

The Hong Kong Schools Sports Federation
All Hong Kong Inter-Secondary Schools Softball Competition
2016-2017
Rules & Regulations

The Rules and Regulations governing the competition shall be the International Softball Federation (ISF) Rules, and subject to the special Rules and Regulations of the All Hong Kong Inter-School Softball Competition (HKSSF), and or where otherwise expressly stated or provided. The organizer, subject to prior notice, reserves the right to make alterations and amendments to the rules and playing schedule.

1. Eligibility of players

- 1.1 A staff member of the school or an authorized member appointed by Head of school shall accompany the team in each match.
- 1.2 All players must be current registered students of Hong Kong Schools Sports Federation.
- 1.3 The Hong Kong Schools Sports Federation registration cards must be produced for inspection prior to the start of the game.
- 1.4 There is no limit on the number of rosters but each roster member must come from the same school. Male rosters shall include only male players and female rosters shall include only female players.
- 1.5 Eligible roster members may be added to the substitute list at any time during the game.

2. Home & Away team

- 2.1 The choice of Home or Away team shall be decided by coin-toss before the game.
- 2.2 The Home team takes the field ahead of the Away team.

3. Playing Field Dimensions

- 3.1 Base to base distance = 18.29m (60 feet)
- 3.2 Pitching distance for girls = 12.2m (40 feet)
- 3.3 Pitching distance for boys = 13.11m (43 feet)
- 3.4 Home Run:
 - a) Tin Kwong Road Ground:
A batted fair fly ball clears over the **blue portion of the** outfield fence.
 - b) Shek Kip Mei Ground, Pitch #3 and Pitch #4 (near changing room):
Pitch #3: A batted fair fly ball first lands outside the outfield boundary-cones.
Pitch #4: A batted fair fly ball first lands on or beyond the concrete jogging pavement.
- 3.5 Ground-rule-double:
 - a) A ground rule double will be given to the batter if a batted fair ball (touched or untouched by any fielder) bounced over or past through the outfield

boundary-cones at Pitch #3 or entered the concrete jogging pavement at Pitch #4. Two bases shall be awarded to a runner from the last base occupied at the time of the pitch.

- b) When a batted ball is in play and is overthrown by a fielder, and entered to the dead ball area (beyond the boundary lines), two bases shall be awarded to the runner(s) and the batter-runner from the last base touched at the time when the ball left the fielder's hand. Runners may return to touch a base left too soon on a caught fly ball, or a missed base.

4. Strike-out

The batter is out after the third strike irrespective of whether the ball is firmly held by the catcher or not.

5. Punctuality

- 5.1 All scheduled games must start on time and no delay is allowed.
- 5.2 No infield practice is allowed before the game.
- 5.3 A FORFEITED GAME shall be declared by the umpire, in favour of the team not at fault, if the offended team does not have enough players to start or continue the game. The lost runs of the offended team in a forfeited game should be the most run-against recorded in the round robin. All other cases of a forfeited game should also follow this rule.

6. Duration of a game

6.1 Preliminary Round Robin and Semi-final Games

- a) No extra inning shall be started after the game has been played for 1 hr. and 20 min. (80 min.). A tied game shall be called if equal runs were recorded after the game time in round robins.
- b) A game shall be called at the top half of the inning when the game has been played for 1 hr. and 20 min. (80 min.) and if the home team is leading. If the away team is leading, the game should be continued until the inning is completed or when the home team turns the defeat.
- c) A game shall be called if one team leads the other by 10 runs or more when the game has been played for 1 hr. 20 min. (80 min.).
- d) If the game is tied after it has been played for 1 hr. and 20 min. (80 min.) in Semi-finals, a tie-breaker system should be used. **There shall be no draw game in Semi-finals.**

6.2 Final Game

- a) A regulation game shall be a maximum of five innings or when the game has been played for 1 hr. and 45 min. (105 min.).
- b) A game shall be called if one team leads the other by 10 runs or more after four completed innings or when the game has been played for 1 hr. and 45 min. (105 min.).

- c) A tiebreaker system shall be used in the final if the score is tied after the fifth inning or when the game has been played for 1 hr. and 45 min.105 min.

6.3 Tiebreaker system:

Tiebreaker system shall be used in semi-final and final games. The offensive team shall begin with a runner who is scheduled to bat ninth in that respective half-inning being placed on second base.

7. Points System (Preliminary Round Robin)

7.1 Three points shall be awarded for a win, one point for a draw and zero point for a loss. Team with higher point ranks on top of the others.

7.2 If two teams tie on points, rank them in order:

- a) by the results of their games among themselves, **the winning team is placed ahead of the others;**
- b) **if drawn,** by their total runs against recorded in their round robin games, the team with the lowest runs against is placed ahead of the others;
- c) **if drawn,** by their total numbers of hits recorded in their round robin games, the team with higher number **of hits** is placed ahead of the others;
- d) **if drawn,** by their total left-on-base (LOB) recorded in their round robin games, the team with the higher number of left-on-base is placed ahead of the others;
- e) **if drawn,** by a toss of coin in the presence of both team managers.

7.3 If more than two teams tie on points, rank them in order:

- a) by the results of their games among themselves in round robin games, **the winning team** is placed ahead of the others; (The remaining teams in equal points shall follow the rules 7.2 and 7.3 to rank the order);
- b) **if drawn, by their total runs against recorded in the games played among themselves in the round robin games, the team with the lowest runs against is placed ahead of the others (The remaining teams in equal runs against shall follow the rules 7.2 and 7.3 to rank the order);**
- c) **if drawn,** by their total runs against recorded in all round robin games, the team with the lowest runs against is placed ahead of the others (The remaining teams in equal runs against shall follow the rules 7.2 and 7.3 to rank the order);
- d) **if drawn,** by their total numbers of hits recorded in all round robin games, the team with higher number of hits is placed ahead of the others (The remaining teams in equal number of hits shall follow the rules 7.2 and 7.3 to rank the order);
- e) **if drawn,** by their total left-on-base (LOB) recorded in all round robin games, the team with the higher number of left-on-base is placed ahead of the others (The remaining teams in equal number of LOB shall follow the rules 7.2 and 7.3 to rank the order);
- f) **if drawn,** by a toss of coin in the presence of these team managers.

8. Playing Rules

- 8.1 Only a maximum of nine batters from an offensive team shall have their turns at bat in an inning.
- 8.2 A home run will be awarded to the 9th batter if a batted fair ball (touched or untouched by any fielder) bounced over or past through the outfield boundary-cones at Pitch #3 or entered the concrete jogging pavement at Pitch #4. Runner(s) on base(s) shall score.
- 8.3 When there are less than two outs, the 9th batter hits a fair ball and becomes a batter-baserunner (except for a walk home), the fielder may take the play to home plate to end the inning.
- 8.4 The 9th batter is entitled to "Walk Home" in the following conditions:
- hit by a pitched ball ;
 - four balls have been called by umpire ;
 - he/she is obstructed by the catcher.
- If there is/are runner(s) on base(s), the runner(s) and the batter shall be advanced and is/are entitled to score.
- 8.5 The runner(s) on base(s) may advance legally in the following situations, but must stop at third base and is/are **NOT** entitled to advance home to score.
- a wild pitch and passed ball, whether the ball is touched or untouched by the catcher, goes to dead ball area;
 - when the catcher returns the ball to the pitcher, including an overthrown;
 - a play in attempting to tag out the stealing runner(s), whether or not the ball is overthrown;
- The runner(s) leaving the base(s) in the above situations is/are at jeopardy and with liability to be put out.
- 8.6 The runner(s) on base(s) and the batter is/are entitled to be advanced and score, with the liability to be put out, when a ball is legally hit by a batter.
- 8.7 The runner on **third** base is entitled to advance and score in the following situations:
- all bases are loaded and when four balls, or hit by pitch or obstruction by catcher is called by the umpire.
 - an illegal pitch is called by the umpire.

9. Line-up

- 9.1 The original line-up sheets and HKSSF registration cards should be submitted to the official scorer 15 minutes before the game, and both opposing teams should exchange their team line-up rosters.
- 9.2 Any change or substitution of the line-up sheet requested by the manager after submitting to the scorer must be made in accordance with the substitution rules.
- 9.3 Full names, dress numbers and fielding positions of the players should be clearly printed on the line-up sheet.
- 9.4 The name of the manager/coach should also be written and signed on the line-up sheet.

10. Re-scheduled Games

- 10.1 The umpire is empowered to call a game at any time because of ground condition, adverse weather condition, darkness or when Air Quality Health Index (AQHI 10+) recorded at the General Station of the affected district reaches the band of 10 or above with serious health risk.
- 10.2 Suspended Game
 - a) If the **game** has been played for less than 3 complete innings, the game will be **re-scheduled** to play at the exact point where the game was suspended.
 - b) A regulation game shall be declared if the game has been played for 3 complete innings. The score will be counted up to the end of the previous complete inning.

11. Re-entering

Any of the starting players may be withdrawn and re-entered once, provided such players occupy the same batting position whenever they are in the line-up.

12. Warm-up Pitches

- 12.1 The starting or substituted pitcher may deliver for not more than five (5) warm-up pitches.
- 12.2 The pitcher may only deliver three (3) warm-up pitches at the beginning of each half inning.

13. Equipment

- 13.1 The uniform shirts of a team should be alike and numbers of contrasting colour be worn on the back. No players of the same team may wear identical numbers. Only whole numbers 01 to 99 shall be used. Players without numbers will not be permitted to play.
- 13.2 Approved batting helmets are mandatory for catcher and for player while batting and base running.
- 13.3 Shoes with metal spikes may not be used.
- 13.4 Any exposed metal may not be attached onto the uniform.
- 13.5 Any decorations judged dangerous by the umpire may not be worn during the game.
- 13.6 Softball bat marked with Official ISF/ASA/JSA Approved should only be used.

14. Appeal and Protest

- 14.1 Official umpires and scorer will be arranged in every game. There shall be no appeal from any decision of any umpire on the judgement calls.
- 14.2 The fielder must be in the infield when making the appeal. The appeal play should be made before the next pitch, or before all the players or umpires have left the field.
- 14.3 Protests shall only be considered concern matters of the following cases:
 - a) Misinterpretation of a playing rule;

- b) Failure of an umpire to apply the correct rule to a given situation;
- c) Failure to impose the correct penalty for a given violation.

15. Charged Conference

- 15.1 Only one time out in an inning and a maximum of three in the whole game may allow the team manager/coach or other team representatives to suspend the play to confer with any member of their team.
- 15.2 Offensive Conference: Failing to do so shall result in the ejection of the manager or coach insisting on another charged conference.
- 15.3 Defensive Conference: Failing to do so shall result in the pitcher, who is the listed pitcher at the time of the excess conference, being declared an Illegal Pitcher who may not pitch again for the remainder of the game.

16. Team behaviour

- 16.1 If a batter carelessly throws the bat with **no injuries to others** after hitting, the umpire should issue a warning to the batter. A second offend on that player shall be called a dead ball out and no runners may advance. That player shall be ejected from the game in the third occurrences.
- 16.2 If a batter throws the bat and it hurts other people, than the batter is out without warning. A second offend on that player shall be called out and ejected from the game.
- 16.3 Players or manager must not speak or act in a un-sportsman liked manner to the officials, spectators and the opposing team. Should such bad behaviour continue despite the Chief Umpire's warning, the offending player or manager is to be ejected out of the game.
- 16.4 For serious offence, that player, **coach** or manager will be suspended for the rest of the competition.

17. Injury

- 17.1 In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable time, or his/her uniform becomes covered with blood.
- 17.2 The withdrawn player shall be replaced by a Replacement Player, who may act for the withdrawn player for the remainder of the inning in progress.

18. Players' obligation

All players should maintain the tidiness of the field and dugouts.

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