



Auckland Junior Softball One Day Tournament (ODT) Entry Information 2020

Date

Tuesday 10th November 2020

Venue

Rosedale Park, Albany

Entries

- Entries must be submitted in EnterNOW by 11.59pm Monday 2nd November 2020.
- Entries received after the entry closing date may be accepted at the discretion of College Sport. Late entry fees may apply.
- Depending on entries Division 1 & 2 may be combined.
- By entering this competition schools give permission for College Sport Auckland to use images taken at events/competitions on the College Sport website and social media platforms.

Grades

- Division 1 - Fastpitch
- Division 2 - Slowpitch

Fees

- College Sport will invoice schools after the tournament.
- Teams withdrawn after the entry closing date will still be liable for the entry fee.

Team Management

There will be a manager's meeting at 8.30am. All schools must be represented at this meeting.

All teams must have an adult with them at every game. This person is to complete the score sheet before and after the game where needed, be aware of any medical problems of players in the team, implement the rules of the competition, and supervise the players. Teams without supervision may lose by default.

Eligibility

- All players must be in year 10 or below, and under 15 on the 1st January in the year of play, and must play for the school they currently attend.
- Only secondary schools who have paid the College Sport affiliation fee for year 7 & 8 students can play students from below year 9, provided they are currently attending that school.
- Refer to the College Sport Bylaws for further information.

Officials

Fast Pitch (Division 1) - Umpires will be provided by the host club/association

Slow Pitch (Division 2) – Schools will need to provide an umpire (1 per team)

Any schools with senior students who can umpire can put their name forward for this or forward to school.sport@collegesport.co.nz

Draws & Results

Draws will be available on the College Sport website.

Schools are responsible for entering and checking their results in SportsRunner. Corrections to results will not be accepted within four school days of playoffs.

Points will be awarded as:

- win = 2 points
- draw = 1 point
- loss = 0 points
- win by default = 2 points (7-0 score)
- lose by default = -2 points (0-7 score)

If teams are on equal points, the team who beat the other will be placed ahead. If still undecided, the points scored 'for' will be divided by the points scored 'against' and the team with the highest points differential will be placed ahead.

New Format - Slowpitch

Softball in New Zealand is traditionally Fastpitch. Quite often the pitcher dominates in this format. Pitching is a hard skill that not all can master. We have a lot of disparity between pitchers being too good and striking out everyone to pitchers who do not even know how to throw a strike and pitch continuous walks. This is boring for almost everyone involved. Slowpitch softball allows newcomers to the sport the chance of putting the ball in play, becoming a baserunner and potentially scoring. Instead of the main focus going on the pitcher and catcher, focus goes on all ten players where they have the opportunity to hit and field the ball.

Uniforms & Equipment

- All teams shall supply:
 - 1 x approved match ball (.47 core)
 - 1 x catcher's helmet, 1 x chest protector, 1 x set of leg guards
 - 2 x bats
 - 4 x two-eared batting helmets.
- Two-eared helmets must be worn in the on-deck circle, whilst batting, whilst base-running
- Catchers must wear a mask, chest protector, and leggings.
- No metal cleats are to be worn.
- All students must play in the school's recognised playing uniform.
- All players must wear shoes.

Rules

(See Slowpitch and Fastpitch specific rules further below)

- All matches will be played as per the [Auckland Softball Association Junior Grade Rules](#) unless otherwise stated.
- Diamond dimensions:
 - Junior Boys pitching distance = 14.02 metres
 - Junior Girls pitching distance = 12.19 metres
 - Baselines = 18.29 metres
- Host venues will provide umpires. Their decisions are final.
- Coin flip each game determines home and away team.
- Teams must leave the grounds clean and tidy. If grounds are left damaged and/or untidy, schools will be liable for paying any associated costs.
- Teams are able to be competitive but keep in mind fair play

Slowpitch Rules

- 10 players per team (or more if both teams agree) - 6 infielders, 4 outfielders
- Competitions can be single sex - 10 boys, 10 girls or co-ed 5 boys and 5 girls
- 2 innings game - 30 minute games
- Teams bat through all 10 players regardless of outs - 40 at bats in total per game
- Ball must be pitched above the head of the hitter to be a legal pitch - no flat fast pitches
- Normal slowpitch softball rules
- No bunting, no stealing, no lead offs - wait until the ball is hit before leaving the base
- 4 balls, 3 strikes. You are out if the ball is hit foul on your third strike

Note:

Every player bats. Regardless of outs. On last hitter team must get the ball in to home plate to close all bases. Remaining baserunners can continue to run until a base in front of them has been closed. If the last hitter is walked all remaining baserunners score including the hitter. The reason for this rule is to make sure the last batter of each team is not intentionally walked to stop them from scoring their teammates. If the ball is thrown to first base the hitter is out but all remaining runners can continue to try and score until the ball is thrown home to close ALL bases.

Equipment required:

10 gloves, 1 bat, 1 flexi ball. Flexi ball to be used for pitcher and player safety

People required:

20 players, 1 umpire, 2 coaches/teachers

Fastpitch Rules

- 9 players per team – 6 infielders, 3 outfielders
- Single sex
- 5 innings or 55 minute game – whatever comes first. No new inning after 45 minutes. If team batting second is leading after 45 minutes game is over. If game is not completed in the last 10 minutes a countback is enforced. Last team leading after last complete inning
- Bunting, stealing, lead offs allowed