

2026 – 2027
COMPETITION RULES & BYLAWS



2021 - 2026 STRATEGIC PLAN
NORTH HARBOUR SOFTBALL ASSOCIATION

VISION

North Harbour Softball Association is a centre of wellbeing, development, and excellence for our softball community.

MISSION

We enable participation in softball by supporting our communities to have equitable access to world class resources, facilities and expertise that supports their growth and wellbeing.

GOALS

OUR PEOPLE
We acknowledge our current and future membership is at our heart and must commit to maintaining positive affirming experiences with the association.

OUR PLACE
We must be trusted to provide quality and consistent experiences to our current and future membership and our facilities must meet current and future needs.

OUR POSITION
We appreciate the value a cohesive and supportive association will have on our regional and national position.

OUR POTENTIAL
We believe that our growth as an association will have a long-lasting impact on the health and wellbeing of our future communities.

VALUES

MANAAKITANGA
A relationship of reciprocity with our people and our partners. We work to strengthen each other as a priority of our actions.

KAITIAKITANGA
We recognise the association as a taonga (gift) and our role as custodians. We actively protect, maintain and honour its place in society.

PONO
We recognise the social disparities that exist in our communities. We ensure equitable access so all can participate in softball.

AROHA
Compassion sown is compassion received. We build our reputation on our ability to provide purposeful and optimal outcomes for our membership.

Our values tell us how to act

OBJECTIVES

HONOUR THE PAST
To honour the history of softball in New Zealand and legacy of those who have come before us.

PROVIDE FOR THE PRESENT
To provide a world class softball experience to our membership and their communities.

LOOK TO THE FUTURE
To expand our presence in the region and the nation.

Our purpose helps us align our activities



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CODE OF CONDUCT:

This Code of Conduct (Code) is issued by the Board of the North Harbour Softball Association Inc (NHSA) and applies to all persons who are directly or indirectly within the ambit of NHSA. For the purpose of this Code these persons are referred to as "Members".
The key requirement of the Code is that "all persons associated with NHSA will conduct themselves at all times in a manner which will enhance the sport of softball and the North Harbour Softball Association".

In particular:

- Members will at all times abide by the Rules and Bylaws of NHSA, not only the literal interpretation of the Rules and Bylaws but the spirit of the Rules and Bylaws.
- Members will not use or condone the use of, or involvement with, stimulants or any illegal drug for performance enhancement and/or recreation.
- Members will not engage in excessive use of alcohol and will only use alcohol at appropriate times and in appropriate places: -
- Members will not consume alcohol or drugs on the sideline (or within the vicinity) of games of softball in which they are participating.
- Members will not provide alcohol or drugs to any other person who is participating in a game of softball.
- Members will not bring alcohol into any licensed area of the park.
- Members will not provide alcohol to Members who are younger than the legal drinking age.
- Members will not provide tobacco products to Members who are younger than the legal smoking age.
- Members will not assault, or attempt to assault, or aid and abet any assault or attempt to assault any Officiator/s of the game, Team member/s, Team Official/s, Spectator/s or any Member/s or Official/s of the opposition.
- Members will not condone or be involved in any deliberate injury of players.
- Members will not be involved in using abusive, offensive, crude, and unnecessary language and gestures, towards own team members, members of the opposition, and, to any Officiator of the game.
- Members will not damage or deface any equipment, buildings, and property, and will actively discourage others from being involved in this type of activity.

NHSA exists for the game of Softball and five key groups are Coaches, Managers, Players, Officials and Spectators. The following paragraphs provide guidance for these groups:

A Coach will:

- Be a role model to inspire confidence.
- Be reasonable in their demands on players.
- Enhance and encourage the skill and performance of their team.
- Praise and encourage good performance.
- Be respectful of their team's and opposition's ability as players.
- Be firm and fair.
- Encourage adherence to this Code

A Manager will:

- Be a role model to inspire confidence.
- Be responsible for the sound management and well-being for the good of their team.
- Always encourage the wearing of team uniforms correctly.
- Be supportive of Players, Officials and Supporters.
- Encourage adherence to this Code.

A Player will:

- Play the game competitively, to win within both the spirit and the letter of the rules.
- Accept and conform to all rulings by game officials.
- Refrain from any conduct that in the opinion of the game officials render a player unfit to continue to play the game.
- Be supportive of team members and officials.
- Wear their Club uniform correctly and with pride.
- Behave in an acceptable manner in accordance with this Code

An Official will:

- Be a role model as to inspire confidence.
- Apply the rules of NHSA fairly and reasonably to ensure a pleasurable game for all parties.
- Wear appropriate uniform if required, correctly and with pride.
- Refrain from any conduct which brings the association NHSA into disrepute.
- Be supportive of other officials.
- Behave in an acceptable manner in accordance with this Code

A Spectator will:

- Accept and conform to all rulings by game officials.
- Refrain from any conduct that may be considered as inappropriate.

- Be supportive of team members and officials.
- Follow the NHSA alcohol Policy
- Comply with the Code of Conduct.

Note: A specific Code of Conduct is applicable to Representative teams.

RULES:

1. Control of Competition

1.1. The control and management of all fast pitch and slow pitch softball competition in the North Harbour region shall be vested in the Board of the North Harbour Softball Association (NHSA).

1.2. All games shall be played under the Official Rules of Softball as defined from time to time by the N.Z. Softball Association Inc. (NZSA) trading as Softball New Zealand (SNZ) and printed in the Official Softball New Zealand Rule Book together with consolidated interpretations, except where local rules apply.

1.3. The competition shall be open to such organisations or groups that are annually affiliated in accordance with the Constitution of the NHSA.

1.4. Each Club desiring to compete in the competition shall on or before the date fixed by the Board, advise the General Manager of the Association the number of teams which it desires to enter in prescribed Grades. The Board shall have the right to either accept or refuse such applications either as a whole or in part.

1.5. All competition shall be contested by teams as graded by the General Manager (or delegate) and the winners of the various grades shall be decided in the manner determined by the General Manager (or delegate).

2. Grading

2.1. The General Manager may establish specific rules in respect of either a specific section or specific grade of the competition. By submitting an application in the prescribed manner, a Club is deemed to have agreed to abide by these specific rules and the overall Competition Rules and By-Laws.

2.2 The grading of teams as nominated by Clubs shall be approved by the General Manager provided that:

2.2.1. Any vacancy caused through withdrawal, or any other reason shall be filled by the promotion of such teams as may be decided by the General Manager.

2.2.2. If the General Manager determines that the number of entries in any one grade is excessive the General Manager may divide such grades and sections or to promote or re-grade any teams.

2.2.3. The General Manager may review and re-grade any team they deem as desirable to ensure fair competition.

2.3. For a Club to enter into Premier competition will require that Club to have the following support teams:

2.3.1. Premier Men - a minimum of one Open Grade Men's team.

2.3.2. Premier Women – a minimum of One Open Grade Women's team.

3. Competition Grades

3.1. NHSA Competition Grades are:

3.1.1. Premier Men and Women

3.1.2 Premier Reserve Men and Women

3.1.2. Open Grade Men and Women

3.1.2.1. Open Grade shall be further graded into five Divisions.

3.1.2.2. Division 3 shall be primarily for adult social fast pitch play.

3.1.3. Restricted Grades:

3.1.3.1. Boys Softball – U19, U17, U15, U13

3.1.3.2. Girls Softball – U19, U17, U15, U13

3.1.3.3 Mixed Grade – U11

3.1.3.4. T-Ball/Modified Pitching – U9 Non-Competitive

3.1.3.5. T-Ball – U7 Non-Competitive

3.1.3.6. Six-a-side – U5 Non-Competitive

3.1.4. Slow Pitch

3.1.5. Secondary Schools

3.1.6. Intermediate Schools

3.1.7. Primary Schools

3.2. No player under the age of 15 years may play senior men's softball and no player under the age 14 years may play senior women's softball. See Specific Rules under Annex B. This applies to all Premier and Open Grade games covered by these Competition Rules and By-Laws.

3.2.1. Clubs may apply for dispensation for a particular player which will be reviewed on a case-by-case basis with a decision made by the Development Officers.

3.2.2. Teams fielding underage players without prior approval shall forfeit the points for the games that player has played or if no points were gained for that game they will be fined.

3.3. A Division 3 team may play up to two Restricted Grade players over the age of 16 years as of 31st December at any one time.

3.3.1. If more than three Restricted Grade players play in a division 3 team at any one time, the game will be deemed to be an un-notified default.

3.3.2 No current season NHSA Restricted Grade player can play in a division 3 team if they were a Representative player in the previous or current season.

4. Registration

4.1. Every person taking part in NHSA competition games must be registered with the NHSA through an Affiliate Organisation.

4.2. NHSA Clubs must have a team in the equivalent NHSA grade to be eligible to play in ASA or NFS competitions of the same grade. NHSA Players playing in the NFS Competition do not have to play in the NHSA Competition, but must be registered with an NHSA Club.

4.3. A player will be granted interim registration when their name and other information as required by the NHSA has been collated in the prescribed format and, lodged by the Affiliate Organisation with the General Manager during normal office hours of the NHSA before close of business the day prior to the second day of competition of the season.

4.4. A player's interim registration will be withdrawn if:

4.4.1. the Club with which they have registered has not paid in total the registration fees levied by the NHSA, within the time frame as set by the Board prior to the commencement of the season, or

4.4.2. a Club does not lodge the player's registration in the prescribed format. Any team playing unregistered players will forfeit all points gained from the commencement of the competition until:

4.4.2.1. the team fees are paid in full, or

4.4.2.2. a player's registration has been lodged in accordance with clause 4.2.

4.5. Registrations will be open for the season (refer to the eligibility requirements for play-offs and finals)

4.5.1. Team competition points will be forfeited or if no points gained a fine for each game played by those interim registered players unless:

4.5.1.1. they have been correctly entered onto the Team Card for the games played; and

4.5.1.2. the details required under clause 4.2 have been submitted to the General Manager in the prescribed NHSA Registration format within five working days of the first game played.

4.6. A player may only register with one Club at any time.

4.6.1. An exception may be made where a Club does not field a team in a junior grade for a particular player. That player may make application to play for an alternative Club junior team to meet that need.

4.6.2. A junior player may be permitted to play in a senior grade for another club even if his primary club has an appropriate team subject to:

4.6.2.1. their primary club agreeing to the release on proper grounds such as the appropriate team having a full roster; and

4.6.2.2. written confirmation of this agreement being lodged with NHSA; and

4.6.2.3. the secondary club agreeing that the nominate player still "belongs" to the primary club; and

4.6.2.4. that the normal rules relating to playing in various senior grades are adhered to; Refer to rules 3.2 and 3.3.

4.6.3. A senior player may be permitted to play in a higher senior grade for another club if their primary club does not have a team in that grade. The General Manager will approve the loan if:

4.6.2.1. their primary club agrees to the loan; and

4.6.2.2. written confirmation of this agreement being lodged with NHSA; and

4.6.2.3. the secondary club agreeing that the nominate player still "belongs" to the primary club.

4.7 For the purposes of the NHSA competitions, the loan player is considered a player of the secondary team for the purposes of qualifying for tournaments and competitions outside of NHSA control.

4.8. Immediately any player fails in his or her obligations to the Club of which they are a registered member, the Club concerned may, to protect its interests, advise the General Manager of the NHSA, that the person concerned is non-financial and will not be given clearance to transfer to another Club upon request.

4.8.1. The name of the player shall be entered into a database kept for that purpose by the General Manager of the Association and at that time shall advise player's name to the SNZ.

4.8.2. The players name shall not be removed from the database until the Club who originally notified the NHSA of the default, has forwarded a written clearance. This shall then be advised to the SNZ.

4.9. Any player duly registered in accordance with these rules shall be eligible to play in the NHSA competition.

5. The Game

5.1 **Game Schedule**

All Competition games shall commence at the official time as scheduled in the draw. All games are to be completed within the prescribed duration for that grade from the scheduled start time unless there has been a "tie break" played in the game scheduled previously on that diamond.

5.1.1 All junior grades from U11 – 19, Senior Grades Division 3 Men and Division 1 and 3 women not commencing within the 15 minutes of schedule time will be an unnotified default

5.1.2 All NH Premier Men, Premier Reserve Men and Women, and Div.1 Men's and Women's grades not commencing within 5 minutes of commencement time will be an unnotified default.

5.2 **Defaults**

Any team which does not field the required number of players as provided within these Competition Rules and By-Laws shall be regarded as having lost the game by default.

5.2.1 Any Team winning a game by default in the foregoing circumstances shall furnish the umpire with a properly completed team card, which the umpire shall appropriately endorse, and the team shall hand to the Control Room.

5.2.2 If neither team has sufficient numbers after 15 minutes (with exception of NH Premier Men, Premier Reserve, and Div.1 Grades - 5 minutes) of the scheduled game time, then no points are awarded, and both teams are declared as having forfeited with no runs recorded for either team.

5.2.3 Where neither team has sufficient players under the provisions these rules, the umpire shall take the time for enforcement of the default from the scheduled time.
5.2.4 A default is to be recorded on team card as "7 - 0 Win by Default".
5.2.5 Teams unable to make their scheduled game and need to default shall inform the Secretary of their Club who will be responsible for ensuring the Secretary of the scheduled opposition Club and the General Manager of the NHSA are informed
5.2.6 Any notification of a default must be made to the opposition Club Secretary and the NHSA Office by 5pm, the day prior to the scheduled date of the game. i.e. Friday Night – by 5pm Thursday night. Saturday – by 5pm Friday night. Failure to notify all parties will be considered an Un-Notified Default.
5.2.7 Confirmation of receipt of the default notice must be received from both the opposition Club Secretary and the NHSA General Manager.
5.2.8 Late defaults may result in a fine being imposed by the NHSA.
5.2.9 Un-notified defaults will result in a fine of being imposed by the NHSA.
5.2.10 The non-defaulting team in an un-notified default, or a game abandoned because of lack of numbers must still submit a correctly filled out Team Card in the normal manner annotated with "Win by default".

5.3 **Home and Away Team**

The team listed first on the draw is the home team and will field first, the team listed second on the draw is the away team and will bat first.
The team batting first, shall have exclusive rights to the use of the playing field for their pregame warm up for the period twenty minutes prior to the advertised starting time until 10 minutes prior to the advertised game time. The team fielding first, shall then take the field for their pre-game warm up from ten minutes prior to the advertised starting time or until the umpire calls both teams to line up. This section shall only apply when the playing field is vacant and prior games have been completed.

5.4 **Team Cards**

The first team on the draw is responsible for supplying the team card prior to the commencement of any competition game. This should be handed to the Official Scorer (when present) in the first instance then the officiating umpire of the game. The Team Card shall correctly list in batting order the names of all players present at the commencement of the game.

5.4.1 All entries on the team card must be in clearly legible block capitals with full first and surnames.
5.4.1.1 Full Names may be added to the team card at any time during the game.
5.4.1.2 At no time may a player's name be placed on a team card if they are not present for that game. Adding a player who is not present will result in loss of points for those games or if no points gained a fine.
5.4.1.3 A fine of for every item missing from a team card.
5.4.1.4 The first team on the draw is responsible for filling in the details at the bottom of the card (team names, innings, date, grade, diamond, gender and time), as well as completing their own section with players' names and details. The second team on the draw is responsible for completing their section with players' names and details.
5.4.2 The fielding team positions shall be listed in the column provided on the team card.
5.4.3 At the conclusion of the game, an official from both teams and the umpire are required to sign the team card after verifying that the scores are entered correctly. This score will remain unless proof is provided to the NHSA Office.
5.4.3.1 It is the responsibility of the first team on the draw to return the card to the Control Room by end of play on Saturday. Failure to do this will result in a 7-0 win to the visiting team.
5.4.3.2 Where no Team Card is handed in, the first team on the draw will be fined.
5.4.4 All objections to NHSA recorded results are to be lodged through respective Club Secretaries to be with the NHSA General Manager within 10 working days during normal office hours. NHSA competition results will be posted on the NHSA website.

6. Umpires

6.1 When an Official Umpire is not allocated to a game, the following rules will be followed:
6.1.2 The Home Plate Umpire is to be supplied by the first team on the draw, and a Base Umpire is to be supplied by the second team on the draw.
6.1.3 If the first named team cannot supply a Home Plate Umpire within 15 minutes of the scheduled start time the game is defaulted to the Opposition 7-0.
6.1.3.1 Teams may mutually agree to the appointment of an Umpire from either team.
6.1.3.2 Where there has been mutual agreement reached regarding the appointment of an Umpire, this should be recorded on the Team Cards of both Teams.

7. Competition Draw and Format

7.1 The General Manager may alter the format, draw, diamond allocation and any other such action as may be required at any time to ensure the efficient and effective maintenance of fair competition.
7.2 Finals placing shall be ranked on teams' points accrued during the competition rounds. Should there be a tie for a position then the SNZ Tied Team Formula will be applied over all games played in all rounds of that grade. Adjudication of the Tied Team Formula shall be made by the Chief Scorer of the North Harbour Scorers Association.

8. Team Dispensations

8.1 Team dispensations (requests for alternative playing dates/times) will only be granted in exceptional circumstances.

8.1.1 Generally, team dispensations will only be considered if ***four*** or more registered participants (of which one may be the registered coach) in one team are selected as player, coach or official to a sanctioned *North Harbour Softball Representative Team* fixture, a *SNZ Representative Team, or a NZ Evergreens* fixture.

8.2 A Team Dispensation must be submitted to the NHSA General Manager during normal office hours at least 10 working days prior to the date dispensation is required. The submission must provide all relevant information as to the reason why the dispensation is requested.

8.3 If approved the game will be rescheduled and must be played at the time and place designated by NHSA

8.3.1 In determining the new time and place NHSA shall have regard to the circumstances of the Opposition Team

8.3.2 If the game is not played in accordance with the new schedule, it shall be considered a default by the team that could not play.

8.4 Any team(s) found to have played at a time and ground other than that scheduled without prior approval will be considered an un-notified default and shall be subject to a fine and will have any points gained from such game removed.

9. Participation in Fixtures Not Scheduled by NHSA

9.1 Teams from NHSA Clubs wishing to engage in tournament fixtures, competition games or championships which are not scheduled by or under the control of the NHSA, must have approval from the NHSA office prior to play in such fixtures.

9.2 In its submission for approval, Clubs shall provide details regarding each team, members participating, nature of the event, the date and venue to the NHSA General Manager during normal office hours at least 21 working days prior to the event.

9.3 If the approval of a submission requires rescheduling of normal competition games, then clauses 8.2 - 8.5 will apply.

10. Player Eligibility for Competition Finals

10.1 To be eligible to play in semi-final and final round games, a player must play in a minimum of 7 games in their registered grade. Games played in grades higher than their registered grade do not count as part of a player's 7 game requirement.

10.2 Once a player has qualified in their registered grade, they may play the play-offs and finals for any higher grade that they are eligible for.

10.3 If a player does not meet the requirement in rule 10.2 and for instance has played 7 or more games in the higher grade and less than 7 in their registered grade they will be deemed ineligible to play in the lower grade for semi's and finals.

11. Player Interchange Between Teams in the Same Grade

11.1 Only when one team withdraws from the competition will interchange between teams from the same grade be permitted.

12. Player Interchange Between Teams in Different Grades

12.1 Players are only permitted to play up in higher grades and will not be permitted to play in lower grades of competition games.

12.1.1 Any restricted age group player playing up in open grade competition shall be in accordance with clauses 3.2 and 3.3.

13. Inter-Club Transfers and Loan Players

13.1 Any player wishing to transfer membership from one club to another is required to complete a prescribed NHSA Inter-Club Transfer form.

13.1.1 The form is to be completed in full by all parties of both Clubs concerned.

13.1.2 The completed form is then to be lodged (in accordance with the instructions on the form) with the General Manager of the NHSA.

13.1.3 A Transfer Fee will be invoiced by the NHSA.

13.2 The approval to transfer shall not be withheld by the Club from which the player wishes to transfer and shall be processed within 5 working days of receipt or the reasons for withholding the transfer advised to NHSA.

13.3 All approved transfers are to be lodged with the NHSA General Manager along with the players' new club registration. Any transfers not lodged with the NHSA shall deem a player unregistered in accordance with Rule 4 and will incur the subsequent loss of competition points.

13.4 Transfers will only be accepted by the NHSA during normal office hours. Players will not be permitted to play for their new club until such time as the NHSA has received and lodged the approved transfer.

13.5 Only in exceptional circumstances will:

13.5.1 more than one transfer for any one player be permitted in any one season;

13.5.2 an application to transfer received after the third playing Saturday in November, be considered.

13.6 An application under clause 13.5.2 must be supported in writing by a detailed account of the circumstances. The player requiring the transfer must furnish such account. Transfers under these conditions must be submitted to the General Manager during normal office hours. The General Manager will adjudicate on transfers required under clause 13.5.2.

13.7 The Club to which the player is transferring has the responsibility for ensuring that all registration requirements as detailed under Rule 4 are complied with.

13.8 NHSA Clubs may loan players to other clubs within the Association by filling in a NHSA Loan Player form for either a season loan or for a selected number of games within the season.

13.9 Loan players maybe loaned within their own registered grade or a higher grade only.

13.10 The club loaning the player has the right to withdraw the loan player from the other club if they are in a position where due to injury, unfinancial, or other exceptional circumstances they cannot field a team. The loan Club must provide the other club with at least 7 days' notice of such withdraw for a weekend or season to ensure they also do not negatively impact the other club fielding a team.

14. Inter-Association Transfers

14.1 All inward Association Transfers are required be lodged with the NHSA Office during normal office hours. The player for whom the transfer is being sought may play immediately for a NHSA Club once the request for transfer has been lodged with the NHSA with the proviso that:

14.1.1 That player may play in NHSA competition for three weeks from the lodgement date. If they are not cleared by their previous Association within that time, they must then cease playing until their completed clearance is received by the NHSA.

14.1.2 The Board will have the right to review the status of any points gained by a team when the transferee was playing if subsequently the transfer is not approved by the previous Association.

14.2 The Club to which the player is transferring has the responsibility for ensuring that all registration requirements as detailed under Rule 4 are complied with.

15. Protests and Appeals

15.1 All protests and appeals on the interpretation or application of the Official Rules of Softball shall be conducted in accordance with these NHSA Rules and Bylaws and the SNZ Rule book.

15.2 All protests on the interpretation and application of these Rules and By-laws shall be lodged with the NHSA Office.

15.3 An Official Protest must be lodged in writing on the NHSA Protest Form and received by the NHSA Office by 12.00 pm on the Tuesday following the time of the incident and must be accompanied by the protest fee.

15.4 All protests shall incur a Protest Fee which shall be forfeited or refunded in whole or in part as may be decided by the appointed Protest Committee.

15.5 Where appropriate, protests shall be lodged at the time of incident during the game and wherever practicable dealt with under the SNZ Rules.

15.6 Any Affiliated Organisation may lodge an Official Protest in respect of a breach of any rules of the game or any "Competition Rule and By-Law" of the Association. Any protest is to be forwarded in accordance with clause 15.3, setting out the relevant details of the alleged breach. A copy of the protest shall be made available to all parties involved.

15.7 In all instances, parties to a protest may appeal to the General Manager against the decision of the Protest Committee. The appeal shall be made in writing setting out the grounds for which the appeal is made and lodged with the General Manager within five working days of a decision being announced. An Appeal Fee must accompany an appeal which shall be forfeited or refunded in whole or in part as may be decided by the Board.

15.8 Any protest relating to the state of the ground or the condition of playing equipment or ground equipment shall not be sustained unless a protest has been lodged with the umpire.

16. Discipline

16.1 Any breach of the Code of Conduct, Zero Tolerance Policy, NHSA Rules and By-laws and/or the rules of SNZ shall, unless otherwise stated, be dealt with under the Disciplinary Rules of NHSA.

16.2 When in the course of his duties in control of a game under the jurisdiction of the NHSA and Umpire, (whether a member of the North Harbour Umpires Association or not) orders from the playing field any players or official affiliated to the NHSA, the procedure detailed in the Judicial Policy will be followed.

17. Club Uniforms

18.1 Clubs are required to register their uniform colours with NHSA and annually confirm that these remain as originally prescribed. Any changes to a club's uniform style and/or colour is to be submitted to the NHSA for prior approval.

18.1.1 Clubs may not use those colours or a combination of colours that could be construed as those of the NHSA as defined in the NHSA Constitution.

18.1.2 Clubs may not use those colours or a combination of colours that could be construed as those of another club.

18.2 Uniforms shall comply with the rules as prescribed in the SNZ Rules. In competition controlled by the NHSA the following shall be complied with:

18.2.1 **Team Uniform**. Each player in a team shall wear a uniform of the same style and colour.

18.2.2 **Caps**

Are mandatory for all senior players playing above Division 3, visors are permitted for female players.

18.2.2.1 All caps and visors must be of the same style and colour.

18.2.2.2 All caps and visors must be worn properly.
18.2.2.3 Caps are encouraged to be worn by all other grades.
18.2.2.4 As a "Sun Smart" initiative, bucket hats may be worn in lieu of caps for U11 Grade and below and must be the same style and colour.

18.2.3 **Undershirts**
Undershirts are not mandatory but when worn shall all be of the same colour.

18.2.4 **Trousers**
These are mandatory for all male players playing in grades above Division 3.

18.2.5 **Numbers**
A number in a contrasting colour must be worn on the back of all uniform shirts in grades from Under 13. No member of a team may have the same number as another player, players wearing a shirt without a number are not permitted to play.

18. Grounds, Facilities and Equipment

19.1 The NHSA maintains control of the use of the grounds for Affiliated Organisations at Rosedale Park, which includes:
19.1.1 the grass diamond area during the period 1 October to 31 March in any calendar year, and
19.1.2 the skin diamond area throughout the whole calendar year.

19.2 Ground closure either in whole or in part is conducted in consultation with the Auckland Council. Failure by any Affiliate member to abide by these closures will result in disciplinary action and/or fines on the Affiliate Organisation.

19.3 Booking requests for use of the grounds, facilities (which includes the clubrooms/Stadium) and any NHSA equipment is to be made by the Club Secretary through the NHSA Office.
19.3.1 Adequate time is to be allowed for the request to be processed.
19.3.2 Any fees or charges are to be paid prior to the period of request unless otherwise agreed with the General Manager.
19.3.3 Any loss or damage is to be reported immediately if of a serious nature or the next working day during normal office hours.

19.4 The NHSA Office maintains a booking register, along with a schedule of fees and requirements.

19.5 Liaison with outside agencies such as the Council, Official Contractors or SNZ either directly or indirectly is not permitted. Any requests or contact from outside agencies or organisations to NHSA Affiliates in regard to grounds and facilities should be directed to the NHSA Office.

19. Duties

20.1 The NHSA remains an organisation of volunteers. In order to ensure a fair spread of the volunteer effort, certain duties fall upon Member Organisations (clubs) which enter the competition. The General Manager will detail the duties required and a roster of dates allocated to clubs at the start of the season. Failure of a club to conduct their allocated duties will result in a fine.

20. Cancellations

21.1 **Juniors**
Saturdays: Postponement or cancellation of games will be made as follows:
21.1.1 For complete morning cancellations this will be made at 7am on a Saturday morning – cancellations will be based on severe weather forecast and ground conditions.
21.1.2 Where some play is possible, notification of cancellation will be 90 minutes before the scheduled start time of each game.

21.2 **Weeknight Comp**
Postponement or cancellation of games will be made as follows:
21.2.1 Notice of cancellation will be given 90 minutes prior to the start of the game – cancellations will be based on weather forecast and ground conditions.

21.3 **Seniors**
Postponement or cancellation of games will be made as follows: -
21.3.1 For complete afternoon cancellations this will be made at 11am on the Saturday – Cancellations will be based on severe weather forecast and ground conditions.
21.3.2 Where some play is possible, notification of cancellation will be 90 minutes before the scheduled start time of each game.

21.4 Slow Pitch/Community League cancellations will be notified at 3.30 pm.

21.5 Winter Slow Pitch: Organiser will notify team managers no later than 0845am on day of Play.

21.6 Decision of Cancellations
21.6.1 Decision for complete morning or afternoon cancellations will be made between the General Manager and the Duty Board Person or in the absence of the General Manager the Duty Board Person on the day.
21.6.2 If cancellations do not come from either of these individuals, then assume games are still on
21.6.3 All Cancellations will be notified on the NHSA Facebook Page and by email and/or Text to Club Secretaries.

21. General

22.1 The NHSA Board or Office shall have the power to add, delete or amend any of these Rules and By- Laws at any time as may be deemed necessary and desirable.

22.2 Such alterations shall be promulgated to all Affiliated Organisations through the contact person as provided to the NHSA. A master copy of these Competition Rules and By- Laws, together with all modifications and amendments shall be kept by the General Manager.

22. Restricted Grade Age Eligibility

22.1 The cut-off date for **U15 - U19** grades is 31st December (e.g., if a child turns 13 on 31st December this year the playing grade is U15; if a child turns 13 on 1st January next year the playing grade is U13).

22.2 The Cut-off Date for U7 – U13 grades is 31st October (e.g.) if child turns 7 on or before 30th October this year the playing grade is U9: if a child turns 7 after the 30th of October, then child will play U7)

22.3 Junior players may play in a higher age grade competition, but not a lower age grade.

22.4 An appeal may be made through the Club Secretary to the NHSA General Manager on the age eligibility of a player in any U11 – U19 Grade competition team.

23.4.1 Any such appeal must be in writing and clearly identify the club, grade, team, and the player concerned.

23.4.2 Any player so identified shall provide the NHSA with proof of age by way of officially recognised documentation within 10 working days of the date of request from the NHSA.

23.4.3 Failure to provide such proof will result in forfeiture of competition points for all games that the player has played and/or a fine.

23.4.4 Frivolous or unwarranted appeals will not be tolerated and may be dealt with as a disciplinary offence by the NHSA.

22.5 **Age Dispensations**

Dispensations will be granted only at the discretion of the General Manager. Requests are to be lodged with the NHSA General Manager during normal working hours stating the reason for the request.

22.5.1 Age-dispensated players ***must*** be annotated by way of an asterisk (*) beside the player's name on the Team Card. Failure to do so will result in forfeiture of competition points and/or imposition of a fine.

22.5.2 Not more than Two (2) players in any one team are permitted to be age-dispensated. Teams having more than Two (2) dispensated players will be moved to the next higher age grade competition.

22.5.3 Age-dispensated players will not be permitted to play in any higher competition grade (this includes Senior Open Grades).

22.5.4 Age-dispensated players will not be approved for any player who has played representative softball in any grade for any Association.

22.5.5 Dispensation will be revoked for any player selected to a representative team at any grade for any association.

22.5.6 Dispensations will be for 1 month; players will be evaluated by a nominated NHSA member and either accepted or rejected.

22.5.7 Any NHSA Affiliated Organisation may appeal a dispensation.

22.5.8 The Board may review and revoke a dispensation at any time.

23. Gender Composition of U13 Grade Teams

23.1 Teams in the U13 grade shall be registered as either a boys or girls grade team.

23.2 Teams may have mixed gender players to form teams in the U13 grade, the team shall be registered as either a U13 Boys or U13 Girls depending on most of the player gender within the team. Up to 4 players of the opposite gender shall be allowed in each team.

23.2.1 Dispensation must be applied for to field mixed gender teams.

23.2.2 Normal dispensation rules shall apply, and all players shall be reviewed at the discretion of the General Manager.

BYLAWS:

101. Pecuniary Activities

The undertaking of fundraising activities by individuals, organisations or groups, affiliated or not to the NHSA are not permitted at any time within the grounds or facilities under the control of the NHSA unless prior approval has been obtained from the NHSA Office.

The conduct of business for profit by any individual, organisation or group, whether affiliated to the NHSA or not, is not permitted at any time within the grounds or facilities under the control of the NHSA, without the prior approval of the General Manager.

Any breach of any clause pertaining to pecuniary activities shall result in disciplinary action against Affiliate Organisations or any other action as may be required against other parties.

102. Smoking and Vaping

Smoking or vaping is not permitted at any time in the following areas:

- In the NHSA Softball Stadium or seating area;
- In the walkway in front of the stadium, being the area between the 1st base dugout and the 3rd base dugout immediately in front of the seating area;
- In any dugout (for clarity this includes any area where a team has set up for the game), including the skin diamond dugouts; or
- In the playing area of diamond 1 and diamond 2 inside the boundary fences.

If a player smokes or vapes while part of a team that is competing the club will be subject to a fine of $150.

103. Control of Dogs

Dogs are not permitted in the following areas:

- In the stadium seating area and deck area.
- In the walkway in front of the stadium, being the area between the 1st base dugout and the 3rd base dugout immediately in front of the seating area.
- In the covered area under the stadium, including the breezeway; In the dugouts of diamond 1 and diamond 2; or
- On the playing area of diamond 1 and diamond 2 inside the boundary fences.

Dog owners are to ensure that their dogs are not a nuisance and are always under positive control. Defecation and urination are both unhygienic and unsightly and should not happen anywhere near the developed softball facilities or where spectators congregate. Owners should not be offended if they are asked to deal with or remove their animals from the vicinity of areas under control of the NHSA.

104. Alcohol

Players and officials are not permitted to consume alcohol at any time while participating in any game under the control of the NHSA.

104.1 Members will not consume alcohol or drugs on the sideline (or within the vicinity) of games of softball in which they are participating.

104.2 Members or individuals related to a member will not provide alcohol or drugs to any other person who is participating in a game of softball.

104.3 Members or individuals related to a member will not bring alcohol into any licensed area of the park.

Non-compliance shall result in a fine for the team of the offending individual. The fine for the first offence is $500 for Premier Team, $400 for a Premier Reserve team and $300 for a team in any other grade.

Where a second offence occurs by a player in a previously fined team, NHSA reserves the right to remove the Team or Individual from all current and future competitions, and / or impose a fine at least 200% of any previous fine.

105. NHSA CHARGES 2025-2026

The following charges will be made if the situation(s) arises:

Missing items on Team Card Flat Charge	$15.00
No Team Card	$25.00
Ground Registration Fee – Seniors Only	$ 10.00

- If Player/s are still registered incorrectly after 5 working days and is from the Losing Team A **$20.00 Fine** will be enforced for **each game played by the interim player/s** until the said player/s are registered correctly.

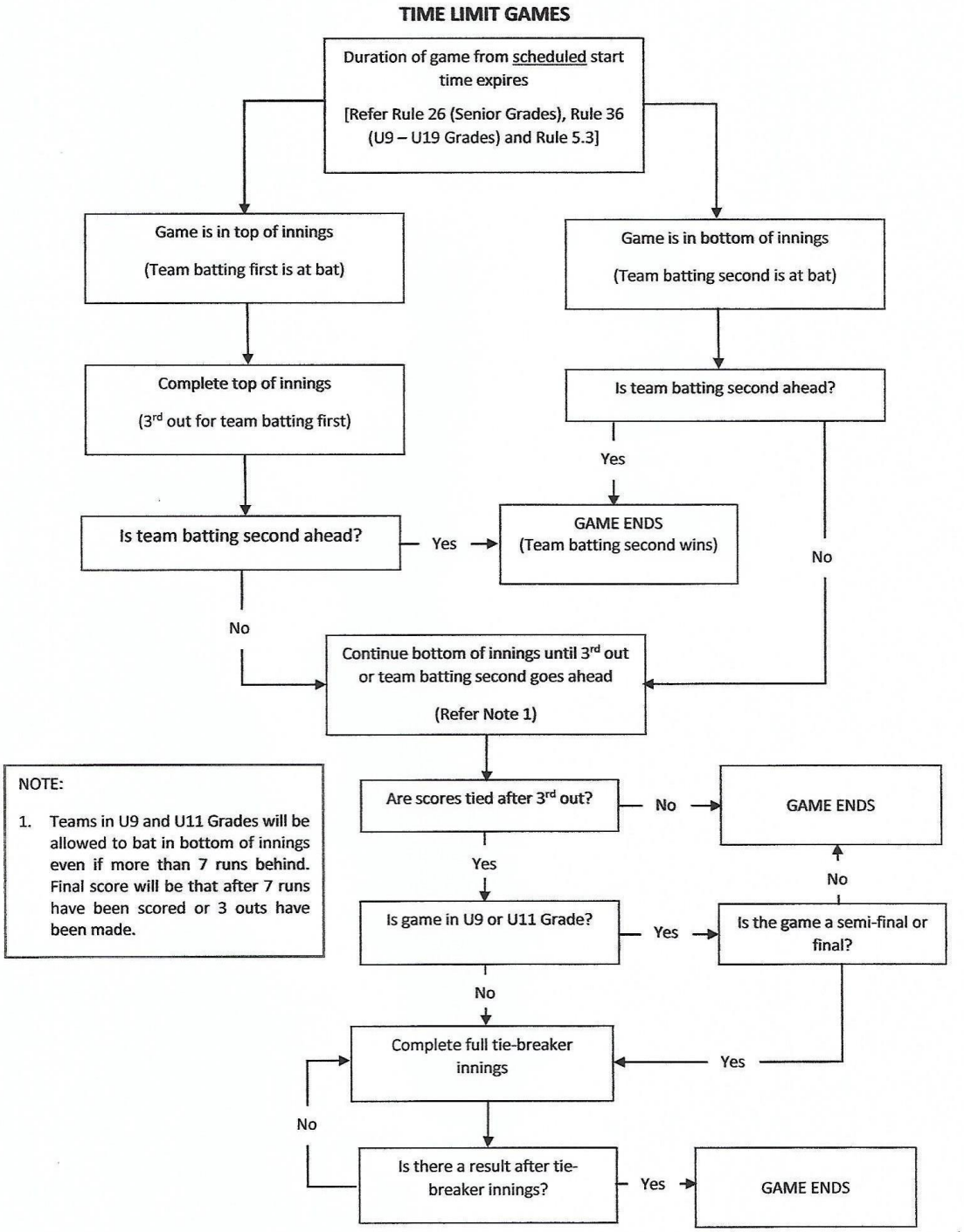
- If Player/s are still registered incorrectly after 5 working days (they become an unregistered player/s) and is from the winning team, a fine of $20.00 will be enforced, and **points for that game will be lost. Each game played by the interim players** until that unregistered player/s is registered correctly.

Adding a player not present	$25.00
Unnotified Default all grades with exception below	$100.00
Or	
NH Premier and Premier Reserve	$200.00
Div.1	$150.00

Protest	$ 50.00
Appeal Fee	$150.00
Saturday Duty Fine	$250.00
Club failing to be part of the season setup and packdown.	$250.00
Transfers (Interclub and Inter Association)	$ 25.00
Players not using mandatory Safety Gear	$ 25.00
Playing a game at a time and/or venue not scheduled by NHSA	$100.00
Playing Fixtures not scheduled by NHSA Individual without approval	$ 50.00
Playing Fixtures not scheduled by NHSA Team without approval	$250.00
Failure to supply umpire for Division 1	$ 50.00

All charges include GST.

ANNEX A: TIME LIMIT GAMES FLOWCHART



ANNEX B: SENIOR GRADE RULES

PLAYING RULES

- The following rules apply to all senior teams entered in the NHSA Competition, and all U19 (including U17/19) boy's teams.

TEAM ROSTERS

SQUAD PROCESS:

- A minimum of 18 Players is required to be registered as a squad for combined Premier and Reserve Grades.
- Squad Player Rosters are to be supplied to the NHSA Office at least one week before the advertised start of the season.
- Stand alone Reserve Teams will need to have a registered squad of 9 players and can include players registered in an age-grade team. (Youth Team)

PROTECTED PLAYERS – PREMIER TEAMS ONLY:

- Protected players are to be identified on the Roster provided to the NHSA Office at the conclusion of the coaches' forums.
- A protected player is only eligible to play for a single Premier or Reserve Grade. Protected Reserve players may still play up into any Premier Team.
- The list of protected players will be reviewed and signed off by the Development Officers and the General Manager.
- Any new senior player joining a club during a season will be reviewed by the Development Officers and the General Manger to determine if they should be classified as a protected player.
- If a player is identified as a player who should be on the protected players list during the season, the Development Officers and General Manager may add them to the list following discussions with the player's club.

ELIGIBILITY TO PLAY UP A GRADE:

- Any Premier Reserve, Division 1 or U21 registered player may play for any of their club's Premier Men's team.
- Any Premier Reserve registered player is restricted to playing for only one of their club's Premier Men's team per round of the draw unless it is required, they play both in one particular weekend to avoid a default.
- Any Premier Reserve, Division 1 or U21 registered player can play for any of their club's Premier Men's teams subject to the other restrictions in this section.
- A player must be at least 15 years of age to play in Senior Men's Team.
- A player must be at least 14 years of age to play in Senior Women's Team.
- Play up stay up. *If a player registered to NHSA is to play two grades above their registered grade and participates in four games in the higher registered grade, they will be re-registered into the higher grade. This will now mean they are ineligible to play any more than one grade below their new registered grade. Should there be no Div 1 grade, playing in Reserve grade or higher will be included.*

UNIFORMS:

- Every Premier, Premier Reserve and U19 coach must comply with the uniform rules contained in the Softball New Zealand rule book, and must be neatly attired in club colours, including suitable footwear, or be in team uniform in accordance with the colour code of the team.
- For the avoidance of doubt:
  - Only caps that conform with the team uniform must be worn.
  - Shoes must be closed, i.e., no jandals or crocs are allowed.
  - Only t-shirts or shirts with sleeves are allowed.

GAME TIMES:

Premier Grade 1hr 45 mins or 7 innings, whichever occurs first.
Reserve Men's Grade 1hr 35 mins or 7 innings, whichever occurs first
Reserve Women's Grade 1 hr 45 mins or 7 innings, whichever occurs first
U21 Grade 1hr 45 mins or 7 innings, whichever occurs first

The Official Scorer will be the sole judge of time, and a tie breaker will be used to gain a result if the scores are tied at the completion of regulation innings or time.

1. Match Playing Rules

1.1 Premier Men's will pitch from the block when playing on the skin diamonds.

1.2 Reserve Men's and U21 boys will pitch from the mat o while playing on the skins and can pitch from the block on the turf diamonds.

1.3 Play shall commence at the time appointed. Only exception to this is bad weather, or the previous game not being concluded – on allocated diamonds. Failure to commence game within 5 minutes of the scheduled start time due to any other circumstance than above will result in the game being forfeited by the offending team.

1.4 Division 3 Women's Grade ONLY: An innings is complete when 3 outs are taken, or 7 runs are scored. All runs batted in with the 7th run will count.

1.5 Game Balls

1.5.1 Easton 888 for Premier Men, Reserve Men, and U21 Boys Grade.

1.5.2 Easton 819 Reserve Women and Div 1 and Div 3 grades.

1.6 If game is rained out and 5 innings has been completed, this is an official game result. Should 5 (five) innings have not been completed then a new game will be rescheduled by the NHSA. Rain out games will be completed wherever possible within 7 days of the original scheduled date.

1.7 Batboys/girls MUST always wear a 2-Ear helmet and must wear covered in shoes. For safety they must be 10 years and over.

1.5 In the event of sickness or injury, a team may continue play without the injured player being replaced, except in the Premier Grade, where 9 players must always be on the field.

ANNEX C: AGE RESTRICTED GRADE RULES

Grade:	Tee Sox Under 7
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	6 (min to start a game is 6)
Max players per team:	10
Ball:	Easton STB10.5
Pitching Distance:	N/A
Base Line	14m
Game Duration	45 mins
Batting:	All 10 players on the team bat in turn (per the batting line up) in each innings.
Runners:	There are no runners starting on base.
Fielding:	All 10 players field, however no more than 6 players can be positioned in the infield. Play stops when the ball is placed on the Tee, or the catcher is holding the ball on home plate.
Strikes/Balls	Not called
Intentional Walks:	No
Dropped 3rd Strike Rule	No
Temporary Runners	No
DP/DR	No
Stealing	Not allowed
Infield Fly	No
Tied Games:	Yes
Scores / Finals:	Scores are not kept, and there are no playoffs.
Timekeeping:	Team listed first on the draw to keep game time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coaches box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	All Players must play in a new fielding position from the start of each new innings.

Grade:	Tee Sox Under 9
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond. Male Catchers must wear a cup/box.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	8 (min to start a game is 6)
Max players per team:	12
Ball:	Easton STB10.5
Pitching Distance:	10m
Base Line	14m
Game Duration	60 mins
Batting:	All 12 players on the team bat in turn (per the batting line up) in each innings.
Runners:	There are no runners starting on base.
Fielding:	10 players may field at the same time during each innings, however no more than 6 players can be positioned in the infield.
Strikes/Balls	Not called
Intentional Walks:	No
Dropped 3rd Strike Rule	No
Temporary Runners	No
DP/DR	No
Stealing	Not allowed
Infield Fly	No
Tied Games:	Yes
Scores / Finals:	Scores are not kept, and there are no playoffs.
Other:	Before Christmas the competition is played with coach pitching to their own team while batting. 3 pitches from the coach. Unless both teams agree on children pitching. After Christmas, the competition is played using usual pitching rules, the offensive coach will come onto the diamond and pitch to the batter after the batter has faced 3 pitches without striking the ball. No Tee is to be used. The hitter has 3 attempts to hit the ball. After 2 attempts, the batter runs to first and the catcher throws the balls to first base to get the runner out. All players are in the hitting line up, regardless of whether in the field or not.
Timekeeping:	Team listed first on the draw to keep game time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coaches' box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	All Players must play in a new fielding position from the start of each new innings.

Grade:	Rookie Sox Under 11 – FASTBALL60
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond. Male Catchers must wear a cup/box.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	6 (min to start a game is 6)
Max players per team:	12
Ball:	Easton STB11 or STB12
Pitching Distance:	10m
Base Line	18.29m
Game Duration	60 mins
Batting:	All players must be on the batting line up for at least half of the game. An innings is complete when 3 outs are taken, 7 runs are scored, or a double play occurs. All runs batted in with the 7th run will count.
Runners on base:	1st innings – runner on 1st base. 2nd innings – runners on 1st and 2nd base. 3rd innings – bases loaded. 4th innings returns to runner on 1st base and so on.
Fielding:	Maximum of 9 fielders per innings. Pitcher is allowed 1 warm up pitch per innings
Strikes/Balls	3 strikes/3 balls
Double Plays	Double play clears the innings
Switch over between innings:	Teams will have 90 seconds to switch over and start the new innings – If the batter or runners on base delay a strike will be called on the batter. If the fielding team delays the start of the innings the Fielding team will have a ball called on them.
Intentional Walks:	No
Dropped 3rd Strike Rule	No
Temporary Runners	Yes
DP/DR	No
Stealing	Allowed
Infield Fly	No
Tied Games:	Yes
Other:	Fastpitch
Timekeeping:	Team listed first on the draw to keep game time. Away team notifies the umpires and coaches when it is half time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coaches' box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	Coaches are to encourage players to play in different fielding positions. A minimum of two pitchers and two catchers must be used per game. At least one complete inning must be pitched by a relief pitcher (or pitchers). For the avoidance of doubt, the starting pitcher cannot return to pitch during the immediately subsequent inning after they have been replaced. This rule is not applicable to semifinals and finals At the halfway point of the game, all bench players must enter the game. A player cannot be substituted 2 games in a row, ie at a minimum a player will play a full game every second week.

Grade:	Rookie Sox Under 13 – FASTBALL75
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond. Male Catchers must wear a cup/box.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	8 (min to start a game is 8)
Max players per team:	12
Ball:	Easton 888N 12" – Flexi Ball to be used when a full Girls team versus a full Boys Team
Pitching Distance:	Girls - 11m Boys – 12m
Base Line	18.29m
Game Duration	75 mins
Batting:	All players must be on the batting line up for at least half of the game. An innings is complete when 3 outs are taken, 7 runs are scored, or a double play occurs. All runs batted in with the 7th run will count.
Runners on base:	1st innings – runner on 1st base. 2nd innings – runners on 1st and 2nd base. 3rd innings – bases loaded. 4th innings returns to runner on 1st base and so on.
Fielding:	Maximum of 9 fielders per innings. Pitcher is allowed 1 warm up pitch per innings
Strikes/Balls	3 strikes/4 balls
Double Plays	Double play clears the innings
Switch over between innings:	Teams will have 90 seconds to switch over and start the new innings – If the batter or runners on base delay a strike will be called on the batter. If the fielding team delays the start of the innings the Fielding team will have a ball called on them.
Intentional Walks:	No
Dropped 3rd Strike Rule	Yes
Temporary Runners	Yes
DP/DR	No
Stealing	Yes
Infield Fly	Yes
Tied Games:	Yes – Annex A does not apply
Other:	Fastpitch
Timekeeping:	Team listed first on the draw to keep game time. Away team notifies the umpires and coaches when it is half time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coach's box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	Coaches are to encourage players to play in different fielding positions. A minimum of two pitchers and two catchers must be used per game. At least one complete inning must be pitched by a relief pitcher (or pitchers). For the avoidance of doubt, the starting pitcher cannot return to pitch during the immediately subsequent inning after they have been replaced. This rule is not applicable to semifinals and finals At the halfway point of the game, all bench players must enter the game. A player cannot be substituted 2 games in a row, ie at a minimum a player will play a full game every second week.

Grade:	Under 16 Girls F45
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	9 (min to start a game is 8)
Max players per team:	15
Ball:	Easton 888N 12"
Pitching Distance:	U15 – 11.5m U17 – 12.19m
Base Line	18.29m
Game Duration	45 mins
Batting:	1st innings – runner on 1st base. 2nd innings – runners on 1st and 2nd base. 3rd innings – bases loaded. 4th innings returns to runner on 1st base and so on. An innings is complete when 3 outs are taken, or 7 runs are scored. All runs batted in with the 7th run will count.
Runners:	No
Fielding:	Maximum of 9 fielders per innings.
Strikes/Balls	3 strikes/4 balls
Intentional Walks:	No
Dropped 3rd Strike Rule	Yes
Temporary Runners	Yes
DP/DR	DP – Yes DR – No
Stealing	Yes
Infield Fly	Yes
Tied Games:	Yes – If tied at the end of 45 mins, the game goes back to even innings where a team had the lead last. Failing this, a draw will be issued.
Other:	Fastpitch
Timekeeping:	Team listed first on the draw to keep game time. Away team notifies the umpires and coaches when it is half time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coach's box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	Coaches are to encourage players to play in different fielding positions. At the halfway point of the game, all bench players must enter the game. A player cannot be substituted 2 games in a row, i.e. at a minimum a player will play a full game every second week.

Grade:	Under 16 Boys
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond. Male Catchers must wear a cup/box.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	9 (min to start a game is 8)
Max players per team:	15
Ball:	Easton 888N 12"
Pitching Distance:	13.11m
Base Line	18.29m
Game Duration	90 mins (or 7 innings whichever comes first)
Batting:	All players must be on the batting line up for at least half of the game. An innings is complete when 3 outs are taken, or 7 runs are scored. All runs batted in with the 7th run will count.
Runners:	No
Fielding:	Maximum of 9 fielders per innings.
Strikes/Balls	3 strikes/4 balls
Intentional Walks:	No
Dropped 3rd Strike Rule	Yes
Temporary Runners	Yes
DP/DR	DP – Yes DR- No
Stealing	Yes
Infield Fly	Yes
Tied Games:	No – see tiebreaker rules.
Other:	Fastpitch
Timekeeping:	Team listed first on the draw to keep game time. Away team notifies the umpires and coaches when it is half time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coaches' box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	Coaches are to encourage players to play in different fielding positions. At the halfway point of the game, all bench players must enter the game. A player cannot be substituted 2 games in a row, ie at a minimum a player will play a full game every second week.

Grade:	Div 1 Men FASTBALL60
SAFETY: All batters and runners must be wearing a batting helmet when on the diamond. Male Catchers must wear a cup/box.	
UNIFORM: Each player in a team shall wear the Club uniform of the same style and colour.	
Min players per team:	8 (min to start a game is 8)
Max players per team:	
Ball:	Easton 819 12”
Pitching Distance:	Men’s Distance
Base Line	18.29m
Game Duration	60 mins - The game plays the full 60 mins. At the end of 60mins, the game ends.
Batting:	All players must be on the batting line up for at least half of the game. An innings is complete when 3 outs are taken or a double play occurs.
Runners on base:	1st innings – runner on 1st base. 2nd innings – runners on 1st and 2nd base. 3rd innings – bases loaded. 4th innings returns to runner on 1st base and so on.
Fielding:	Maximum of 9 fielders per innings. Pitcher is allowed 1 warm up pitch per innings
Strikes/Balls	3 strikes/3 balls
Double Plays	Double play clears the innings
Switch over between innings:	Teams will have 90 seconds to switch over and start the new innings – If the batter or runners on base delay a strike will be called on the batter. If the fielding team delays the start of the innings the Fielding team will have a ball called on them.
Intentional Walks:	Yes
Dropped 3rd Strike Rule	Yes
Temporary Runners	Yes
DP/DR	Yes
Stealing	Yes – Runners must leave on time.
Infield Fly	Yes
Tied Games:	Yes – If tied at the end of 60 mins, the game goes back to even innings where a team had the lead last. Failing this, a draw will be issued.
Other:	Fastpitch
Timekeeping:	Team listed first on the draw to keep game time. Away team notifies the umpires and coaches when it is half time.
Coaches:	No Coach may interfere or assist with any play.
	The Batting coach must stay in the coach’s box during the play
	The Fielding coach can verbally assist from outside the dead ball lines.
Rotations:	