

The Schools Sports Federation of Hong Kong, China
All Hong Kong Inter-Secondary Schools Softball Competition
2023-2024
Rules & Regulations

To cope with the needs of all Hong Kong inter-school softball competition and adapt to venue facilities, this Rules and Regulations provide some supplementary measures and special ground rules. Other rules that are not listed shall be the World Baseball Softball Confederation (WBSC) Fast Pitch Softball Playing Rules 2022-2025, and subject to the System and Rules of The Schools Sports Federation of Hong Kong, China (HKSSF). HKSSF, subject to prior notice, reserves the right to make amendments and alterations to the competition rules and playing schedule.

1. Eligibility of players

- 1.1. Each roster member must come from the same school. Male rosters shall include only male players and female rosters shall include only female players.
- 1.2. A coach or a member of the school authorized by the Head of school shall accompany the team in each match.
- 1.3. All players must be current registered students of Hong Kong Schools Sports Federation.
- 1.4. Only a maximum of 15 qualified players from the same school can participate in each game.
- 1.5. If a player cannot show up at the game starts, the school team manager may put his/her name on the lineup sheet. That player must report to the scorer for identity check when arrival, and that player can only be a substitute.
- 1.6. Each player should bring his/her Hong Kong Schools Sports Federation registration card and must produce to scorer for proofing of identity before the game.

2. Home & Away team

- 2.1. The choice of Home or Away team shall be decided by coin flip 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:
 - 3.4.1. Tin Kwong Road Ground:
A batted fair fly ball clears over the blue outfield fence protective padding.
 - 3.4.2. Shek Kip Mei Ground, Pitch #3 and Pitch #4 (near changing room):
Pitch #3: A batted fair fly ball first lands beyond the outfield boundary line. (A set of boundary-cones are placed outside the boundary line.)

Pitch #4: A batted fair fly ball first lands on or beyond the concrete jogging pavement.

3.5. Ground-rule-double (Shek Kip Mei Ground):

3.5.1. Pitch #3: If a batted fair ground ball (touched or untouched by any fielder or umpire) bounces over, touches or passes through the outfield boundary-cones.

Pitch #4: If a batted fair ground ball (touched or untouched by any fielder or umpire) enters the concrete jogging pavement

In these cases, dead ball shall be called and two bases shall be awarded to the batter and to the runner(s) from the last base occupied at the time of the pitch.

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

4. **Strike-out**

No Third Strike Rule, the batter is out after the third strike irrespective of whether the ball is firmly held by the catcher or not.

5. **Forfeited Game**

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. In preliminary rounds, the lost runs of the offended team in a forfeited game shall be the most run-against recorded in the round robin of the same group. All other cases of a forfeited game should also follow this rule.

6. **Duration of a game**

6.1 All scheduled games must start on time and no delay is allowed.

6.2 No infield practice is allowed before the game.

6.3 Run Ahead Rule :

No run ahead rule shall be adopted in preliminary round and in semi-final games, all games must be played up to the specified time limit.

Run ahead rule shall be adopted in the final game. [Game is ended when one team leads another by: twenty (20) runs after three innings; fifteen (15) runs after four innings; or ten (10) runs after five innings]

6.4 Preliminary Round Robin

6.4.1 A regulation game shall be a maximum of seven innings or when the game has been played for 1 hr. and 20 min. (80 min.), whichever comes first.

6.4.2 No extra inning shall be started after the game has been played for 1 hr. and 20 min. (80 min.). A draw game shall be called if tied runs were recorded in the last complete inning.

- 6.4.3 A game shall be called at the end of top half inning when the game has been played for 1 hr. and 20 min. (80 min.) and if the home team is leading. If the game is drawn or the away team is leading, the game should be continued until the home team turns the defeat or until that inning is completed.
- 6.4.4 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.).
- 6.4.5 When a game has been played for 1 hr. 20 min. (80 min), the game shall be called if the home team is leading 9 runs when one out is recorded; or if the home team is leading 8 runs when two out is recorded.

6.5 **Semi-final Games**

- 6.5.1 A regulation game shall be a maximum of seven innings or when the game has been played for 1 hr. and 30 min. (90 min.), whichever comes first.
- 6.5.2 No extra inning shall be started after the game has been played for seven innings or when the game time has reached 1 hr. and 30 min. (90 min.), except for tied games.
- 6.5.3 A 'tiebreaker system' shall be executed to decide the winner if the score is tied after seventh inning or when the game time has reached 1 hr. and 30 min. (90 min.). There shall be no draw game in Semi-finals.
- 6.5.4 A game shall be called at the end of top half of the inning when the game has been played for 1 hr. and 30 min. (90 min.) and if the home team is leading. If the game is drawn or the away team is leading, the game should be continued until the home team turns the defeat or until that inning is completed.
- 6.5.5 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. 30 min. (90 min.)
- 6.5.6 When a game has been played for 1 hr. 30 min. (90 min), the game shall be called if the home team is leading 9 runs when one out is recorded; or if the home team is leading 8 runs when two out is recorded.

6.6 **Final Game**

- 6.6.1 A regulation game shall be a maximum of seven innings or when the game has been played for 1 hr. and 40 min. (100 min.), whichever comes first.
- 6.6.2 No extra inning shall be started after the game has been played for seven innings or when the game time has reached 1 hr. and 40 min. (100 min.), except for tied games.
- 6.6.3 A 'tiebreaker system' shall be executed if the score is tied after the completion of the seventh inning or when the game has been played for 1 hr. and 40 min. (100 min.). There shall be no draw game in finals.
- 6.6.4 A game shall be called at the end of top half of the inning when the game has been played for 1 hr. and 40 min. (100 min.) and if the home team is leading. If the game is drawn or the away team is leading, the game should be continued until the home team turns the defeat or until that inning is completed.
- 6.6.5 When a game has been played for 1 hr. 40 min. (100 min), the game shall be

called if the home team is leading 9 runs when one out is recorded; or if the home team is leading 8 runs when two out is recorded.

6.7 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:

7.2.1 by the results of their games among themselves, the winning team is placed ahead of the others;

7.2.2 if their game is tied, by their total runs against recorded in their round robin games, the team with the lowest runs against is placed ahead of the others;

7.2.3 if again 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;

7.2.4 if again drawn, by a toss of coin arranged by HKSSF.

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

7.3.1 by the results of their games among themselves in round robin games, the team with higher winning percentage is placed ahead of the others. The team with the second highest winning percentage is placed second, and so on, until two teams tied on their winning percentage which are then ranked according to the rules 7.2;

7.3.2 if two or more teams tied on winning percentage, ranked 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 team with the second lowest runs against is placed second, and so on, until two teams or more teams tied on their runs against which are then ranked according to the rules 7.2 and 7.3;

7.3.3 if again 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 team with the second lowest runs against is placed second, and so on, until two or more teams tied on their total runs against which are then ranked according to the rules 7.2 and 7.3;

7.3.4 if again drawn, by their total number of hits recorded in all round robin games, the team with higher number of hits is placed ahead of the others. The team with the second highest numbers of hits is placed ahead of the others, and so on, until two or more teams tied on number of hits which are then ranked according to the rules 7.2 and 7.3;

7.3.5 if again drawn, by a toss of coin arranged by HKSSF.

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 'Walk Home' will be awarded to the 9th batter if a batted fair ball (touched or untouched by any fielder) bounces over or passes through the outfield boundary-cones at SKM Pitch #3 or entered the concrete jogging pavement at SKM Pitch #4. Runner(s) on base(s) shall score.
- 8.3 When less than two outs and the 9th batter becomes a batter-runner, except for a "Walk Home", the fielder may choose to put out the base-runner(s) or batter-runner for the out(s) or return the live ball to touch home plate to end the inning, otherwise the game should be continued.
- 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;
 - a ball hit by the ninth batter and is thrown wild by a fielder beyond the dead ball boundary lines.

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), and the batter is/are entitled to advance and score, with the liability to be put out when a ball is legally hit by a batter.
- 8.6 The runner on Third base is entitled to advance and score in the following situations:
- When all bases are loaded and when "four ball"; "hit by pitch" or "obstruction by catcher" is called by the umpire.
 - When an illegal pitch is called by the umpire.
 - When a "walk home" is given to the 9th batter.

In the above situation, dead ball will be called. Runner on Third base shall score without liability to be put out.

- 8.7 In the following situations, the runner on third base is **NOT** entitled to advance home to score. If there is other runner on first and/or on second base, they may legally advance, but the leading runner can only reach up to third base on these situations.
- a wild pitch and passed ball, whether the ball is touched or untouched by the catcher, goes to back stop or dead ball area;
 - when the catcher returns the ball to the pitcher, including an overthrown;
 - a play in attempting to tag out the runner(s) on a steal, no matter the ball is overthrown or not;

The runner(s) leaving the base(s) in the above situations is/are at jeopardy and with liability to be put out. Exception, when the ball becomes dead, runner(s) on bases can return to base(s) previously occupied without liability to be put out.

9. Line-up

- 9.1 The original line-up sheets and HKSSF registration cards should be submitted to the official scorer 30 minutes for verification 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, fielding positions of the players (including reserve) 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 off 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 Adverse weather or poor ground condition
 - 10.2.1 If a game is suspended by the umpire under adverse weather or ground condition, the game under certain conditions may be re-scheduled to play at the exact point where the game was suspended until the specified time. If the player on the original line-up card could not show up in the rescheduled game, the team must follow the substitution rule to replace the player.
 - 10.2.2 It is a suspended game if the game is stopped when the game has been played for less than 3 complete innings.
 - 10.2.3 A regulation game shall be declared if a game is stopped when it has been played for 3 or more 3 complete innings, and when a new inning has not yet been started, a regulation game shall be declared and no rescheduled game is needed ; and if a new inning has been started, it is a suspended game.
 - 10.2.4 If a game is stopped when it has been played for 3 or more 3 complete innings, and when the top half of the next inning has been completed, and if home team is leading, a regulation game shall be declared and no rescheduled game is needed.
 - 10.2.5 If a game has been played for 3 or more than 3 complete innings, and when the game is stopped at end of top half or the bottom half of the inning, and if the visiting team is leading, and if the home team has not completed their time-at-bat, or has not turned the defeat, it is a suspended game.

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.
- 12.3 No warm-up pitches for an extended game.

13. Temporary Runner

A temporary runner is legal for a **catcher or pitcher** who is listed in the starting line-up in the top of the first inning or is the catcher or pitcher of record from the previous half inning who is on base with **two** outs. The temporary runner is the player scheduled to bat last and who is not on base at the time the option is taken.

14. Equipment

- 14.1 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.
- 14.2 Approved ball cap must be worn by all male players when fielding, except for catcher.
- 14.3 Approved batting helmets are mandatory for catcher and for player while batting and base running.
- 14.4 Shoes with metal spikes may not be used.
- 14.5 Any exposed metal may not be attached onto the uniform.
- 14.6 Any decorations judged dangerous by the umpire may not be worn during the game.
- 14.7 Softball bat marked with Official ISF/ASA/JSA/WBSC Approved should only be used.

15. Appeal and Protest

- 15.1 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.
- 15.2 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.
- 15.3 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.

16. Charged Conference

- 16.1 Only one offensive and defensive time out in an inning and a maximum of three

offensive and defensive time out 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.

- 16.2 There will be one defensive and offensive charged conference for every extra inning in an extra-inning game.
- 16.3 Offensive Conference: Failing to do so shall result in the ejection of the manager or coach insisting on another charged conference.
- 16.4 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.

17. Team behaviour

- 17.1 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.
- 17.2 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.
- 17.3 Players or manager must not speak or act in an 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.
- 17.4 For serious offence, that player, coach or manager will be suspended for the rest of the competition.

18. Injury

- 18.1 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.
- 18.2 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.

19. Players' obligation

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

20. Anti-epidemic measures

All players should follow the health advices recommended by Hong Kong Softball Association.

[END]

中國香港學界體育聯會
全港中學校際壘球比賽
2023-2024
《比賽章則》

為配合全港中學校際壘球比賽需要和適應場地設施，本章則提供部份補充辦法和臨場特殊規則。其他無列出之規則，一律參照世界棒壘球總會 (WBSC) 2022-2025 壘球規則 (快投) 和中國香港學界體育聯會(HKSSF) 所訂之比賽制度及通則。中國香港學界體育聯會有權對所有競賽規則及賽程作出補充和修訂，但會作事前通知。

1. 參賽資格

- 1.1 參賽隊伍以學校為單位，男、女學生分開作賽；
- 1.2 每場比賽必須有校長委派之教練或學校人員到場；
- 1.3 所有參賽球員必須為應屆中國香港學界體育聯會註冊運動員；
- 1.4 每場比賽每隊只容許最多十五名同校合乎資格之球員參賽；
- 1.5 若開場時球員仍未到達球場，學校負責人員可在出場紙上預先填上球員姓名。有關球員到場後必須向記分員核實身份，該球員只容許以後備球員身份加入比賽；
- 1.6 參賽球員必須攜帶學界運動員註冊證，並需要在比賽前交給記分員核實身份。

2. 主、客隊

- 2.1 每場比賽由擲毫決定主隊和客隊；
- 2.2 客隊先進攻、主隊先防守。

3. 比賽場地

- 3.1 壘間距離 = 18.29 米 (60 英尺)；
- 3.2 投手板前緣中點至本壘板斜邊頂點之距離：女子 = 12.2 米 (40 英尺)；
- 3.3 投手板前緣中點至本壘板斜邊頂點之距離：男子 = 13.11 米 (43 英尺)；
- 3.4 全壘打：
 - 3.4.1 天光道球場：
擊出之場內高飛球超越外野藍色保護圍板。
 - 3.4.2 石陝尾 3 號場及 4 號場 (近更衣室之場地)：
3 號場：擊出之場內高飛球落在外野全壘打線外範圍 (標誌筒將放於線外)；
4 號場：擊出之場內高飛球落在外野混凝土跑步徑或以外範圍。
- 3.5 球例規範進佔兩壘 (石陝尾場地)：
 - 3.5.1 3 號場：擊出之界內滾地球 (不論該球在出界前有否接觸到防手球員或裁判員) 彈過或碰撞外野標誌筒、或滾出外野標誌筒範圍；
4 號場：擊出之界內滾地球 (不論該球在出界前有否接觸到防手球員或裁判員) 進入外野混凝土跑步徑；
以上情況判死球，給予擊球員進佔兩壘，另給予所有跑壘員於投球時所佔領之壘包位置，再進兩個壘；

3.5.2 若比賽進行中，防守球員將球誤傳至球場死球界外（不論該球在出界前有否接觸到防手球員或裁判員）；判死球，給予擊跑員及壘上跑壘員於球離開防守球員時已佔有之壘再進兩個壘；若申訴跑壘員當接殺高飛球時離壘過早或跑壘時漏觸壘包，跑壘員可重踏壘包後再次進壘。

4. **三振出局**

不採用三振不死規則，若擊球員未能擊出第三個好球，無論捕手是否漏接，判擊球員出局。

5. **奪權比賽**

開賽前或比賽進行中因不足規定人數繼續比賽之球隊，均判「奪權比賽」，判比賽沒違規的球隊獲勝。首輪奪權比賽違規隊伍的失分數以同組循環賽事中最大失分數成績計算，其他情況的奪權比賽也按此條款執行。

6. **比賽時限**

6.1 所有比賽會依時開賽，不接受延時申請；

6.2 比賽前不容許隊伍作內場熱身訓練；

6.3 「超分規則」

首輪和複賽不採用「超分規則」，所有比賽要達至賽制時限；

決賽則採用「超分規則」，三局相差二十分以上、四局相差十五分以上，五局相差十分以上提前結束比賽。

6.4 **首輪：**

6.4.1 比賽時間以七局或時限一小時二十分鐘 (80 分鐘) 計算，達者為先；

6.4.2 比賽達一小時二十分鐘 (80 分鐘) 不再開新局，若完整局時得分相同，則判賽和；

6.4.3 比賽時間達一小時二十分鐘 (80 分鐘) 及至完成上半局，如主隊領前，比賽即時結束；如客隊領前或雙方得分相同，比賽必須繼續至主隊反勝或至完成整局為止；

6.4.4 比賽時間達一小時二十分鐘 (80 分鐘)，如一方領先 10 分或以上，比賽即時結束；

6.4.5 比賽時間達一小時二十分鐘 (80 分鐘)，主隊領先 9 分及獲得一出局，比賽即時結束；或主隊領先 8 分及獲得兩出局，比賽即時結束。

6.5 **複賽：**

6.5.1 比賽時間以七局或時限一小時三十分鐘 (90 分鐘) 計算，達者為先。

6.5.2 比賽完成七局或完局時已達一小時三十分鐘 (90 分鐘) 不再開新局，賽和除外；

6.5.3 比賽完成七局或完局時已到達一小時三十分鐘 (90 分鐘)，若比賽仍然賽平手，則以「突破僵局」方式直至比賽勝負分明為止，複賽不設和局；

6.5.4 比賽時間達一小時三十分鐘 (90 分鐘) 或至完成上半局，如主隊領前，比賽即時結束；如客隊領前或雙方得分相同，比賽必須繼續至主隊反勝或至完成整局為止；

6.5.5 比賽時間達一小時三十分鐘 (90 分鐘)，如一方領先 10 分或以上，比賽即時結束；

6.5.6 比賽時間達一小時三十分鐘 (90 分鐘)，主隊領先 9 分及獲得一出局，比賽即時結束；或主隊領先 8 分及獲得兩出局，比賽即時結束。

6.6 決賽：

6.6.1 比賽時間以七局或時限一小時四十分鐘 (100 分鐘) 計算，達者為先。

6.6.2 比賽完成七局或完局時已達一小時四十分鐘 (100 分鐘) 不再開新局，賽和除外；

6.6.3 比賽完成七局或完局時已達一小時四十分鐘 (100 分鐘)，若比賽仍然賽和，則以「突破僵局」方式直至比賽勝負分明為止；決賽不設和局；

6.6.4 比賽時間達一小時四十分鐘 (100 分鐘) 或至完成上半局，如主隊領先，比賽即時結束；如客隊領先或雙方得分相同，比賽必須繼續至主隊反勝或至完成整局為止；

6.6.5 比賽時間達一小時四十分鐘 (100 分鐘)，客隊領先 9 分及獲得一出局，比賽即時結束；或客隊領先 8 分及獲得兩出局，比賽即時結束。

6.7 突破僵局：

只用於複賽及決賽，上局攻隊之末棒球員，延長局時即為二壘跑壘員，然後開始比賽，直至勝負分明為止。

7. 首輪比賽計分方法

7.1 勝一場得 3 分；和一場得 1 分；負一場得 0 分；棄權扣 3 分，積分多者名次列前；

7.2 如遇兩隊積分相等，按以下層次排列名次：

7.2.1 按勝者為勝決定名次，勝方在前；

7.2.2 若比賽賽和，則計算兩隊在所有循環比賽中的總失分數決定名次，失分少者名次列前；

7.2.3 如再相等，則計算兩隊在所有循環比賽中的安打總數決定名次，多者名次列前；

7.2.4 如再相等，由中國香港學界體育聯會安排抽籤決定。

7.3 如遇超過兩隊積分相等，按以下層次排列名次：

7.3.1 按照有關隊伍在循環賽互相對壘之成績決定名次，勝率高的排列在前。第二最高勝率的排列第二位，如此類推。若有相同勝率的兩隊則照 7.2 規例排列名次；

7.3.2 若有兩隊以上勝率相同，則計算有關隊伍在循環比賽中互相對壘的總失分數決定名次，失分最少者名次列前；第二最失分少者排列第二位，如此類推。若有相同失分數的兩隊或以上則照 7.2 和 7.3 規例排列名次；

7.3.3 如再相等，則計算隊伍在所有循環比賽中的總失分數決定名次，失分少者名次列前；第二失分少者排列第二位，如此類推。若有相同總失分數的兩隊或以上則照 7.2 和 7.3 規例排列名次。

7.3.4 如再相等，則計算隊伍在循環比賽中的安打總數決定名次，多者名次列前 第二最多安打數者排列第二位，如此類推。若有相同總安打數的兩隊或以上則照 7.2 和 7.3 規例排列名次；

7.3.5 如再相等，由中國香港學界體育聯會安排抽籤決定。

8. 比賽規則

- 8.1 每局比賽，進攻隊伍只能順序派出最多 9 位擊球員；
- 8.2 若第 9 位擊球員擊出之界內球 (不論該球在出界前有否接觸到防手球員) 彈過或碰撞外野標誌筒、或滾出外野標誌筒範圍 (3 號場)；或石陝尾場地之外野混凝土跑步徑 (4 號場) 時，判場內全壘打。所有壘上跑壘員及擊球員可獲「全壘保送」，所有進攻球員可依次序進壘得分；
- 8.3 若比賽仍少於 2 人出局，第 9 位擊球員擊出界內球，防守球員可選擇直接封殺進攻隊員或將球傳回本壘完局，否則比賽繼續，「全壘保送」情況除外；
- 8.4 在以下情況，第 9 位擊球員獲「全壘保送」：
 - a) 「觸身球」；
 - b) 「四壞球」；
 - c) 「捕手阻礙」；
 - d) 第九棒擊球員擊出之界內球，被防守球員扔到死球邊界線之外。壘上的跑壘員 (如有) 及擊球員可依次序進壘得分；
- 8.5 當投球被合法擊出時，壘上的跑壘員及擊球員可依法進壘得分，負險的跑壘員可被觸殺出局；
- 8.6 在以下情況，三壘起步的跑壘員亦可進本壘得分，其他壘上跑壘員可依法及依序進壘：
 - a) 滿壘情況，當主審判「四壞球」、「觸身球」或「捕手阻礙」時；
 - b) 當投手投球違規時；
 - c) 當主審判第 9 擊球員「全壘保送」。在以上情況中，若主審判死球時，其他負險的跑壘員不會被觸殺出局。
- 8.7 在以下情況，三壘起步的跑壘員**不可**進本壘得分，其他壘上跑壘球員可依法及依序進壘，但只能最多進佔三壘，不得直接盜本壘得分：
 - a) 當投手暴投或捕手漏捕，包括該球是否接觸到捕手而進入後場區或死球區；
 - b) 當捕手將球回傳至投手時，包括誤傳；
 - c) 當捕手/防守球員嘗試傳球觸殺盜壘者時，包括誤傳。在以上情況，負險的跑壘員可被觸殺出局。例外：以上情況中，若主審判死球時，其他負險的跑壘員不會被觸殺出局。

9. 出場名單

- 9.1 出場名單正本及學界運動員證必須在比賽前 30 分鐘交到記分員驗證，隨後相方交換出場名單副本；
- 9.2 當出場名單交到記分員後不得隨意更改名單或位置，其後之修改則要按替換球員程序處理；

9.3 領隊人員或老師必須將球員（包括後備球員）之全名、球衣號碼及守備位置清楚地填寫出場名單上；

9.4 負責領隊之人員或教練必須將名字填寫及簽署於出場名單上。

10. 比賽改期

10.1 比賽前或比賽進行時遇場地欠佳、天氣惡劣、天色昏暗或地區之一般空氣質素健康指數達嚴重水平(即級別 10+)，裁判會根據情況決定能否作賽，比賽隊伍必須服從；

10.2 天氣或場地欠佳

10.2.1 因天氣或環境欠佳而被裁判暫停比賽，將按情況採取封局形式，需另擇日期補賽，並依封局時的出場名單及局數繼續比賽至指定時間。

若原本名單上的球員未能出席補賽，球隊必須依照替補規則更換球員；

10.2.2 若比賽在未完成三整局時停賽，封局改期完成比賽；

10.2.3 比賽完成三整局或多於三整局，若比賽在未開新局時停賽，比賽結束，不會補賽；若比賽開始了下一新局時停賽，封局改期至完成比賽；

10.2.4 比賽已完成三整局或多於三整局，比賽至完成下一局的上半局或當進行下半局時停賽，若主隊領先，比賽結束，不會補賽。

10.2.5 比賽已完成三整局或多於三整局，比賽至完成下一局的上半局或當進行下半局時停賽，若客隊領先，而主隊仍未完成進攻或未能反勝，封局改期完成比賽。

11. 球員替補

先發球員被替補後，可再上場一次，但僅限返回原本的打序位置。

12. 投手熱身

12.1 首局比賽或更換新投手時，投手有五個投球練習；

12.2 其他開局則以三球為限

12.3 延長局不設投手熱身。

13. 臨時跑壘員

二出局時，若首上半局先發名單上或上半局名單上的捕手或投手在壘上，可使用「臨時跑壘員」代跑。當選擇使用時，此時沒有在壘上的最後一棒為臨時跑壘員。

14. 比賽裝備

14.1 同隊球員必須穿著顏色及款式相同並有明顯背號的比賽球衣，同一球隊的比賽球衣不可以有相同背號。背號只能選用 01 至 99；

14.2 男子隊防守時必須配戴合規格之壘球帽(鴨舌帽)，捕手除外；

14.3 捕手、擊球員和跑壘員必須配戴經認可的安全頭盔；

14.4 所有球員不得穿著金屬釘片鞋；

14.5 服裝上不得縫上閃亮物和金屬扣；

14.6 所有比賽球員不得配戴被球證認為有危險的飾物；

14.7 比賽用之球棒必須附合 ISF/ASA/JSA/WBSC Approved Official Softball 之認證。

15. 提訴與申訴

15.1 裁判及計分員由主辦單位提供；

15.2 所有「提訴」必須於下一投球前、或最後一位球員/裁判員離開球場之前提出，球員資格問題除外，否則不受理。

15.3 裁判只接受下列事項的「提訴」：

- a) 裁判員誤解比賽規則；
- b) 裁判員不履行正確規則處理所發生之情況；
- c) 對於違規情況，不履行正確的罰則。

16. 面授機宜

16.1 每局比賽防守和進攻隊伍可要求各一次教練進場與任何一位球員商討的暫停，全場比賽防守和進攻隊伍不得超過三次此類的暫停。

16.2 在突破僵局情況下，防守和進攻隊伍每延長局可獲各多一次此類暫停的機會。

16.3 攻隊的面授機宜：若領隊或教練堅持再一次面授時，則判領隊或教練驅逐離場；

16.4 守隊的面授機宜：若領隊或教練堅持再一次面授時，則判投手為違規投手，以後只可擔任其他防守位置。

17. 不君子行為

17.1 若擊球員揮棒後隨意將球棒拋擲，若沒有球員受傷，裁判會給予擊球員一次警告。若第二次重犯，裁判會判擊球員死球出局，跑壘員不得進壘。若第三次重犯，裁判會判擊球員出局及停止該球員作賽。

17.2 若擊球員揮棒後隨意將球棒拋擲並傷及其他人員，裁判在無需警告下判擊球員死球出局。若第二次重犯，裁判會判擊球員出局及停止該球員作賽。

17.3 球員、教練或領隊均不得對職員、觀眾或對方球員發生有損運動員風度之行為，若仍然輕蔑裁判警告，裁判有權將違規者「驅逐離場」；

17.4 若情況嚴重，大會有權終止該名球員、教練或領隊參與餘下賽事。

18. 球員流血規則

18.1 在比賽中，若球員因傷流血，在短時間內流血不停，或其球衣服沾污血跡，則該員必須更換退場，除非已止血，清洗乾淨及覆蓋，如有必要須更換球衣服，始得上場繼續比賽；

18.2 退場處理受傷之球員，可由一名「暫代球員」代理，其可代理該局的剩餘部份。

19. 球員義務

比賽隊伍必須保持場地及球員席的整潔。

20. 防疫指引

比賽隊伍必須遵守球會所訂定之預防病毒措施。

《完》