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**HONG KONG CHINA SOFTBALL ASSOCIATION**  
**LOCAL GROUND RULES**  
**2025 – 2026**

The Rules and Regulations governing the competition shall be the World Baseball Softball Confederation (WBSC) Fast Pitch Softball Playing Rules (FPPR) 2022 - 2025, and subject to the Local Ground Rules of Hong Kong China Softball Association where otherwise expressly stated or provided. The Hong Kong China Softball Association, subject to prior notice, reserves the right to make alterations and amendments to any of the rules mentioned below.

**1 Player Eligibility**

- 1.1 All players must be current registered members of Hong Kong China Softball Association. Male teams' rosters shall include only male players and female teams' rosters shall include only female players.
- 1.2 The maximum number of players registered in a team is twenty-five (25) and the minimum number shall not be less than fifteen (15). If a team requests to register more than twenty-five (25) players, prior approval shall be obtained from the Commissioner of League Affairs.
- 1.3 The minimum age of any registered player eligible to participate in MC, MD, WB, WC divisions or associated activity shall be twelve (12) years by date of registration.
- 1.4 Youth players aged 12-13 are not allowed to be registered in MS, MA, MB and WA divisions, unless with the prior approval from the Commissioner of League Affairs.
- 1.5 A player shall only play for **one** team and in **one** division, to which he/she is registered to.
- 1.6 Player is not allowed to change his/her team in a league season unless with the prior approval from the Commissioner of League Affairs.
- 1.7 Ineligible player found to play for other team(s) (irrespective of whether he/she uses false name) shall be suspended from the remainder of the season, with potential additional suspensions for the offended team for future seasons and other leagues. The suspension will be decided by the Commissioner of League Affairs after consultation with the Executive Council.
- 1.8 Violation of the rules on the eligibility of players shall result in the relevant game being forfeited.
- 1.9 Any new player of a team must be registered at least 3 days (72 hours) before he/she shall be eligible to play a game for that team.
- 1.10 Any new team must be registered in the lowest division (MD or WC Division). The Commissioner of League Affairs has the full discretion in deciding the admission of a new team, including the selection of an appropriate method of testing its standard.

**2 Game Fixture**

- 2.1 All scheduled games must start on time and no delay is allowed. Both teams should have enough/sufficient uniformed players on the field when the game starts.  
A team is considered as not having enough players to start when:
  - a) Less than 9 players are present in the lineup.
  - b) When they are using FLEX/DP, one of the non-FLEX/DP player is not present, and less than 10 players are present in the lineup.
- 2.2 No request of unavailability, postponement or re-scheduled of games shall be entertained unless an approval is granted from the Commissioner of League Affairs. Exception: If no less than five (5) players in a team is also registered in other tournaments organized by HKCSA, and the start time between the scheduled league game and the other game is less than 3 hours, the team manager is granted for a reschedule by sending a written request to the office within 72 hours after the schedule email has been sent. No rescheduling will be granted after the given period.
- 2.3 A team insisting on postponement of a game may contact the team managers concerned to switch the games on their own. Official confirmation letter or notice from all the related team managers should be sent to the Hong Kong China Softball Association at least 3 working days before the scheduled game day. The Commissioner of League Affairs has the sole discretion to approve or reject a formal notice of postponement or re-scheduling of games without giving reasons for his/her decision.
- 2.4 If the team requests for a postponement and cannot arrange another team to fill up the schedule, the team can request for a forfeit game with no penalty. An official request must be sent to the Hong Kong China Softball Association at least 3 working days before the scheduled game. The opposing team will be informed officially by the Association and may not necessarily show up at the game time. Otherwise, double walkover will be penalized to both teams. Another request of this kind will not be entertained and will be considered as a "walkover".
- 2.5 If a team does not have sufficient players in 2.1 on the field to start the game, the game will be considered as a "walkover" by the opposing team. The **HK\$1000** deposit of the

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offended team will be forfeited. This penalty will be applied to the scheduled games in open league and festival of sports (if applicable).

- 2.6 Any team, which gives a total of two "walkovers", will automatically be ejected from its league and associated competition (including the games of Festival of Sports and other associated matches, if applicable) for the remaining season. All its registered players, without exception granted from the Commissioner of League Affairs, will not be permitted to transfer in the other teams and divisions for the remaining season. If a team is ejected from the league, it will be automatically ranked last in the round, and also be placed last in the bottom group subsequent round(s). Hence such team(s) will be automatically relegated in the next season unless the approval of retention by the Commissioner of League Affairs.  
The Commissioner of League Affairs reserves the right of allowing an ejected team to be registered in the next season.
- 2.7 If a team does not have sufficient players to continue the game, in the case of player's injury or unfitness, it is considered as a forfeited game but not as a "walkover". No deposit will be deducted.
- 2.8 If two teams give a "doubled-walkover" in a double-elimination playoff series, both teams cannot be advanced to the loser bracket.
- 2.9 The lost runs of the offended team in a forfeited or walkover game shall be the most run(s) against recorded in the round robin of its division group. All other cases of a forfeited game shall also follow this rule.
- 2.10 Most games will be scheduled to play on Saturday, Sunday and Public Holiday. On urgent necessity, games will be scheduled on weekday evenings. Day or week double-headers will be scheduled for making-up rainout games.
- 2.11 Basically, without any adverse ground conditions, MS, MA, MB and WA divisions will be scheduled to play at Tin Kwong Road softball field; MC divisions will be scheduled to play at both Tin Kwong Road and Shek Kip Mei softball fields; MD, WB and WC divisions will be scheduled to play at Shek Kip Mei softball fields.

### **3 Home & Away team**

- 3.1 The choice of Home or Away team shall be decided by coin-toss before the game. If double round robin is adopted for the league division, the Home or Away team shall be assigned alternatively. If triple round robin is adopted for the league division, the Home or Away team shall be assigned alternatively for the first two rounds and the Home or Away team shall be decided by coin-toss for the third round.
- 3.2 The Home team takes the field ahead of the Away team.
- 3.3 No infield practice is allowed before the game.

### **4 Home run and passed ball ground rules**

#### **4.1 Tin Kwong Road Softball Ground:**

- 4.1.1 A home run will be awarded if a batted fair fly ball clears over the home run line attached onto the soft net at outfield.
- 4.1.2 If a fair batted ball hits the home run line or middle soft net fencing at the outfield, the ball is dead, and the batter is awarded two bases. The batter-runner(s) shall be awarded two bases from the time of the pitch.
- 4.1.3 If a fair batted ball hits on or below the blue protective padding of the outfield fence, the ball is in play.
- 4.1.4 If a pitched ball (whether it is touched or untouched by a catcher or umpire) hits the backstop soft net fencing, the ball is dead, and the runner is entitled to one base without liability to be put out.
- 4.1.5 When a ball is in play and is overthrown (whether it is touched or untouched by a fielder or umpire) to soft net fencing /dugout, the ball is dead. The batter-runner and all other runners shall be awarded two bases from the time the ball left the fielder's hand.

#### **4.2 Shek Kip Mei Softball Ground (Pitch #3):**

- 4.2.1 A home run will be given to the batter if a batted fair fly ball first lands beyond the outfield boundary governed by the position of cones. It is a home run if the batted ball hits the cones before touching the ground.
- 4.2.2 If a fair-batted ball (whether it is touched or untouched by a fielder or umpire) bounces or passes through the outfield boundary governed by the position of cones, the ball is dead. The batter-runner and runners shall be awarded two bases from the time of the pitch.
- 4.2.3 When the ball is thrown and leaves the playing field, or the outfield boundary governed by the position of cones, the batter-runner and runners shall be awarded two bases from the time the ball leaves the fielder's hand.

4.3 Shek Kip Mei Softball Ground (Pitch #4): (near the changing room)

- 4.3.1 A home run will be given to the batter if a batted fair fly ball clears over the fence at right field, or first hits on the concrete wall at left and center fields, a home run shall be awarded to the batter.
- 4.3.2 If a fair-batted ball (whether it is touched or untouched by a fielder or umpire) enters the concrete jogging pavement at the outfield, the ball is dead. The batter-runner and runners shall be awarded two bases from the time of the pitch.
- 4.3.3 When the ball is thrown and leaves the playing field or enters the concrete jogging pavement at the outfield, the batter-runner and runners shall be awarded two bases from the time the ball leaves the fielder's hand.

## 5 The game

5.1 A regulation game shall consist of seven innings or in accordance with the time limit, whichever comes first.

5.2 Time limit for each division is:

	Division	Time Limit	
1	MS	1 hr. 40 min.	100 min.
2	MA	1 hr. 40 min.	100 min.
3	MB	1 hr. 40 min.	100 min.
4	MC	1 hr. 30 min.	90 min.
5	MD	1 hr. 30 min.	90 min.
6	WA	1 hr. 40 min.	100 min.
7	WB	1 hr. 30 min.	90 min.
8	WC	1 hr. 30 min.	90 min.

If the start time of the scheduled game is postponed by the previous game, it will be started at least 15min after the previous game ends. Actual game start time will be determined and announced by the plate umpire of the delayed game.

\*The last game in TKR will not be started if the second last game still hasn't been completed at 20:45. However, both teams have to show up with sufficient players when the plate umpire on duty calls the lineup right after the delayed second last game ends. Failure of this results in "walk over" of the game.\*

### 5.3 MS, MA, MB, WA Divisions

- 5.3.1 No extra inning shall be started after the game has been played up to the time limit, except for a tied game.
- 5.3.2 The exact time recorded for the completion of an inning is the moment when the umpire called for the third out. In other words, an inning starts when the final out of the preceding inning is made.
- 5.3.3 A regulation game shall be called after the completion of the top half of the inning when the game has been played up to the time limit and if when the home team is leading. The turn of the batter (time at bat) in progress will stop unless the pitcher has started the pitch.  
(When the pitcher becomes stationary on the pitching plate while two hands together in front of the body, this is considered the start of the pitch.)  
The game will be called when all plays are settled. All advances, runs and outs count during the play.
- 5.3.4 If a game is in a draw or if the away team is leading when the game has been played up to the time limit, the game should be continued until the completion of the inning or when the home team turns the defeat.
- 5.3.5 A tiebreaker system shall be executed if the game is tied with a complete inning after reaching the time limit in round robin and knockout games.

### 5.4 MC, MD, WB, WC Divisions

- 5.4.1 No extra inning shall be started after the game has been played up to the time limit, except for tie game.

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- 5.4.2 The exact time recorded for the completion of an inning is the moment when the umpire called for the third out or situations ending the inning as prescribed in 6.4. In other words, an inning starts when the final out, inning-ending walk, tagging the home plate or a dead ball situation of the preceding inning is made.
- 5.4.3 A regulation game shall be called after the completion of the top half of the inning when the game has been played up to the time limit and if when the home team is leading. The turn of the batter (time at bat) in progress will stop unless the pitcher has started the pitch.  
(When the pitcher becomes stationary on the pitching plate while two hands together in front of the body, this is considered the start of the pitch.)  
The game will be called when all plays are settled. All advances, runs and outs count during the play.
- 5.4.4 A regulation game shall be called if one team leads the other by
- 10 runs or more; or
  - 9 runs and the leading team makes 1 out; or
  - 8 runs and the leading team makes 2 outs
- when the game has been played up to the time limit. The turn of the batter (time at bat) in progress will stop unless the pitcher has started the pitch.
- 5.4.5 If a game is in a draw or if the away team is leading when the game has been played up to the time limit, the game should be continued until the completion of the inning or when the home team turns the defeat.
- 5.4.6 A tiebreaker system shall be executed if the game is tied with a complete inning after reaching the time limit in round robin and knockout games.
- 5.5 Run ahead rule
- 5.5.1 A run ahead rule shall be adopted at all Preliminary Round Robins and Playoffs Series in all divisions.
- 5.5.2 The run ahead rules for ALL divisions are: Fifteen (15) runs after three (3) innings; Ten (10) runs after four (4) innings; Seven (7) runs after five (5) innings.
- 5.6 Tiebreaker
- 5.6.1 For all divisions, the offending team must place a base-runner on the second base who is scheduled to bat ninth in that respective half-inning and play until the score is decided one way or the other.
- 5.6.2 The player(s) who is/are positioned as a runner/runners in tiebreaker can be substituted in accordance with the substitution rules.
- 5.7 Ranking System
- The ranking of the teams is based on the result of the games played in the round robin(s) or playoff round separately.
- The ranking of the teams is determined in order by the following procedures until the tie is broken: Winning Percentage; Head-to-head; Runs Against; Hits and Coin Toss/Drawing.
- 5.7.1 The team with the higher winning percentage ranks on top of the others.
- 5.7.2 When 2 teams are tied in the overall winning percentage, rank the teams by the head-to-head result, the winning team is ahead of the other team. If 2 teams again tie, use the below ranking system to break the tie in order:
- i. If two teams are tied in head-to-head result, rank the teams by their total runs-against recorded in the games played between these two teams, the team with the lowest runs-against is placed ahead of the other.
  - ii. If two teams have the same records in the runs against results, rank the teams by their total number of hits recorded in the games played between these two teams, the team with the highest total number of hits is placed ahead of the others.
  - iii. If two teams have the same record in number of hits, their rankings will be decided by a toss of the coin in the presence of the tied team managers.
- 5.7.3 If 3 (or more) teams are tied in the winning percentage, use the below ranking system to break the tie in order (Example please refer to Appendix I):
- i. Winning Percentage
    - Calculate the winning percentage among those tied teams, the team with higher winning percentage ranks on top of the others and so on. If two teams tie again, those teams shall follow rule 5.7.2. If 3 (or more) teams among the group tied again, those teams shall follow rule 5.7.3 ii.
  - ii. Runs Against results
    - If 3 (or more) teams are tied in the winning percentage calculated on 5.7.3 i, ranked the teams by their total runs-against recorded played among these tied teams, the team(s) with the lowest runs-against is/are placed ahead of the others and so on. If two teams tie again, those teams

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shall follow rule 5.7.2. If 3 (or more) teams among the group tied again, those teams shall follow rule 5.7.3 iii.

- iii. Hits (H)
  - If all tied teams have the same records in the runs against results, ranked the teams by their total number of hits recorded among these tied teams, the team(s) with the highest number of hits is/are placed ahead of the others and so on. If two teams tie again, those teams shall follow rule 5.7.2. If 3 (or more) teams among the group tied again, those teams shall follow rule 5.7.3 iv.
- iv. Drawing
  - If the tied teams have the same record in number of hits, their rankings will be decided by drawing in the presence of the tied team managers.

## 5.8 Signing the Score Sheet

- 5.8.1 Both team managers are requested to sign the score sheet after the game to verify the score.

## 5.9 Batting position

- 5.9.1 To speed up the game, a strike shall be called if the batter does not take his/her position in the batter's box within 10 seconds after the umpire has declared "Play Ball".
- 5.9.2 The batter must keep at least one foot in the box between pitches, unless for the exceptions apply in which case the batter may leave the batter's box. If not, the umpire issues a strike.  
(Refer to WBSC Softball Rules 2022 - 2025 Rule 5.4.2 e for exceptions)

## 5.10 Relegation and Promotion system

- 5.10.1 The right to be promoted to the upper division will be first granted to the teams with the promotion rights according to the Playing Format.
- 5.10.2 If there is any vacancy available or the qualified team for promotion abandons its right to promote: the priority of promotion (or remain in same division) will be given in the following order:
  - i. The highest-ranking team in the lower division (except the team qualified to be promoted);
  - ii. The team ranked second last in that division (Not applicable to MS);
  - iii. The team ranked last in that division;
  - iv. The team in the lower division (base on the league ranking, except the team promoted or relegated);
  - v. The local team invited by the Association
- 5.10.3 Commissioner of League Affairs reserves the right of final decision on any promotion and relegation of the league.

## 6 9th-batter Rules (For MC, MD, WB, WC divisions)

- 6.1 9<sup>th</sup>-batter rules are to be used in MC, MD, WB and WC divisions. Only a maximum of nine batters from an offensive team shall have their turns at bat in an inning.
- 6.2 The defense team cannot use WBSC FPPR 5.5.1(c) 2 on the 9<sup>th</sup>-batter. i.e. The 9<sup>th</sup>-batter batter cannot be advanced without the defense delivering pitches.
- 6.3 When it is less than three (3) outs, and the 9<sup>th</sup>-batter becomes the batter runner/ there is/are runner(s) on base after the 9<sup>th</sup>-batter is out, the ball is live. The defense may elect to put out the batter runner or runner(s), or return the live ball and tagging the home plate to end the inning.
- 6.4
  - a) The ball is dead when the 9<sup>th</sup>-batter:  
receives four balls/ hit by pitch/ the dropped third strike enters the dead ball area/ hits a ground rule double:  
All runners and the batter runner are awarded two (2) bases at the time of pitch.  
Then the inning ends.
  - b) The ball is delayed dead when the 9<sup>th</sup>-batter:  
was obstructed from batting/ hitting an illegal pitch:  
The offense may elect the result of play, or all runners and the batter runner are awarded two (2) bases at the time of pitch.  
Then the inning ends.
  - c) After the 9<sup>th</sup>-batter completed his turn at bat, there is an out on the offense team while causing the ball is dead, for example: interference/ illegal batting/ touching batted ball/ hit by batted ball, etc., the inning ends when the ball is dead.

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- d) After the 9th-batter completed his turn at bat, if the ball is overthrown and entering the deadball area, the inning ends after executing 4.1.6, 4.2.3, or 4.3.3 of this regulation.
- 6.5 After the inning is ended as described in the previous sections 6.3 and 6.4, the defense may appeal for extra out(s) and nullify run(s).  
Note: Unless the appeal is regarding the third out, and it is a force out or causing the succeeding runners cannot score, the appeal will NOT affect the advances or runs by the other runners or the batter runner in 6.4 a) or b).

## **7 Line-up**

- 7.1 A player's name shall not be on the starting line-up, unless that player is present in the team area and uniformed.
- 7.2 Eligible roster members may be added to the substitute list at any time during the game.
- 7.3 The line-up sheets should be submitted to the official scorer for at least 30 minutes before the game, and both teams should exchange their teams' line-up rosters. The team manager or coach should obtain the line-up sheet from the scorer proactively. If the teams play the first scheduled game on the day, they can obtain the line-up sheets from the scorer 45 minutes before their game starts. The teams can also obtain the line-up sheets from the duty officer at SKM or Association Staff by visiting the office after 9:30am on Sunday or 1:30pm on Saturday.
- 7.3.1 The Hong Kong Observatory standard time will be followed if an official clock is not provided in the field.
- 7.4 To allow scorer to check identities of the players with respect to the registered record:
- 7.4.1 Tin Kwong Road Softball Ground:  
Both teams are required to gather near the scorer with a proactive attitude after submission of line-up sheets.
- 7.4.2 Shek Kip Mei Softball Ground:  
Both teams are required to gather at home plate 5 minutes before the game.
- 7.5 If a team fails to comply with Rule 7.3 or 7.4, the official scorer will record the incident(s) on the score sheet and a penalty will be imposed to the concerned team. (Details of the penalty please refer to Appendix II.)  
If a team submits the lineup card less than 10 minutes before the scheduled game start time, the team manager/ head coach who signs the lineup card/ the listed first team manager will receive an official warning. Successive late submission of lineup will result in suspension of the manager/ head coach.
- 7.6 Any change or substitution requested by the manager after submitting the line-up sheet to the scorer must be changed in accordance with the substitution rules. The line-up card is treated as finalized in the pre-game meeting in WBSC FPPR when it is submitted to the official scorer.
- 7.7 Full names, dress numbers and positions of the players should be clearly printed on the line-up sheet.
- 7.8 The name of the manager/coach should also be written and signed on the line-up sheet.
- 7.9 The identities of the players shall be checked by the scorer with respect to the registered record before the game.

## **8 Ground Condition**

- 8.1 The umpire is empowered to suspend or call a game at any time including but not limited to darkness, adverse weather or venue condition (e.g. ground condition, opening hours of venue etc.).
- 8.2 Suspended Game (Example Cases. Please refer to Appendix III):
- 8.2.1 If the game has been played for less than THREE (3) complete innings in MS, MA and WA divisions; TWO (2) complete innings in MB, MC, MD, WB and WC divisions when it is suspended, the game will be scheduled to replay from the beginning. Original line-ups may be changed when the game is replayed.
- 8.2.2 A regulation game shall be declared if the suspended game has been played for THREE (3) or more complete innings in MS, MA and WA divisions; TWO (2) or more complete innings in MB, MC, MD, WB and WC divisions. The score of a called regulation game is the score at the end of the last complete inning unless the home team scores more runs than the visiting team in the bottom half of the incomplete inning. In this case, the score is that of the incomplete inning.
- 8.2.3 If the suspended game is tied at the end of the last complete inning after it has been played for the number of completed innings as stated in 8.2.2, the game shall be rescheduled at later dates and continued to play at the beginning of next inning.
- 8.2.4 If the game has been played for the number of completed innings as stated in 8.2.2, and the home team tied the scores in the bottom half of the incomplete inning when



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it is suspended, the game shall be rescheduled at later dates and continued to play at the exact point where it is suspended.

- 8.2.5 For all continued games, original line-ups (including starting players, substitutes) shall not be changed. An eligible roster player may be added to the substitute list at the beginning or during the continued game. Substitution can be made in accordance with the substitution rules at the beginning or during the continued game. It is not a must for the player originally in the lineup and being substituted to show up in the continued game. A tiebreaker system shall be played for the continued game for any new extended inning.

## **9 Equipment and Uniform**

- 9.1 Ball caps must be worn by all male players in the game.
- 9.2 Exception:
- 9.2.1 An offensive player will not be required to wear a cap when he is wearing with an approved batting helmet, or
- 9.2.2 When the defensive catcher is wearing an approved catcher mask or helmet.
- 9.3 Caps, visors and headbands are optional for female players. Plastic or hard visors are not allowed.
- 9.4 Any exposed item, including jewelry or decoration extended from the uniform, judged by the umpire to be distracting and dangerous to opposite players may be worn or displayed.
- 9.5 The uniform shirts of a team should be alike and numbers of contrasting colour be worn on the back. No players of the same team may wear identical numbers. (number 1 and 01 are examples of identical numbers.) Only whole numbers 01 to 99 shall be used. Players without numbers will not be permitted to play. Any exposed metal may not be attached onto the uniform.
- 9.6 Approved batting helmets are mandatory while batting and base running.
- 9.7 Helmet, mask and protectors should be worn by the catcher.
- 9.8 Only Softball bats on WBSC Softball Bat List and Approved Official Softball will be allowed. (Please refer to <https://www.wbssc.org/en/organisation/game-officials> for the updated Softball Bat List)
- 9.9 Youth players aged 12-13 at the league enrollment deadline day who are registered in the league are compulsory to wear a face mask in the whole league season when taking infield defensive positions. Failure to do so shall be an ejection of the player from the game.
- 9.10 Youth players aged 12-13 at the league enrollment deadline day who are registered in the league are compulsory to wear a youth batting helmet in the whole league season when batting. Failure to do so shall be an ejection of the player from the game.

## **10 Appeal and Protest**

- 10.1 Official umpires and scorers will be arranged in every game. There shall be no appeal from any decision of any umpire on the judgment calls. The plate umpire, official scorer(, technical commissioner/ duty officer if present) and the opposing team must be notified if the game is playing under a protest.
- 10.2 Protests shall only be considered concerning matters of the following cases:
- 10.2.1 Misinterpretation of a playing rule;
- 10.2.2 Failure of an umpire to apply the correct rule to a given situation;
- 10.2.3 Failure to impose the correct penalty for a given violation.
- 10.3 The official written protest letter together with a deposit of HK\$500 should be delivered by hand to the Hong Kong China Softball Association within 48 hours after the protested game. The deposit will be refunded if the protest is valid.
- 10.4 When a protest is allowed for misinterpretation of a playing rule, the game is replayed from the exact point at which the incorrect decision was made, with the decision corrected. Original line-ups (including starting players, substitutes, coaches) shall not be changed in the replayed game. An eligible roster player may be added to the substitute list at the beginning or during the continued game. Substitution can be made in accordance with the substitution rules at the beginning or during the continued game.
- 10.5 When a protest for ineligibility of a team roster member is allowed, the offending team shall forfeit the game.

## **11 Team behaviour**

- 11.1 Any team member disputing any judgment decision by an umpire will constitute a team warning. Any repeat offense shall result in the ejection of that team member.
- 11.2 Any team member must not speak or act in an un-sportsman like manner, in umpire's judgment, to the officials, spectators and the opposing team. Should such bad behaviour continue despite ANY Umpire's warning, the offending team member is to be ejected out of the team area.

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- 11.3 If the batter carelessly throws the bat when attempting a pitch (excluding a catcher obstruction), in umpire's judgement, in a way that may potentially/actually hit the catcher/plate umpire/ other participants, a team warning for unsportsmanlike conduct will be issued to the offended team.
  - 11.4 For subsequent offenses by the team with team warning in 11.3, the batter will be EJECTED from the game.
  - 11.5 All ejected team members, except those ejected by in 11.4, will be subjected to at least one (1) game suspension within/across seasons.  
The number of games suspended will be determined by the technical commission according to WBSC tournament regulations and disciplinary regulations, see Appendix IV for reference. After the decision is made, the team manager of the ejected player can make an official appeal to the office within 48 hours. A \$500 appeal fee will be applied.  
An independent committee, including a council member not in the technical commission, umpire director and scoring director, will review the case. The appeal fee will be refunded if the appeal was successful.
  - 11.6 At Shek Kip Mei softball fields, Pitch #3 & 4, area directly behind the net (see Annex 2) are considered to be no staying area for any team member. For repeated offense, team warning shall be given. Any team member from the warned team shall be ejected from the game in the third occurrences.

## **12 Players' obligation**

- 12.1 All players should maintain the tidiness of the field and dugouts.
- 12.2 In order to keep the ground in good condition, team members are requested to rake the infield area after the game.

## **13 Scoring**

- 13.1 According to GR 5.3.3, 5.4.3 and 5.4.4, the batter's plate appearance (PA) shall not be counted if the turn of batter is stopped when the game has been played up to the time limit.
- 13.2 The title of batting champion shall be awarded to the eligible player having the highest batting average in the preliminary round robin of the same league. If there is more than one player having the same batting average, the title will be awarded in accordance with the rankings of most hits; most home runs; most runs-batted-in (RBI).
- 13.3 Only the game statistics in preliminary round robin will be used for calculating the Batting Champion.
- 13.4 The player who is eligible to win the title of batting champion must meet the minimum at-bat requirement. The minimum Plate Appearance (PA) to qualify for the title of batting champion should be at least 70% of the maximum PA recorded in the same preliminary round robin games.
- 13.5 Awards will be given to the players in MS and WA divisions with most Home Runs and most Runs-batted-in (RBI) recorded in the preliminary round.

## **14 Awards**

- 14.1 A title of Most Valuable Player (MVP) shall be awarded to one of the players in the Champion Team of each division. The Most Valuable Player (MVP) in each division shall be nominated by the team manager of the Champion team.
- 14.2 Batting Champion – the highest batting average recorded in the preliminary round (minimum PA is equal to half of the highest PA recorded in the preliminary round).
- 14.3 Awards will be given to the players in MS and WA divisions with most Home Runs and most Runs-batted-in (RBI) recorded in the preliminary round.

## **15 League games recording**

- 15.1 Hong Kong China Softball Association may take photos or videos before, during or after league games for publications or promotions related purposes. Should you have any queries, please contact the office.

**【END】**

Commissioner of League Affairs



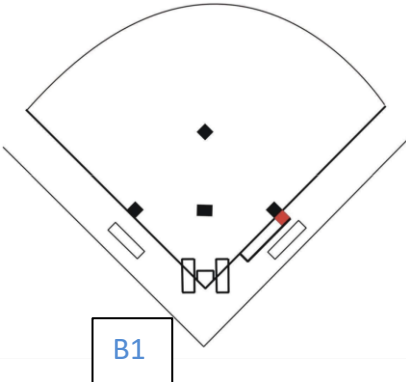
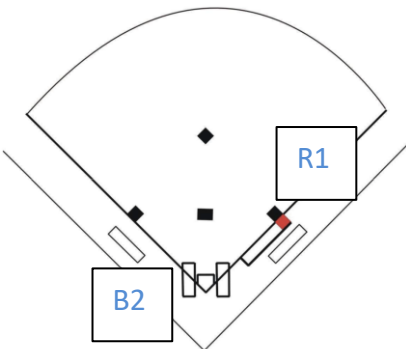
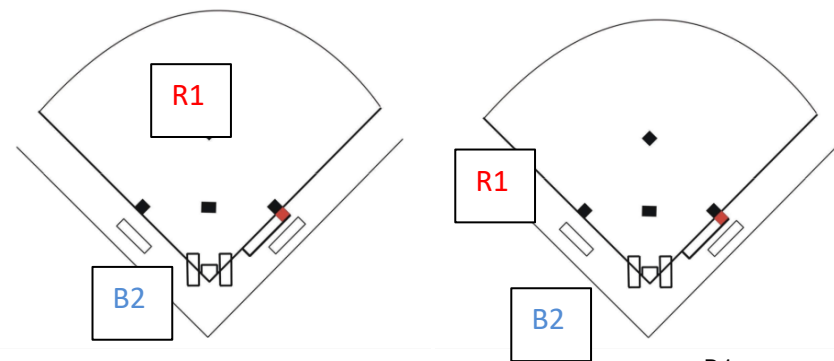
## Appendix IV

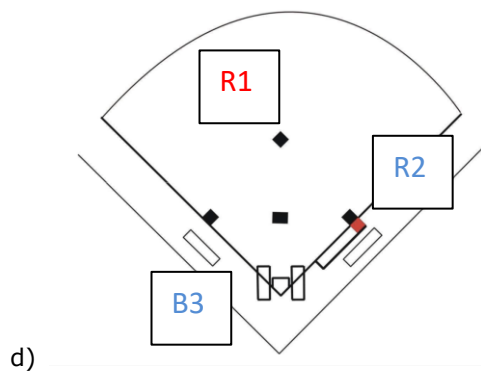
Table of game suspensions: (Adapted from WBSC World Cup Tournament Regulations)

Infraction	Minimum	Maximum
<b>Player, coach or team member to another:</b>		
<b>Verbal</b>		
Indecent language	1	2
Insulting language	1	3
Threats	1	4
Inciting spectators to abuse another player	1	3
<b>Physical</b>		
Deliberate contact	1	2
Fights	2	3
Fights: Actual injury	3	6
Throwing material	1	2
Spitting	2	4
NOTE: Fights during bench clearing will be handled as fights mentioned above		
<b>Player, coach or team member to official:</b>		
<b>Verbal</b>		
Indecent language	1	2
Insulting language	2	3
Threats	2	4
Inciting spectators to abuse officials	1	3
<b>Physical</b>		
Deliberate contact	1	2
Attempted injury	2	3
Actual injury	3	6
Throwing material at a person	2	4
Spitting	2	4
<b>Other infractions</b>		
Disputing judgement calls	0	2
Displaying influence of alcohol	0	2
Late delivery of line-up ( <b>&lt;10 min</b> before scheduled game start time)	0	2
Carelessly throwing the bat towards players or umpire	0	0
<p>If in the Technical Commission's judgement the Umpire's Report indicates that the ejection itself was sufficient AND there are no previous incidents on record, OR if the Scorer Director's Report on the late delivery of line-ups is the first recorded, an 'Official Warning' may be issued.</p> <p>For repeat infringement(s), the penalty may be increased.</p>		

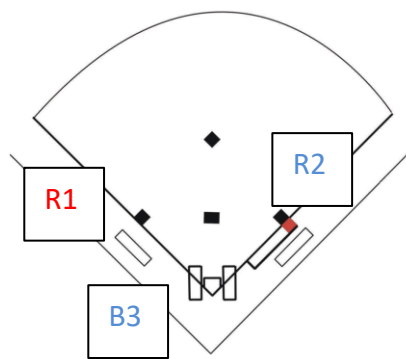
## Appendix V

### 9<sup>th</sup>-batter walk/hit-by-pitch advance examples

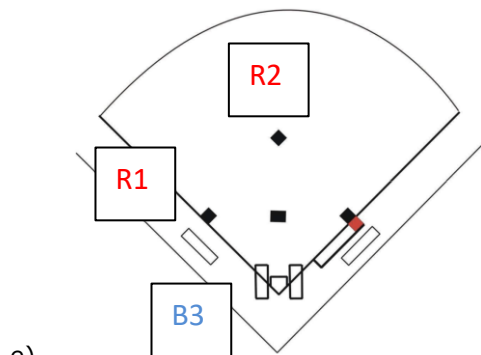
- a)  B1 advances to 2<sup>nd</sup> base, no run scores.
- b)  R1 advances to 3<sup>rd</sup> base, B2 advances to 2<sup>nd</sup> base, no run scores.
- c)  R1 scores, B2 advances to 2<sup>nd</sup> base,



d)

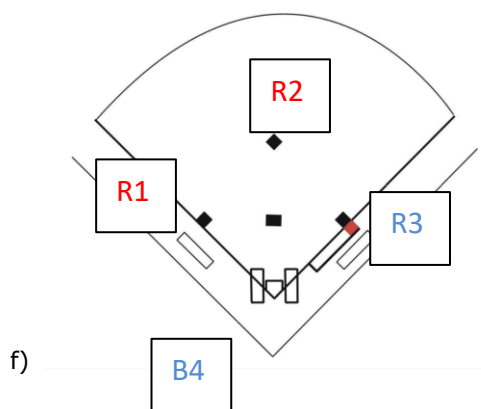


R1 scores, R2 advances to 3<sup>rd</sup>,  
B3 advances to 2<sup>nd</sup> base



e)

R1 scores, R2 scores, B3 advances to 2<sup>nd</sup> base



f)

R1 scores, R2 scores,  
R3 advances to 3<sup>rd</sup> base, B4 advances to 2<sup>nd</sup> base

Note:

If there is proper appeal on the forced runners/ runners in [pale blue](#) colour missing the very next base, it is also a forced-out.