



Auckland Junior Softball Championships

Entry Information 2023

Date

Thursday 9 November 2023

Venue

North Harbour Softball Association, Rosedale Park

Entries

- Entries must be submitted online via EnterNOW by 11.59pm Thursday 26 October 2023
- Entries received after the entry closing date may be accepted at the discretion of College Sport
- 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

- Fastpitch
 - Junior Boys (Division 1)
 - Junior Girls (Division 1)
- Slowpitch
 - Junior Mixed (Division 2)

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- Teams withdrawn after the entry closing date will still be liable for the entry fee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 for an 8.45am start time. 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 will lose by default.

Eligibility

- All players must be in Year 10 or below, and Under 15 on 1 January in the year of play
- 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

Fastpitch – Umpires will be provided

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.

Points will be awarded as:

- Win = 3 points
- Draw = 2 points
- Loss = 1 point
- Win by default = 3 points (7-0 score)
- Loss by default = 0 points (0-7 score)

Uniforms & Equipment

- No metal cleats are to be worn
- All students must play in the school's recognised playing uniform
- All players must wear shoes
- 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

Rules

(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
- Home team is listed on the left side of the draw
- 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

Fastpitch Rules

- 9 players per team – 6 infielders, 3 outfielders
- Single sex (no mixed teams)
- 4 innings or a 40-minute game – whatever comes first. If the team batting second is leading after 35 minutes, the game is over. If the game is not completed, a countback is enforced. The last team leading after the last complete inning is declared the winner
- Bunting, stealing, lead offs are allowed

Slowpitch Rules

- 10 players per team (or more if both teams agree) – 6 infielders, 4 outfielders
- Mixed/Open teams – 10 boys, 10 girls or co-ed 5 boys and 5 girls
- 2 innings or a 30-minute game
- 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

People required:

20 players, 1 umpire, 2 coaches/teachers

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