



Fastball 40 Senior One Day Tournament Entry Information 2024

Date

Friday 15 March

Venue

Rosedale Park

Grades

Boys & Girls

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 = 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.

Uniforms & Equipment

- All teams shall supply their own playing equipment.
- 1 x approved match ball (.47 core) o CSA will provide 2 match balls per diamond for the day.
- Regulation bats
- 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.
- All students must play in the school's recognised playing uniform.
- Metal cleats are not permitted at this tournament (due to artificial turf)

CSA Playing Rules

- NO double points for runs successfully scored from squeeze plays.
- NO offensive power plays.
- NO intentional walks
- 7-run limit (side away) per team per innings

- The team on the left side of the draw is the HOME team.
- Play starts and finishes on the Air Horn
- Game lengths will be the completion of 3 innings or 40-minute timer (whichever comes first)
 - No new innings with less than 5-minutes remaining in the round (Speaker Siren will alert you to the 5-minute warning)
 - All scores revert back to the last completed innings unless the HOME team (team batting second) is winning.
- There will be no time stoppage for injuries unless it is a major injury.
- 3 balls and 3 strikes per at bat.
- 3 outs per innings o A Double Play clears the innings regardless of the current number of outs.
- Runner(s) start on base every innings of 1st inning will start with a runner on first base. 9th batter starts on first base o 2nd inning will start with runners on first and second base. Being the last 2 batters from previous innings.
- 3rd inning will start with runners on all bases (loaded bases). Being the last 3 from the previous innings.
- Batters named in line up from 1 – 9 must stay in that order throughout the game.
- All non-fielding individuals must remain over 5 meters behind the foul ball.

Temporary runner for catcher only

- This applies when catcher is on base and there are 2 outs.
- Runner is the last available batter out.
- This is to speed up the game – catcher comes off and immediately puts on catchers' gear for when they go out to field.

Substitutions

- This is to be done between innings only. No substitutions allowed during an innings.
- May also be allowed due to injury as approved by the umpires.

Defensive Play

- Pitchers will have one warm up at the start of each innings – no others will occur during innings the
- Fastball 40 pitching is as per standard softball pitching rules.
- 3 Balls = Walk
- 3 Strikes = Out

Officials

- Schools will need to provide their own umpire and scorer for the day.
- Home team umpire starts as Plate Umpire – Away team umpire starts as Base Umpire. Umpires to alternate positions between innings.
- Teams/umpires should discuss any alterations to this to ensure their game can proceed safely.

Changeovers

- 2-minutes to change over as per umpire judgement
- If one team is not ready, then a ball or strike will be called depending on which team is responsible for hold up. No latitude given for catcher.