MWSA LOCAL Mod A and B RULES 2022-23

All games start at 8:30 & finish at 9:45. MWSA will endeavour to supply a plate umpire for each game. First base team provides 1st base umpire / third base team provides 3rd base umpire. The Modball rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation Softball Australia, Modball rules as issued by Softball NSW Inc. and modified by MWSA Competition Rules.

Normal softball rules apply with the following modifications:

1. When the tee is used the following Tee Rules apply:
   1.1. Lining up the tee is permitted.
   1.2. A batter must have a full swing to make contact with the ball.
   1.3. A batter is not out if on the 3rd strike an “air swing” occurs. The batter continues and should be encouraged to hit the ball.
   1.4. No foul ball circle (4.5mt).
   1.5. A “Fair” ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate.
   1.6. If the tee alone or ball & tee are hit at the same time the umpire will call “Foul Ball” – there is no limit to the number of foul balls on a batter.
   1.7. 2 bases maximum for any runner or batter runner when hit off the Tee.
   1.8. Pitcher and infielders to move to the back of the circle when the ball is hit off the Tee.

2. Ball: size 11” Low impact or Incrediball.

3. Game Times:
   3.1. A game lasts for 75 minutes.
   3.2. Each team bats for ten (10) minutes per inning – regardless of the number of outs. It is expected that all players should have at least one turn at bat in the 10 minutes. Time will not be extended to allow each batter one turn at bat. It is the responsibility of the coach to ensure each batter bats in each innings.
   3.3. There should be no more than 2 mins between innings. Hussle!

4. Coaches:
   4.1. One (1) coach is permitted on the field but is only allowed to be positioned behind the infield area when their team is fielding.
   4.2. The batting team is allowed a coach in each coach’s box.
   4.3. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding.
   4.4. No open-faced shoes such as thongs or sandals are permitted.

5. Batting:
    5.1. All players should rotate through the batting line-up each week to ensure that each player bats in a different part of the batting line-up each week.
    5.2. The coach pitches to their own team.
    5.3. Each player has a maximum of three pitches per turn at bat from their coach (there are no walks or strike outs).
    5.4. If a batter doesn't hit the pitch 'fair' from their own coach in the required number of pitches, they are permitted to hit off the Tee (normal teeball rules apply to hits off the tee eg foul balls, and catches).
    5.5. Batters may run as many bases as they can when they hit the pitch off the coach until the ball is controlled in the infield. This is to reward and encourage players to hit the moving ball and not wait for the tee.
    5.6. Bunting is not permitted.
    5.7. In the 3rd innings 10 mins is NOT applicable. Each team bats through the line up with equal number of batters.

6. Fielding:
    6.1. No fielder can be closer to the batter then the 35 feet pitchers plate.
    6.2. No player is to play more than 2 innings in an infield position or in an outfield position.
    6.3. No player is to play in the same position for 2 consecutive innings. This is to encourage players to learn all softball skills NOT just a few.

7. Outs – An out is made when:
    7.1. A hit ball is caught on the full.
    7.2. A fielder with the ball touches the base before a forced runner.
    7.3. When a tag is made with the ball on the runner, who is off the base.
    7.4. Unforced runners must be tagged.
    7.5. Double & triple plays are permitted.

8. Base Running:
    8.1. The batter-runner and all base-runners may only advance one base on a ball that hits the coach.
    8.2. The batter and base-runners may advance one base only from the time of the throw on an overthrow – ie the base they are going to.
    8.3. Sliding is permitted.
    8.4. Base runners cannot steal bases or home.

9. Pitching:
    9.1. The coach pitches to their own team (3 pitches per batter).
    9.2. The position of the coach pitching is in line with home plate and the pitching plate at a comfortable distance.
    9.3. The player fielding in the pitchers position fields beside the 35 feet pitchers plate.
    9.4. The coach pitching uses an underarm action.
    9.5. The coach pitching should wear a glove for self-protection only.
    9.6. The coach pitching leaves the field when the batting tee is used.

10. Players Pitching:
    10.1. **T**he players will pitch in the 3rd innings. The 10 mins is NOT applicable. Each team bats through the line up with equal number of batters.
    10.2. When players are pitching there are no warm up pitches.
    10.3. The player-pitcher pitches from the 30 feet mark.
    10.4. There are no K2s awarded. Rules are as per coach pitching.

11. Catching:
    11.1. Catchers must wear full catching gear.
    11.2. Catchers must stand a safe distance from the batter directly behind and in a straight line with home plate.
    11.3. Catchers must throw the ball back to the adult-pitcher & not the player-pitcher. This will keep the game moving quicker so that kids get to bat more & there is less time wasted so it doesn't get boring.

12. Scoring:
    12.1. The fielding team scores 1 point for each out.
    12.2. The batting team scores 1 point for each run.
    12.3. There are NO half points.

Remember ModBALL should be fun for everyone — players & parents!

IMPORTANT CHANGES:

- Players pitch in the 3rd innings from Round 1.