MANLY WARRINGAH SOFTBALL ASSOCIATION INC.

RULE BOOK

Table of Contents

1. GENERAL 3
2. DEFINITIONS 3
3. COMPETITION STRUCTURE 3
4. REGISTRATION OF TEAMS 4
5. REGISTRATION OF PLAYERS AND OFFICIALS 4
6. CLEARANCES AND PERMITS 5
7. ELIGIBILTY OF PLAYERS 6
8. "PLAY UP" AND "PLAY ACROSS" RULE 6
9. GAME DAY RULES 7
10. EQUIPMENT AND PLAYING FIELD 9
11. UNIFORMS 9
12. FORFEITS 10
13. UMPIRING 10
14. SCORING AND RESULT SHEETS 11
15. WET AND/OR UNSAFE WEATHER CONDITIONS 12
16. POSTPONEMENT OF MATCHES 12
17. THE FINAL SERIES 13
18. PROTESTS 13
19. DAYBOOK 14
20. CLUB AND TEAM RESPONSIBILTIES 14
21. REPRESENTATIVE SELECTION 14
22. PREGNANCY IN SPORT 16
23. SPECIAL AWARDS 16
24. PARENT'S CODE OF BEHAVIOUR 17
25. SUN SAFE POLICY 18
26. SNSW SOFTBALL COACH'S CODE OF ETHICS 18
27. SNSW SOFTBALL COACH'S CODE OF CONDUCT 19

APPENDIX A – DIVISION 3B&C RULES 2017/2018 21
APPENDIX B – MODBALL A RULES 2017/2018 22
APPENDIX C – MODBALL B&C RULES 2017/2018 24
APPENDIX D – TEEBALL RULES 2017/2018 27

1. GENERAL

1.1 The competition will be conducted under the official rules of softball as adopted by Softball Australia (SA) and Softball NSW Inc (SNSW) and under the competition rules published by Manly Warringah Softball Association (MWSA).

1.2 The interpretation of the Competition Rules is the responsibility of the MWSA Committee hereafter called the Committee.

1.3 The Committee reserves the right to vary any of the Competition Rules if special circumstances warrant such action. The Committee will notify by email, any substantial variation to the rules, to the nominated Club representatives.

2. DEFINITIONS

For clarity, the following definitions will be used -

2.1 Grade and Division are generally used to identify the Senior (Grade) and Junior (Division) competition.

2.2 Grade and Division used in the singular will refer to a specific grade only. For example, A Grade refers to A Grade only and does not include A Reserve.

2.3 Grades and Divisions in the plural will refer to all sub grades or divisions. For example, Modball Divisions will include all Modball Divisions – A, B and C.

3. COMPETITION STRUCTURE

3.1 The competition will be played (usually on Saturdays) on dates determined by the Committee.

3.2 The competition will be in four groups – Open, Junior, Modball and Teeball.

3.3 Players in the grades/divisions must be aged as follows throughout the year the competition ends –

- Juniors – Under 19 years
- Modball – Under 12 years
- Teeball – Under 10 years
- Ladies – Over 35 years

Further information is set out in the Grading Guidelines.

3.4 Each group shall be divided into grades and divisions as determined by the Committee.

3.5 Each team shall be drawn to play every other team in the same grade or division at least once in the preliminary rounds.

3.6 Matches shall be played at the time and place set down as per the draw unless otherwise directed by the Committee.

3.7 Points will be awarded as follows –

- 3 points win
- 2 points draw
- 1 point loss
- 0 points for a forfeit.

In the event of a forfeit, the score will be recorded as 7- 0.

3.8 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.

3.9 All grades and divisions except Teeball, will participate in a final series following the conclusion of the preliminary rounds. The make-up will be

- Major Semi-Final – 1 v 2
- Minor Semi-Final – 3 v 4

The winner of the Major Semi-Final will proceed to the Grand Final while the loser will play the winner of the Minor Semi in the Final. The loser of the Minor Semi Final is eliminated. The winner of the Final will proceed to the Grand Final with the loser eliminated.

3.10 If there are 3 teams in a Division or Grade, the make-up of the final series will be the same as 4 team finals series with the Minor Semi-final awarded to the 3rd placed team.

3.11 Any team that forfeits a game in the final series shall be deemed to have forfeited all final series games.

4. REGISTRATION OF TEAMS

4.1 All monies for fees, bonds and registrations as determined by the Committee must be paid by the participating Clubs by the nominated dates.

4.2 Team entries should be completed as set down by the Committee

4.3 Any team entry not received by the nominated date may not be accepted.

4.4 Each nominated team should have at least 7 players as well as the team Officials.

4.5 The maximum number of players that can be listed in a team is 16.

4.6 The Committee reserves the right to refuse the entry of any team and/or the registration of any person.

5. REGISTRATION OF PLAYERS AND OFFICIALS

5.1 All players, coaches and umpires who participate in the MWSA competition, must be registered. Other officials including team

managers and scorers may register. A person registered as an official is not eligible to play unless also registered as a player.

5.2 All registered officials of teams who are over 18 years old and are working, or may work, with players who are Juniors must complete the Working With Children (WWC) registration and submit the number with their registration.

5.3 All officials who act at tournaments for MWSA must be registered with MWSA (excluding umpires registered with other associations, acting for MWSA).

5.4 Late registrations may be made after round 4 and may incur a late fee.

5.5 Late registrations will not be accepted following the Friday immediately preceding the second competition match after the Christmas break.

5.6 New players who, once have played, must register online by the following Sunday – 8 days from their first game.

5.7 Any registered person may officiate for any club.

5.8 All clubs should ensure that all coaches have completed an appropriate course or training and the WWC registration.

5.9 Dual registration is only available to players in Divisions 1 and 2 and these players can only play in A and B Grades. These players are bound by the play-up rules.

5.10 Any violation of the registration rules will mean forfeiture of any game which includes an unregistered player.

6. CLEARANCES AND PERMITS

6.1 Club to Club

6.1.1 Club to club clearances must be completed as per the online registration system.

6.1.2 If a player is not financial with the Club where they were previously registered, the Committee should be notified. No person having been declared unfinancial or a defaulter may be registered in a different club until their debt is paid or equipment resumed.

6.1.3 Players may not change clubs during a season.

6.2 Inter Association Permits

6.2.1 Any person currently first registered with a softball association other than MWSA must submit the registration as per the online registration system.

6.3 Inter Association Clearance

6.3.1 Persons currently first registered with a softball association other than MWSA who wish to become first registered with MWSA must follow the requirements as set down by Softball NSW and

Softball Australia. Such persons may be granted provisional registration while clearance formalities are completed.

6.4 In disputed cases, the Committee's decision is final.

7. ELIGIBILTY OF PLAYERS

7.1 All players must be registered as defined in rules 5 and 6.

7.2 A player registered with a particular club must not play for another MWSA club.

With the following exceptions, which must be ratified by the Committee:

7.2.1 Where 2 or more clubs have agreed to joint teams for the benefit of the players and the competition.

7.2.2 Where junior players are playing in the MWSA development squad in the senior competition.

7.2.3 Where a club has no appropriate senior teams, the junior player may dual register with another club.

7.3 A late registered player must not be of a higher standard, in the opinion of the Committee, than the division or grade of the team. No player shall transfer to a lower graded team once grading has been completed except in exceptional circumstances and with the permission of the Committee.

8. "PLAY UP" AND "PLAY ACROSS" RULE

8.1 Teams may borrow players from teams ranked below or in the same grade or division.

8.2 Teams may only borrow players who are registered with the same club. This includes players who are playing in joint teams. (Rule 7.2.1).

8.3 The MWSA Committee, at its absolute discretion, will determine at the beginning of the season which club a joint team is aligned with and it may only borrow players from that club.

8.4 The borrowed player/s must be withdrawn and replaced if regular team members become available during the game.

8.5 The number of players in the augmented team must not exceed 9.

8.6 Borrowed players must not play pitcher, catcher, shortstop or first base. They must bat at the end of the line-up. Exception – A Grade and Division 1 where no restrictions apply.

8.7 A team must have a minimum of 4 original registered team members or the team will forfeit.

8.8 Only players registered in Junior divisions 1, 1R and 2 can play up in Seniors A and B Grades. Normal "play-up restrictions" (See 8.4) apply. Players from Junior divisions 2R, 3A and 3B can also play up in B Grade but must field in the outfield and bat at the end of the line-up.

8.9 No junior players can play in C Grades or Ladies Grades.

8.10 An individual may play up or across 3 times during the season. On the fourth play-up, the player is automatically registered in the lowest graded team that the player played-up for.

8.11 Junior registered players may play up to 3 games in the senior competition. On the fourth occasion, they become dual registered as a member of the lowest graded team they played for. Dual registration becomes effective from the first game the junior played in the senior competition. Juniors who are not eligible for dual registration, are not permitted to play any further games in the senior competition. See rule 5.9.

8.12 A player registered in one team cannot play in a lower graded team with the following exceptions:

8.12.1 The lowest graded team in a club may borrow a maximum of 3 players from the next highest graded team in that club provided there are no other club teams or registered club players in that grade or below.

8.12.2 The borrowed players must play in the outfield and bat at the end of the line-up. All rules in Section 8 regarding borrowed players must apply.

THE PENALTY FOR BREACHING THE ABOVE RULES CONCERNING REGISTERED AND ELIGIBLE PLAYERS IS FORFEITURE OF THE MATCH.

9. GAME DAY RULES

9.1 The starting and finishing time of the games are set out in the draw. The game ends at the scheduled time even if it commences late. No new innings will commence with 5 minutes to go.

9.1.1 *Exception:* A Grade - if the team second to bat is at bat at the time scheduled to end that team will continue to bat until a result is obtained or the innings is complete.

9.2 Late arrivals can be added to the scorebook, taking the last position/s in the line-up.

9.3 The home team is the team mentioned first on the draw. They are responsible for recording the result in the app. They occupy the first base side and call the toss at the start of the match. The coin toss should be done prior to the arrival of the umpires.

9.4 A pitcher will be allowed 5 warm-up pitches when they initially begin to pitch. Between innings the pitcher will have 3 only warm-up pitches. A maximum of 60 seconds is allowed for this. A pitcher returning to pitch in the same half innings is not entitled to warm-up pitches.

9.5 The Catcher Speed-up Rule applies. When the batting side has 2 outs and the catcher is on base, the team must replace the catcher with a courtesy runner who can be any player on the roster except any of the next 4 batters in the line-up.

9.6 All teams must bat through the line-up. This applies to all teams in all games including the final series. The Designated Player rule therefore does not apply.

9.7 The substitution rule/re-entry rule does not apply. All teams have unlimited defensive substitutions.

9.8 Run limit rules apply to all grades and divisions except where special timed innings rules are played (Modball and Teeball). That is a batting innings is complete when either 3 outs are made or the team scores the run limit. The limit is 5 runs. The "Mercy Rule" does not apply in any grade.

9.9 A team will not be penalised by an automatic out for having less than 9 players (ie 7 or 8) in the line-up. That is, the "shorty rule" does not apply. Note: Rule 17.4 continues to apply in relation to the Finals Series.

9.10 With the exception of teeball games a team must have at least 7 players through the game or a forfeit is declared. If at the appointed starting time, there are less than 7 players, the umpire may wait 5 minutes to allow for late arrivals.

9.11 In the event of a bleeding player, SA Rule – section 7 shall apply. However, if this leaves the team with less than 7 players, the team will be allowed to continue with 6 players until such time as this rule requires the injured player to be legally substituted. If no legal substitute is available, the game will be a forfeit.

9.12 If a batter/runner is injured during the game, the team can replace the injured player. This does not apply to pre-existing conditions and is not to be interpreted as using a courtesy runner.

9.13 The Declaration Rule can be applied once during a game. That is the team batting may declare an innings closed at any time during a game but can only do so once in that game.

9.14 If 7 innings are completed before the scheduled finishing time and the score is a tie, a Tie-Breaker shall be played. For all games, the SA TieBreaker rules will apply.

9.15 Blocked Ball – If a ball becomes blocked, the runner will be awarded 2 bases from the time of the hit or their last legally held base at the time the ball is blocked (ie if the runner reaches home before the ball is blocked, the runner remains at home).

9.16 Special and specific rules/game rules pertaining to nominated divisions and/or grades are published in the attached appendices and on the MWSA website. These rules are to be read in conjunction with the Official Rules of Softball and the local MWSA rules.

9.17 The Committee may implement new rule/s on a trial basis. The trial rule/s and the grades and divisions affected will be notified through their clubs.

9.18 Permission for variations to the rules, changes, queries and clarifications to these etc, when presented to the Committee, must come through the President/s of the Club/s seeking these variations.

10. EQUIPMENT AND PLAYING FIELD

10.1 All pitching distances for all grades and divisions will be published on the website. Representative pitchers are required to pitch from the distance they will be pitching at their respective tournaments.

10.2 Ball sizes and types for all divisions will be published on the website.

10.3 All equipment must be of an acceptable standard and appropriate size and is to be worn by all players as stated in the official rules of softball. Any damaged or ill-fitting equipment should be removed from the game.

10.4 All teams must supply all their equipment including a match ball. Equipment must follow rules set out by SA as stated in the Official Rules.

10.5 Shin guards must be worn by all junior players including during senior competition games.

10.6 A player receiving warm-up pitchers must wear full protective gear. A team official receiving warm-up pitchers must wear, at minimum, a face mask.

10.7 Helmets are compulsory for junior age coaches who occupy a coaching position on the diamond (Exception-Teeball).

10.8 Any grounds issues which could be deemed dangerous must be reported to a Committee member prior to the game starting and recorded on the Scoring App.

11. UNIFORMS

11.1 Players and officials who breach the following uniform rules may not be allowed to take the diamond.

11.2 All players should wear only registered uniforms including cap, visor or similar.

11.3 All teams shall be allowed 4 weeks from the beginning of a season to have all players in correct uniform.

11.4 New clubs must have approval for a club uniform and colours.

11.5 Any variation to the existing club uniform must go to the Committee for approval.

11.6 Advertising or sponsorship on uniforms must go to the Committee for approval.

11.7 No player or official shall take the field or be on the bench without covered footwear.

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

11.9 No Manly representative uniform should be worn during club games (Exception – helmets).

12. FORFEITS

12.1 A team receiving a forfeit must complete the scoring app as per the rules - unless the forfeit is received prior to game day.

12.2 If a team forfeits more than 2 matches during the rounds, the team may be withdrawn from the competition.

12.3 If a team forfeits prior to game day, the team should notify the relevant MWSA official.

12.4 The forfeiting team must fulfil any umpiring or other duties which they are responsible for on that day. They are also responsible for any umpiring duties allocated to the opposing team on that day. Failure to do so may result in the loss of a further 3 competition points.

13. UMPIRING

13.1 All clubs/teams are required to provide umpires as indicated in the draw. This is 3 umpires – 1 plate and 2 base. Plate umpires are required to wear full protective gear (Exception – teeball). Base umpires may be required to wear a fluoro bib to distinguish them from the players.

13.2 Where Manly provides a plate umpire, it is indicated by “MWSA” in the draw. In this case, each of the teams is to provide 1 base umpire.

13.3 Umpires-in-training – Trainee Blues - may be allocated to your umpiring duty by MWSA. If this happens, your team should be notified the day before.

13.4 All junior umpires must be supervised by a senior/adult with rules knowledge.

13.5 Failure to provide umpires as set down in these rules will result in the loss of 3 competition points plus a fine as set down by the Committee.

13.5.1 Umpires assigned to games under Rule 13.1 will be given until 10 minutes after the scheduled start of play to arrive in order to

avoid penalty. Teams affected by umpires failing to arrive must indicate as such in the Daybook.

13.6 Any inappropriate action towards an umpire may result in ejection from the game and an appearance before disciplinary committee which can result in further action.

13.7 Junior players are ineligible to umpire senior games unless they hold a Level 1 umpiring accreditation or have been approved by the Umpire in Chief (UIC).

14. SCORING AND RESULT SHEETS

14.1 An Official Score Book must be used by each team.

14.2 The result of the game shall be the score at the end of the last completed innings except when the team second at bat overtakes the score of the team first at bat in the last incomplete innings. In the event of a tied game the SA rule is to be interpreted as follows –

14.2.1 If the team first at bat is leading at the last completed innings, and scores are tied at time, the result is a draw.

14.2.2 If the team second at bat is leading at the last completed innings, and the scores are tied at time, then the result is the score at the last completed innings.

14.3 The result must be submitted on the app for each match, including any forfeited match. An official from each team must review the result app. The umpires names must must be recorded. This will verify the score as correct.

14.4 The result app must be fully completed. It must clearly show the names of all players who participated in the game. New players and play-up players must also be clearly indicated.

14.5 It is the responsibility of the home team to first record details in the app. The other team must review the details recorded and amend as appropriate after agreeing the change with the home team.

14.6 Any team deliberately falsifying a result may be disqualified from the competition or penalised with loss of points and/or receive a fine as deemed by the Committee.

14.7 Any team/s who fail to correctly complete and or return a result may be penalised by loss of points and/or receive a fine as deemed by the Committee.

15. WET AND/OR UNSAFE WEATHER CONDITIONS

15.1 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, players and officials.

15.2 Umpires and/or Committee may suspend or abandon games during play if conditions are deemed unsafe. This decision is binding. In the event that a game is abandoned during play, the result will stand if there has been 3 or more completed innings or half of the playing time has elapsed including at least one complete innings.

15.3 When part of a round is abandoned, all games in the affected grade/s will be deemed to be abandoned.

15.3.1 *Exception:* Where a game in the final series is completed the result will stand irrespective of any other washed out game in that grade.

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

15.5 Decisions re abandonment of a complete round will be made by 7.30am on the morning of competition. Decisions re abandonment of the Junior round will be made by 7.30am. Decision re abandonment of the Senior round will be made by 11.30am. The Clubs' President/Secretary will be informed and a message will be placed on the MWSA website and social media. The Wet Weather SMS line will also be notified.

16. POSTPONEMENT OF MATCHES

16.1 Postponement of matches will not be permitted.

16.1.1 *Exception:* Teams need not be disadvantaged due to absent players if these player/players are involved in NSW Softball State Championships or are required for NSW/Australian softball representative commitments.

16.2 Disadvantaged teams must let the Committee know in writing at least two weeks prior to the affected date through the club President.

16.3 The Committee will either reschedule the game, amend the draw, direct the teams involved to play for double points in the next round or direct the team to play as per the draw, depending on the circumstances of the competition and the involved players.

16.4 Teams who are deemed to be disadvantaged must fulfil any umpiring or other commitments.

16.5 A senior team is deemed to be NOT disadvantaged if the absent players are dual registered players.

17. THE FINAL SERIES

17.1 Teams will compete in a Final Series as outlined in Rules 3.9 to 3.11

17.2 To participate in the final series, a team must contain at least six players who have played in at least half of the preliminary round matches for that team.

17.3 To be eligible to play for a team, a player must play at least one third of preliminary round matches (ie. 5 games if there are 15 preliminary rounds scheduled at the start of the season) for that team or a lower or same graded team in that club. A player in a team receiving a forfeit will be deemed to have played. Players in abandoned games will be deemed not to have played.

17.4 At least nine players must participate for each game in the final series.

17.5 A breach of these rules will result in a forfeiture of the match and exclusion from the remainder of final series games.

17.6 Final series games will follow the same match rules as played in the normal competition.

17.6.1 *Exception*: For all final series games, a result must be obtained. If application of the normal match rules would result in a tie, then:-

17.6.1.1 If the innings is complete, a Tie Break innings should be played.

17.6.1.2 If an incomplete innings is in progress and the game would revert to a tie, the innings should be completed. If the game is then a draw, a Tie Break innings will be played.

17.7 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.

17.8 If any Grand Final games are abandoned, these games will be played on the Sunday following Grand Final day. If this day is also abandoned, rule 17.7 applies.

18. PROTESTS

18.1 In the event of an alleged breach of **competition rules**, a Club or individual wishing to lodge a protest, must do so within two days of the alleged breach. A $50 fee must accompany the lodged protest. The protest must come through the club president.

18.2 In the event of a coach being not satisfied with an interpretation of a **playing rule**, (either SA or a local MWSA rule) the coach should call for the UIC or their deputy, to rule on the decision. If the UIC or their deputy are unavailable, the protest will be heard by a Protest Committee. In this

case, ALL relevant details, including specific state of play, must be put in writing and submitted to the UIC or the Committee Secretary within two days of the incident. A$50 fee must accompany the lodged protest.

18.3 Decisions on all protests will be made by a designated Protest Committee.

18.4 The Protest Committee may call a hearing to resolve the protest. If required to attend, attendance is compulsory. Failure to attend will result in a fine being incurred by the club or official.

18.5 A fine will be imposed on the Club or official submitting a protest deemed by the Committee to be frivolous or invalid.

18.6 The decision of the Protest Committee will be final.

19. DAYBOOK/SCORING APP

19.1 The App used to record game scores and results is also where any matters of serious concern arising on Game Day should be recorded. These include protests, serious injury, breach of the Codes of Behaviour and ground or other safety issues.

19.2 All issues recorded on the App, will be dealt with by the Committee.

20. CLUB AND TEAM RESPONSIBILTIES

20.1 Clubs are expected to assist with the running of all canteens and the BBQ. The roster is on the draw. It is the responsibility of the Clubs to organise individuals or teams to fulfil these duties. Helpers need to be 15 years or over.

20.2 Clubs are expected to assist with Grounds. The roster is on the draw. It is the responsibility of the Clubs to organise individuals or teams to fulfil this duty. Grounds duty involves the setting out of the grounds in the morning and the collection of gear in the afternoon.

20.3 Teams are expected to assist in setting out and packing up the diamonds.

20.3.1 Teams playing first on a diamond must put out bases and benches and collect and assemble any required shades ensuring they are pegged.

20.3.2 Teams playing last on a diamond must pack up bases, correctly roll pitching mats and return required shades.

20.4 Clubs and /or teams who do not fulfil their assigned duties, may be sanctioned by the Committee. This can include loss of points and/or fines.

21. REPRESENTATIVE SELECTION

21.1 MWSA will endeavour to select representative teams in all female age groups and divisions.

21.2 MWSA will endeavour to select development teams in all Junior age groups.

21.3 To be eligible for selection, an applicant must be first registered with MWSA prior to the selection trial dates or closing date for nomination for the age group concerned. They must play or officiate in a majority of competition days in the MWSA competition.

21.4 Nominations for staff must be received by the closing date as indicated by the Committee. Unfilled positions may be filled at a later date but must be ratified by the Committee.

21.4.1 *Exception*: The Committee may consider special cases for late nominations or inclusions of players and/or officials in representative and development teams on the merits of the case made to it by either players or officials. Special requests for inclusion must be in writing to the Committee.

21.5 All staff must have the appropriate Levels as set down by Softball NSW.

21.6 Where two or more candidates apply for the same position, a special selection committee will be formed to make a recommendation to the Committee.

21.7 A player must be available for selection and play if selected, unless there are acceptable circumstances approved by the Committee, in the youngest under age team to which they are entitled to play, by virtue of their age.

21.8 MWSA has a policy to only select players in representative teams who have the necessary skills, fitness and ability to safely enjoy participation in that team. If in the opinion of the selectors, there are either not enough players trialling or not enough players at the appropriate level of ability, players from the lower age group may be invited to trial. These conditions apply –

21.8.1 The older age group of the younger grade representative team must all be invited to trial. If the team has yet to be selected, the invitation must go to all representative and/or development players from the previous year.

21.8.2 The Head Coach of the younger age group is consulted.

21.8.3 Permission to do this has been sought from the Committee.

21.8.4 All younger players selected in a team must be approved by the Committee before the players are notified. The Committee reserves the right to not approve selection of a younger player.

21.9 Younger age players from the younger grade may be selected in an older age group provided all the conditions outlined in 21.8 are met.

22. PREGNANCY IN SPORT

22.1 MWSA supports every pregnant sportswoman's right to make the decision about whether, when and for how long a pregnant woman should continue to play sport, in consultation with their medical advisers.

22.2 The Association is committed to equal opportunity and the avoidance of discrimination, particularly where pregnant women are concerned.

22.3 In support of this policy, all members of the Association should:

22.3.1 be aware that softball can involve strong contact with other players and equipment, and that any participant/official who believes she may be pregnant, takes part in any competition at their own risk.

22.3.2 be aware that participation in softball during pregnancy can pose theoretical risks to themselves and their unborn child.

22.3.3 respect and support the rights of women who wish to continue exercising while pregnant.

22.3.4 be aware that MWSA reserves the right to request evidence that the player/official has obtained medical advice in respect of her participation whilst pregnant.

22.3.5 seek medical advice for their own health and safety and that of their unborn child/ren, should they believe they may be pregnant.

22.3.6 avoid giving advice that they are not qualified to give, and encourage pregnant participants/officials to obtain and act on professional medical advice, particularly about the risks of continuing to play and when to stop.

22.3.7 support a woman's right to privacy by not requiring that a woman disclose that she is pregnant unless she should choose to do so.

22.3.8 ensure that participants provide a pregnant player the same degree of duty of care as they would any other participant.

22.3.9 ensure that coaches select participants on the basis of merit and capability, and that all players/officials are treated equitably at all times.

22.3.10 advise all new female players/officials of the MWSA Policy on Pregnancy In Sport.

23. SPECIAL AWARDS

23.1 MWSA presents a number of awards to individuals. The Home Run and K2 awards are based on the information provided on the Results App

each week. For the K2 and Home Run awards the following definitions should be used:

23.1.1 DEFINITION OF A K2: A strike out is accredited to a pitcher when the third strike is delivered to a batter even though the batter might reach first base because the third strike is a wild pitch or is not caught by the catcher. It is also a strike out if an attempted third strike bunt is an un-caught foul.

23.1.2 DEFINITION of a HOME RUN: It is considered a home run, for these awards, if the batter advances home in her turn at bat - regardless of any error, overthrows, etc by the fielding side.

23.2 Awards usually presented each season are as follows:

23.2.1 A Grade K2 Award.
23.2.2 A Grade Home Run Award.
23.2.3 Senior K2 Award.
23.2.4 Senior Home Run Award.
23.2.5 Division 1 Junior K2 Award.
23.2.6 Division 1 Junior Home Run Award.
23.2.7 Junior K2 Award.
23.2.8 Junior Home Run Award.
23.2.9 Modball K2 Award.
23.2.10 Modball Home Run Award.
23.2.11 Life Members Award.
23.2.12 President's Award.
23.2.13 David Whitehorn Memorial Junior Award for Dedication to MWSA.
23.2.14 John Pai Memorial Blues Umpiring Award.

24. PARENT'S CODE OF BEHAVIOUR

24.1 If children are interested, encourage them to play sport. However, if children are not willing to play, do not force them to play.

24.2 Focus upon the child's efforts and performance rather than the overall outcome of the event. This assists the child in setting realistic goals related to their ability by reducing the emphasis on winning.

24.3 Teach children that an honest effort is as important as victory, so that the result of each game is accepted without undue disappointment.

24.4 Encourage children to always play within the rules.

24.5 Never ridicule or yell at a child for making a mistake or losing a game.

24.6 Remember that children are involved in organised sport for their enjoyment, not yours.

24.7 Remember that children learn best from example. Applaud good plays by both teams.

24.8 If you disagree with an official, raise the issue through the appropriate channels rather than question the official's judgement and honesty in public. Remember, officials give their time and effort voluntarily for your child's involvement in and enjoyment of sport.

24.9 Support all efforts to remove verbal and physical abuse from sporting activities.

24.10 Recognise the value and importance of volunteer coaches and umpires. They give of their time and resources to provide recreational activities for the children and deserve our support.

25. SUN SAFE POLICY

25.1 MWSA is committed to promoting Sun Safe behaviour for our sport.

25.2 Players, officials, and spectators are encouraged to use sun protective measures: sunscreen, hats and shade at all games.

26. SNSW SOFTBALL COACH'S CODE OF ETHICS

26.1 Coaches are encouraged to be familiar with this policy and be aware of procedures for any breach of these guidelines.

26.2 The purpose of this code is to establish and maintain standards for members of Softball Australia (SA) who undertake coaching duties.

26.3 This code is a series of guidelines that provide a framework within which to work:

- 26.3.1 Respect the rights, dignity and worth of every human being regardless of age, gender, ethnic origin, religion or ability.
- 26.3.2 Endeavour to ensure the athlete's time spent with you is a positive experience.
- 26.3.3 Treat each athlete as an individual and help them reach their full potential.
- 26.3.4 Be fair, considerate and honest with athletes.
- 26.3.5 Be professional in your appearance and manner and accept responsibility for your actions.
- 26.3.6 Make a commitment to providing a quality service to your athletes, your State and SA, by continually improving your coaching knowledge and skill.
- 26.3.7 Operate within the rules and spirit of the sport.
- 26.3.8 Ensure physical contact with athletes is appropriate to the situation and necessary for the athlete's skill development.
- 26.3.9 Refrain from any form of personal abuse towards your athletes.
- 26.3.10 Refrain from any form of sexual harassment towards your athletes.

26.3.11 Provide a safe environment for training and competition. Show consideration and caution towards sick and injured athletes.

26.3.12 Be a positive role model for Softball and your athletes.

27. SNSW SOFTBALL COACH'S CODE OF CONDUCT

27.1 This code is intended to provide more specific information and guidance in the implementation of the principles embodied in the Coach's Code of

Ethics:

27.1.1 Abide by and respect the regulations governing softball and sport generally and the organisations and individuals administering those regulations.

27.1.2 Refrain from any discriminatory practices on the basis of age, gender, religion, ethnic origin or ability of athletes.

27.1.3 Respect the talent, developmental stage and goals of each individual athlete.

27.1.4 Provide training programs which are planned and sequential and suitable for the age, experience and ability of the athletes.

27.1.5 Be reasonable in your demands on your athlete's time and ensure there is an appropriate balance between sporting involvement, education and career objectives.

27.1.6 Maintain and improve your National Coaching Accreditation Scheme (NCAS) accreditation.

27.1.7 Seek continual self-improvement through performance appraisal and ongoing education.

27.1.8 Display high standards in language, manner, punctuality, preparation and presentation.

27.1.9 Display control, respect, dignity and professionalism to all involved with softball (including opponents, coaches, officials, umpires, scorers, administrators, the media, parents, and spectators) and encourage your athletes to demonstrate the same qualities.

27.1.10 Ensure that equipment and facilities meet safety standards and are appropriate for the age and ability of the athletes.

27.1.11 Follow the advice of a reputable doctor or physiotherapist when determining when a sick or injured athlete is ready to recommence training or competition.

27.1.12 Reject the use of performance enhancing drugs in sport and abide by the regulations of the relevant National and International Sporting organisations and government regulatory bodies.

27.1.13 Implement clear rules for athletes in training and general conduct.

27.1.14 Ensure your athletes are aware of and appreciate the inherent risks in the sport.

27.1.15 Undertake adequate supervision of athletes and keep adequate records of each athlete.

APPENDIX A – DIVISION 3B&C RULES 2018/2019

All games are 1 hour & 15 mins. The Div 3B rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation Softball Australia, 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. A batter must have a full swing to make contact with the ball.
   1.2. 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.
   1.3. No foul ball circle (4.5mt).
   1.4. A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate.
   1.5. 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.
   1.6. 2 bases maximum for any runner or batter runner when hit off the Tee.
   1.7. Pitcher and infielders to move to the back of the circle when the ball is hit off the Tee.
   1.8. Lining up the tee – the player should be warned. No strike will be called.

2. Ball: size 11" Soft Core.

3. Batting:
   3.1. The batter enters the batting box with a count of 1 ball and 1 strike.
   3.2. The top of the strike zone is defined by any part of the ball being below the level of the player's armpits.
   3.3. Dropped third strike rule applies.
   3.4. Tee stand is used after 4 balls – this may be reviewed by the MWSA Committee and removed during the season at the Committee's discretion.
   3.5. A team's turn at bat will end when there are 3 outs or 5 runs have been scored.

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

APPENDIX B – MODBALL A RULES 2018/2019

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 to Mod A with the following exceptions:

1. When the tee is used the following Tee Rules apply:
   - 1.1 A batter must have a full swing to make contact with the ball.
   - 1.2 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.
   - 1.3 No foul ball circle (4.5mt).
   - 1.4 A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate.
   - 1.5 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.
   - 1.6 2 bases maximum for any runner or batter runner when hit off the Tee stand.
   - 1.7 Pitcher and infielders to move to the back of the circle when the ball is hit off the Tee.
   - 1.8 Lining up the tee – the player should be warned. No strike will be called.

2. Ball: size 11" Hard Core.

3. Batting:
   - 3.1 The batter enters the batting box with a count of 1 ball.
   - 3.2 The top of the strike zone is defined by any part of the ball being below the level of the player's armpits
   - 3.3 The dropped third strike rule does not apply. The batter is automatically out on the third strike whether caught by the catcher or not.
   - 3.4 Tee stand is used after 4 balls – this may be reviewed by the MWSA Committee and removed during the season at the Committee's discretion.
   - 3.5 A team's turn at bat will end when there are 3 outs or 5 runs have been scored.

4. Base Running:
   - 4.1 All softball base running, stealing, dead ball rules apply except:
     - 4.1.1 To encourage catchers to throw to bases → when a base runner is stealing on a pitch, a catcher throws to a base to attempt to make an out.

If there is a fielding error, the base runner cannot advance further on that error.

4.1.2 A base runner cannot steal home on a pitched ball.

4.1.3 A base runner can steal home on a dropped third strike if the catcher makes a throw to a base.

5. Pitching & Catching:
   5.1 A player may either catch and/or pitch for only a maximum of 2 innings in a game.

6. Scoring:
   6.1 When a batter hits a live pitched ball only (ie not dropped 3rd strike) and reaches first base safely they will be awarded 1/2 a run regardless of whether they reach home.
   6.2 A batter that hits a live pitch and gets home will score 1 ½ runs in that innings.
   6.3 The 1/2 runs do NOT count as part of the "5 runs over the plate" to end an innings.

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APPENDIX C – MODBALL B&C RULES 2018/2019

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.

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. After round 4, 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. An 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 pitcher's 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. After round 4, the players will pitch for the 3rd innings in the remainder of the competition. 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.

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!

APPENDIX D – TEEBALL RULES 2018/2019

All games start at 8:30 & finish at 9:45. MWSA will endeavour to supply a Plate Umpire for each game. Teams are to supply 1 base umpire each. The Teeball rules are to be read in conjunction with the Official Rules of Softball as issued by the Australian Softball Federation Softball Australia, Teeball rules as issued by Softball NSW Inc. and modified by MWSA Competition Rules.

1. When the tee is used the following Tee Rules apply:
    1.1. A batter must have a full swing to make contact with the ball.
    1.2. 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.
    1.3. No foul ball circle (4.5mt).
    1.4. A "Fair" ball must travel a min of 1 metre from the Tee to avoid any obstruction and maintain general safety at home plate.
    1.5. 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.

2. Games Times:
    2.1. A game lasts for 75 minutes.
    2.2. Each innings will be 10 mins, no matter how many outs there are i.e. not 3 out & side away. The 10 mins starts when the batter comes up to bat i.e. not at the completion of the last 10 mins.
    2.3. There should be no more than 2 mins between innings. Hussle!

3. Base Running:
    3.1. Runners are forced under the standard rules of softball on a fair ball hit by the batter.
    3.2. A runner may only be "tagged out" while running between bases NOT if they have over run the base.
    3.3. On a throw to a base that is not caught (resulting in an overthrow) runners are not to advance on that error.
    3.4. If a base runner is hit by a batted ball, the Umpire calls "time" & ALL base runners return to the last base they occupied. The batter returns to the TEE to bat again.

4. Fielding:
    4.1. "Time" is called when the ball is in the infield and under control by any player — umpires discretion.

4.2. All players must play in their designated positions, ie infielders in “infield” & outfielders in “outfield”. Outfielders should be positioned no closer than 2metres from the baseline.
4.3. Outfielders are NOT permitted in the infield until the ball has been hit off the Tee. Otherwise “dead ball” is called & the batter re-bats & all runners are returned to their last occupied base.
4.4. Encourage players to throw the ball to the base player to make the out. Coaches and Umpires should continually educate the players to make the correct play.
4.5. Encourage pitcher to throw the ball to the catcher to make an out. Coaches and Umpires should continually educate the players to make the correct play.
4.6. 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.
4.7. Each team may have between six (6) and ten (10) fielders in each defensive innings. When there are more than six players on the field, the extra players must be positioned in the outfield.
4.8. Infield players should be positioned in the traditional softball positions.

5. Scoring:
   5.1. Runs will be scored when a runner crosses home plate, no matter how many there are i.e. can be more then 5.

6. Coaches:
   6.1. One (1) coach is permitted on the field but is only allowed to be positioned behind the infield area when their team is fielding.
   6.2. The batting team is allowed a coach in each coach’s box.
   6.3. Coaches in the field may not interfere with the ball in play, nor physically assist their players in the act of fielding.
   6.4. No open-faced shoes such as thongs or sandals are permitted.
   6.5. Coaches should endeavour to give equal time at play in the infield & outfield for all players during the season.

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