reported to the Committee to ensure it can be investigated.

## **10. WEATHER**

10.1 Suspension or abandonment of play because of unsafe playing conditions will be decided by the Committee and this decision will be final and binding on all teams.

10.2 Team captains and/or committee members may suspend or abandon games during play if conditions are deemed unsafe. This decision is binding.

10.3 In the event that a game is abandoned during play, the result will stand if there has been 3 or more completed innings.

10.4 Where a round or games are abandoned, all affected games will be declared a draw.

10.5 Games cannot be played if Centennial Parklands have closed the fields due to inclement weather. This is usually decided at 4.30pm and should be communicated to teams as soon as possible.

## **11. BEHAVIOUR**

11.1 Teams are responsible for the behaviour of their players, team captains, and supporters.

11.2 Bad language, derogatory comments, or behaviour detrimental to the game and Association will not be tolerated.

11.3 The drinking of alcohol during games by any player or team captain is not permitted. Any violation of this rule should be reported to the Committee and may result in a forfeit.