

R01 – COMPETITION RULES

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These Rules govern the Sydney Outfielders 2026/27 social slow-pitch competition. Safety, fairness, participation and good-faith decision-making guide their application.

How these Rules work

The competition follows the 2026–2029 WBSC Official Rules of Softball – Slow Pitch unless these Rules say otherwise. If they conflict, these Rules prevail.

Anyone who registers, volunteers, officiates, attends or otherwise participates must comply with the Constitution, these Rules and the Association’s published policies, codes, procedures and schemes, including:

- Player Code of Conduct;
- Captains’ Code of Conduct;
- Umpire Code of Conduct; and
- Spectator and Guest Code of Conduct.
- Member and Participant Protection Policy;
- Complaints, Investigations, Discipline and Appeals Policy;
- Privacy, Member Data and Surveys Policy;
- Safety and Incident Management Policy;
- Weather Policy;
- Registration, Fees, Refunds and Cancellations Policy;
- Team Gender Composition Policy;
- Community Points Scheme;

The Constitution prevails over all other Association documents, and these Rules determine immediate competition and game consequences. Formal complaints and disciplinary action are dealt with under the Constitution and the Complaints, Investigations, Discipline and Appeals Policy. The current published version of each document applies from its stated effective date.

Table of Contents

1. General	4
Scope and rules hierarchy	
2. Registration, Eligibility and Membership	4
Team entries	
Player registration	
Team preferences, allocation and recruitment	
Co-captains	5
Registered team composition	
Fill-ins and finals eligibility	6
3. Competition Structure	
Season draw and standings	
Game points and forfeits	7
Community Points	8
4. Game-Day Rules	
Umpires and pre-game arrangements	
Start, duration and end of games	9
Last light and mandatory end	
Completing the final inning	
Table A - Game Mandatory End Schedule	10
Innings and scoring	
Blocked balls and interference with play	
Batting and base running	
Commitment line and scoring at home	12
Runners struck by the ball	
Pitching, balls, strikes and fielding	13
Fair and foul balls	
Decisions and disputes	14
5. Team Composition	15
Player numbers and fielding balance	
Batting order	
Batting and pitching line-ups	
Amendments to line-ups and record-keeping	16
Attendance	17
Designated runners for accessibility	
6. Umpiring and Captain Decisions	18
Types of game umpire	
Authority of an Association Umpire	
Authority of a Fallback Umpire	
Captain responsibilities	19
Challenges and disputes	
Protests and post-game rules review	20
7. Finals	20
Finals structure and eligibility	

Finals results and abandoned games	
8. Uniforms, Branding and Footwear	21
Uniforms and team identity	
Footwear	
9. Equipment and Playing Field	22
Equipment	
Field set-up and safety	
Diamond layout and markings	
Fielding and base-coach positions	23
10. Cancellation and Abandonment of Games	23
Before a game	
During a game	
11. Player and Participant Conduct	24
Standards and immediate game management	
Complaints and discipline	
 <u>APPENDICES</u>	
Appendix A - Sydney Outfielders WBSC Variations at a Glance	25
Appendix B Illustrated Field and Playing Guide (Coming Soon)	26
Appendix C Fair and Foul Ball Examples (Coming Soon)	27
Appendix D Glossary	28
 <u>VERSION CONTROL</u>	
Version history	30

1. General

Scope and rules hierarchy

1.1 These Rules govern the Sydney Outfielders 2026/27 slow-pitch softball competition. A matter not covered by these Rules is determined under the [2026–2029 WBSC Official Rules of Softball – Slow Pitch](#). If the documents conflict, these Rules prevail.

1.2 The Committee may vary a Rule where reasonably required for safety, venue conditions, scheduling or another special circumstance. A substantive variation must be approved, versioned, dated, recorded in the version history and notified before it applies.

2. Registration, Eligibility and Membership

Team entries

2.1 Team entries must be submitted in the form and by the deadline published by the Committee. Entry is not guaranteed by submission or payment alone.

2.2 Acting in good faith and in the Association's best interests, the Committee may accept, condition, waitlist or refuse an entry. It may consider capacity, safety, team viability and balance, compliance history and Association policy. A refusal of a membership application is not appealable under Constitution clause 5(7).

Player registration

2.3 A person may play only if they are registered, have supplied the required information and have paid the fee or entered an approved payment arrangement. An unregistered or otherwise ineligible player must not play. Using an ineligible player may result in a forfeit or another competition consequence.

2.4 Membership and playing registration with the Association are limited to people aged 18 or over. A person must be at least 18 when applying for membership or registering for the season. Proof of age may be requested where reasonably required.

2.5 Registration categories, fees, payment arrangements, financial hardship support, withdrawals and refunds are governed by the Registration & Refunds Policy and any season information published by the Committee.

Team preferences, allocation and recruitment

2.6 A player may state a team preference during registration, but no player is guaranteed a particular team. The Committee may allocate or move players to maintain viable and appropriately balanced teams.

2.7 A captain must not promise a player a position, invite an unregistered person to play, or represent that an exception has been approved unless the Committee has confirmed it.

2.8 Late registrations may be accepted subject to available places, team needs, safety, competition balance and any Committee conditions.

Co-captains

2.9 Each team must appoint two co-captains with equal standing. Either may act when the other is absent.

2.10 Co-captains share responsibility for:

- (a) team communications, line-ups and records;
- (b) player welfare and conduct;
- (c) dealings with umpires and the Committee;
- (d) compliance; and
- (e) team volunteering.

Refer to the Captains Code of Conduct for further details on expected behaviour of captains.

Registered team composition

2.11 At registration close, each team must have at least 12 players: at least six in the women's category and six in the men's category.

2.12 After the minimums in rule 2.11 are met, remaining roster places may be filled by players of any gender. Unless the Committee approves an exception, the women's- and men's-category totals must not differ by more than two. Other gender categories do not affect that calculation.

2.13 This applies the Association's 40:40:20 model: balanced representation of women and men, with remaining places open to any gender. For example, a 16-player roster would ordinarily include 6 women, 6 men and 4 players of any gender. "Any gender" describes the roster place, not a person's identity.

2.14 A player's category is the one they voluntarily select. A non-binary, gender-diverse or other player must not be assigned to the women's or men's category unless they selected it. No one may pressure a player to change their identity or category to affect team composition.

2.15 A team is not automatically in breach when injury, withdrawal, relocation or another circumstance outside its control changes its roster. The Committee may use recruitment, transfer, allocation or another reasonable arrangement to restore balance.

2.16 The Committee may approve a temporary or season-long exception where compliance is not reasonably achievable or would harm players' or the competition's interests. Captains must not promise or assume an exception. The Team Gender Composition Policy governs administration.

Fill-ins and finals eligibility

2.17 During the round-robin competition, a team may use fill-ins only where fewer than seven eligible players registered to that team are available.

- (a) A fill-in must be a current Playing Member registered to another competition team and otherwise eligible to play; Social Members cannot fill in.
- (b) A team may use up to three fill-ins in a game, from one or more teams.
- (c) A fill-in must not displace an available eligible member and counts towards game-day composition.
- (d) A co-captain may seek eligible fill-ins in the official Captains Chat; Committee approval is not required where this rule is met.
- (e) A fill-in must be present before the grace period ends to count towards the seven-player minimum and must be identified on the score sheet.

2.18 To play in a final, a player must be a current Playing Member registered to that team and have played at least five round-robin games for their team, unless the Committee grants an exception before the final because of exceptional circumstances.

2.19 Social Members are ineligible to play in any round-robin game, semi-final or grand final and cannot fill in for Playing Members in competitive games.

3. Competition Structure

Season draw and standings

3.1 The competition is played on Tuesday evenings from October to March. The Committee must publish the draw and finals structure to members before the season and may amend them where reasonably necessary. The current draw, venues and umpire roster are maintained in the published Season Draw on the website.

3.2 Games must be played at the time and place in the draw unless the Committee directs otherwise.

3.3 The Committee will maintain standings and may publish results through Association channels.

3.4 Teams are ranked by total competition points, being game points plus Community Points earned during the round-robin competition.

3.5 If teams finish level on competition points, rank them in this order:

- (a) run differential; (*runs scored minus runs conceded*)
- (b) head-to-head result;
- (c) fewest runs conceded; then
- (d) a Committee-supervised draw.

Game points and forfeits

3.6 Competition points are awarded according to the result of each scheduled game. The points awarded are:

Result	Competition points
Win	3
Draw	2
Loss	1
Bye	0
Forfeit	0 to the forfeiting team; 3 to the opponent
Double forfeit	0 to each team

3.7 A forfeit affects both competition points and the score recorded for ladder purposes.

- (a) A single-team forfeit is recorded as a **7-0 win** for the non-forfeiting team, with 7 runs credited to that team and 0 to the forfeiting team.
- (b) Competition points are awarded in accordance with rule 3.6.
- (c) A double forfeit records no runs for either team.

3.8 A team that knows it cannot play a scheduled game must notify the Association as early as reasonably practicable and no later than two hours before the scheduled start.

- (a) Notice must be emailed to info@sydneyoutfielders.org.au.
- (b) For a 6:30 pm game, the notification deadline is **4:30 pm**.
- (c) The Association will notify the opposing team shortly after 4:30 pm to confirm whether the match is a forfeit or double forfeit.
- (d) Teams must not bilaterally, without the consent or knowledge of the Committee agree to record a draw instead of a forfeit.

3.9 A game that is cancelled or abandoned is not treated as a forfeit unless these Rules expressly provide otherwise. Competition points and any recorded result are determined under **section 10**.

Community Points

3.10 Teams may earn Community Points during the round-robin competition. Community Points form part of the competition points used to determine the final round-robin standings.

3.11 Eligibility, activities, notice, volunteer requirements, substitutions, record-keeping and the deadline for earning Community Points are governed by the Community Points Scheme published for the season. The Scheme must give every team a reasonable opportunity to earn the same number of points.

3.12 A team that does not complete an activity's published requirements does not receive the associated point, but no additional penalty applies.

4. Game-Day Rules

Umpires and pre-game arrangements

4.1 Association Umpires are rostered where available and act independently of both teams. If no Association Umpire is present, the batting team must provide a Fallback Umpire while it bats. Section 6 sets out the authority of each role.

4.2 Before the first pitch, the game umpire and at least one co-captain from each team must complete the pre-game field check. They must confirm field markings, boundaries, hazards, line-ups, and all other items outlined in the captains checklist.

(a) The pitching line marks the front edge of the pitcher's plate and must be centred on the home-to-second-base line, perpendicular to it and 15.24 metres (50 feet) from the rear point of home plate. Where practical, it should be about 61 centimetres long and must be re-marked if missing, unclear or materially misplaced.

(b) The commitment line must be clearly marked halfway between third base and home; on standard 19.81-metre (65-foot) base paths it is about 9.9 metres (32 feet 6 inches) from each and may be marked with chalk or two aligned cones.

(c) Play must not begin until the pitching line has been checked. An Association Umpire decides any disagreement about a marking; if none is present, the co-captains must agree. Once agreed, a marking may change only with the Association Umpire's approval or, if none is present, both teams' agreement.

(d) The pre-game field check must include weather-related hazards, slippery surfaces and any proposed safety precautions, including advice about running between bases. These matters must be discussed by the game umpire and at least one co-captain from each team before play begins.

(e) Play must not begin or continue while an unacceptable safety risk remains. Decisions about deteriorating conditions are made under rules 6.4 and 6.9 and section 10.

Start, duration and end of games

4.3 Games start no earlier than 6:30 pm and the grace period ends at 6:40 pm.

4.3.1 At 6:40 pm each team must be able to field at least seven eligible players, including any permitted fill-in present by then; a team unable to do so forfeits, and if neither team can do so both forfeit.

4.3.2 After a forfeit, the teams may play a non-competitive social game by agreement, but its result and statistics do not count towards the Competition points.

4.4 The home team fields first and bats second.

4.5 A game ends at the first of: seven completed innings; 90 minutes of playing time; the Table A mandatory end time; or an earlier authorised ending under these Rules.

4.6 The game clock starts with the first pitch. A game umpire may call time for an injury, safety issue, rules discussion or other necessary interruption; the clock stops while time is called and resumes when play restarts. A Fallback Umpire may stop the clock only for those reasons and not to delay the game.

Last light and mandatory end

4.7 Table A states the published civil twilight time and mandatory end time for each scheduled round. The mandatory end time is 10 minutes after civil twilight and is the latest time play may continue.

4.8 No new inning may begin after the earlier of the 90-minute game limit or the published civil twilight time.

4.9 At the 90-minute game limit or the mandatory end time, as applicable, no further pitch may be delivered. Any live play already in progress may be completed. Runs validly scored before play ends remain recorded and count towards the final score.

4.10 An Association Umpire may end a game early where visibility, weather, field conditions or another safety issue makes play unsafe; without one, the co-captains of the opposing teams make that decision jointly and in good faith. A game must not continue beyond the mandatory end time. Section 10, the Safety and Incident Management Policy and the Weather Policy also apply.

Completing the final inning

4.11 If the top half of an inning is completed and the home team is already ahead, the bottom half is not played where no further inning may begin under rule 4.8.

4.12 If the home team takes the lead while batting in the bottom half of an inning and no further inning may begin under rule 4.8, the game ends immediately. Runs scored on the game-ending play are recorded, subject to the seven-run cap.

4.13 If play ends before a half-inning is completed, all runs validly scored before play ends remain recorded and count towards the final score.

Table A - Game Mandatory End Schedule

Stage	Date	Published last light (Civil Twilight)	Mandatory end
Round Robin 01	Tuesday 13th Oct 2026	7:32 pm	7:42 pm
Round Robin 02	Tuesday 20th Oct 2026	7:38 pm	7:48 pm
Round Robin 03	Tuesday 27th Oct 2026	7:44 pm	7:54 pm
Round Robin 04	Tuesday 3rd Nov 2026	7:51 pm	8:01 pm
Round Robin 05	Tuesday 10th Nov 2026	7:58 pm	8:08 pm
Round Robin 06	Tuesday 17th Nov 2026	8:05 pm	8:15 pm
Round Robin 07	Tuesday 24th Nov 2026	8:12 pm	8:22 pm
Round Robin 08	Tuesday 1st Dec 2026	8:19 pm	8:29 pm
Round Robin 09	Tuesday 8th Dec 2026	8:25 pm	8:35 pm
Round Robin 10	Tuesday 15th Dec 2026	8:31 pm	8:41 pm
Round Robin 11	Tuesday 5th Jan 2027	8:38 pm	8:48 pm
Round Robin 12	Tuesday 12th Jan 2027	8:38 pm	8:48 pm
Round Robin 13	Tuesday 19th Jan 2027	8:35 pm	8:45 pm
Semi-final 01	Tuesday 2nd Feb 2027	8:26 pm	8:36 pm
Semi-final 02	Tuesday 9th Feb 2027	8:20 pm	8:30 pm
Semi-final 03	Tuesday 16th Feb 2027	8:13 pm	8:23 pm
Grand Final 01	Tuesday 23rd Feb 2027	8:05 pm	8:15 pm
Grand Final 02	Tuesday 2nd Mar 2027	7:56 pm	8:06 pm

Note: Mandatory game end times are calculated by adding 10 minutes to evening civil twilight for each game date, using [Geoscience Australia's calculator](#) with Centennial Park coordinates (33°53'S, 151°14'E) and Sydney local time (AEDT), regardless of the inning or game situation.

Innings and scoring

4.14 Rule 4.13 governs the ordinary end of a game under rules 4.5 to 4.12. If a game is abandoned under rule 10.6, the specific abandoned-game scoring method in rule 10.6 applies instead.

4.15 A half-inning ends when three outs are recorded or seven runs have scored, whichever happens first.

4.16 The seven-run cap applies in every inning, including the final inning, and the half-inning ends when run seven is scored; only the runs needed to reach seven count. If a player scores a homerun after the seven-run cap is reached, a homerun should still be recorded against their name for statistics and awards purposes.

Blocked balls and interference with play

4.17 A blocked ball is a batted or thrown ball that is stopped, handled or touched by a person not taking part in the game, or touches an object outside the agreed playing territory. It is a dead ball. From the moment the ball becomes blocked, a runner cannot be tagged out.

4.18 Where an Association Umpire is present, that umpire awards the bases each runner would reasonably have reached; otherwise, the co-captains must agree. Runners take awarded bases without liability to be tagged out. If the co-captains cannot agree, the play is replayed with the batter, outs, runs and runners reset as fairly as possible.

4.19 A fielder who is not making a play must move out of a runner's path. If the fielder fails to do so, the runner is protected to the base towards which they were running. A tag made on the obstructed runner before they reach that base does not make the runner out, unless the runner commits a separate violation or continues beyond the protected base.

Batting and base running

4.20 A batter must not bunt or deliberately chop the ball. A batter who does so is out and the ball is dead. All runners must return to the bases they occupied at the time of the pitch and cannot be tagged out while returning.

4.21 Before the pitch, both of the batter's feet must be completely within the batter's box.

- (a) If the batter contacts the ball while a foot is completely outside the box, the ball is dead and a strike is called.
- (b) The batter is out only if the strike is strike three.
- (c) All runners must return safely to the bases they occupied at the time of the pitch.
- (d) This rule does not apply where a dangerous pitch forces the batter from the box.

4.22 Sliding or diving into a base is prohibited. The runner is out and the ball remains live unless the game umpire calls time for safety. An accidental trip or fall is not considered a slide or dive.

4.23 While the ball is live, a runner must keep to a reasonable running arc between bases. A runner who leaves that arc to avoid a lawful tag is out, but may deviate to avoid a collision or obstruction. This rule does not apply while the ball is dead.

4.24 Stealing and leading off are prohibited. A runner must stay on base until the batter contacts the pitch or an uncontacted pitch touches the ground or strike plate; leaving early makes that runner out, the ball is dead, the pitch does not count and other runners return safely. After legal contact, the ball is live and runners may advance at risk; after an uncontacted pitch becomes dead, any runner who left must return safely.

4.25 The safety base at first must be used as marked. On the initial play at first, the batter-runner should use the outside safety portion and the fielder the inside portion, unless avoiding a collision reasonably requires otherwise.

4.26 Runners must touch bases in order.

- (a) While the ball is live, a runner off base may be tagged out; a lawful tag requires secure control of the ball.
- (b) A runner touching a base is safe unless forced to advance, and a fielder must not push or pull a runner off a base.
- (c) During a dead ball, runners may return or take an awarded base safely, subject to automatic outs and appeals.
- (d) A runner may overrun first and return directly; an attempt towards second makes them liable to a tag.

4.27 On a caught fly ball:

- (a) a runner may advance after a fielder first touches the ball;
- (b) a runner who left early must retouch their original base before advancing;
- (c) while the ball is live, the runner may be tagged or the fielding team may appeal at the base;
- (d) during a dead ball, an infielder may appeal verbally and the runner may retouch before the appeal succeeds;
- (e) an appeal must occur before the next pitch or before the fielding team leaves the field.

Commitment line and scoring at home

4.28 A runner who passes the commitment line between third base and home must continue towards the scoring line and must not return to third. A runner who returns towards third is out immediately; no tag is required.

4.29 A run is scored when the runner crosses the scoring line before a defensive player controlling the ball touches home plate. Every play at home is a force play: to record the out, a defensive player controlling the ball must touch home plate before the runner crosses the scoring line. The runner must not be tagged, and a tag on the runner does not record an out.

4.30 A runner must approach home between the third-base line and the dead-ball line and cross the scoring line. A runner who touches home plate is out immediately; no tag is required.

Runners struck by the ball

4.31 If a runner is struck by a batted ball in foul territory or while standing on a base, the ball is dead and the runner is not out. Any other runner who is off base must return to the base they occupied at the time of the pitch and cannot be tagged out while returning.

4.32 If an untouched fair batted ball strikes a runner between bases before passing a fielder other than the pitcher, the runner is out without a tag and the ball becomes dead. The batter is awarded first base; other runners return to the base occupied at the time of the pitch unless forced to advance. If the ball has touched a fielder (including the pitcher), or has passed a fielder other than the pitcher and no other fielder had an opportunity to make an out, accidental contact does not put the runner out and the ball remains live. Deliberate interference is dealt with under the applicable interference rules.

4.33 If a runner is struck by a thrown ball, the runner is not out merely because the ball struck them and the ball remains live, unless the runner deliberately interferes with the throw or subsequent play. Because the ball remains live, a runner who is off base may still be tagged out by a fielder who securely controls the ball.

Pitching, balls, strikes and fielding

4.34 A pitch must be delivered underarm from the agreed pitching line, at moderate speed, and follow a perceptible arc between 6 feet and 12 feet above the ground. A pitch outside that arc is an illegal pitch and a ball, unless the batter swings, in which case the result of the play stands in accordance with WBSC.

4.35 The normal count is three strikes for an out and four balls for a walk to first base. A strike is called when:

- (a) the batter swings and misses while the pitch is still in flight;
- (b) a pitch complying with rule 4.34 first touches the strike plate without first touching the ground or batter;
- (c) the batter hits an uncaught foul ball, including with two strikes; or
- (d) another Rule expressly requires a strike, including rule 4.21.

4.36 A ball is called when the batter does not swing and the pitch:

- (a) does not first touch the strike plate;
- (b) touches the ground before reaching the strike plate, including in the batter's box;
- (c) is outside the permitted arc or is otherwise illegal; or
- (d) hits the batter before the batter makes contact with it.

4.37 A pitched ball not legally contacted by the batter becomes dead when the pitch result is determined; except for ball four and runners forced by that award, runners cannot advance and any runner off base returns safely. Once an uncontacted pitch touches the ground before the strike plate, it is dead immediately and any later swing or contact is disregarded. A swing and miss before the pitch touches the ground is a strike; contact before it touches the ground produces a batted ball judged fair or foul.

Fair and foul balls

4.38 The position of the ball—not a fielder's feet—determines whether it is fair or foul. Foul lines, foul poles, first base and third base are in fair territory.

A legally batted ball is fair if it:

- (a) settles in fair territory before first or third base;
- (b) touches first or third base;
- (c) bounds past first or third base on or over fair territory;
- (d) first lands or is touched in fair territory beyond first or third base;
- (e) touches a fielder or umpire in fair territory and then goes foul; or
- (f) touches or travels along a foul line or foul pole.

A legally batted ball is foul if it:

- (g) settles in foul territory between home and first, or home and third;
- (h) passes first or third base on or over foul territory;
- (i) first touches the ground, a player, umpire, equipment or another object in foul territory beyond first or third base;
- (j) touches the batter, or the bat a second time, while the batter remains in the batter's box;
- (k) first touches the strike plate; or
- (l) hits the pitching line or pitcher's plate and rolls untouched into foul territory before passing first or third base.

A fair ball remains live unless another rule makes it dead. Appendix C illustrates these tests; the game umpire's call governs the play.

4.39 An uncaught foul ball is dead immediately and counts as a strike, including strike three. Runners return to the bases occupied at the time of the pitch and cannot be tagged while returning, but this does not prevent an out under rule 4.24 for leaving before contact. A legally caught foul fly makes the batter out and remains live subject to rule 4.27; a legal foul tip directly from the bat to the catcher's hands or glove is a strike and dead ball, with runners returning safely.

4.40 If a pitched ball hits a batter who has not swung, the ball is dead and a ball is called; the batter remains at bat unless it is ball four, and runners return safely to the bases occupied at the time of the pitch. The batter should make a reasonable effort to avoid the pitch where safe, but remaining in the batter's box does not by itself change the call. If the batter swings and misses before being hit it is a strike; if the batter first contacts the pitch and the batted ball then hits them while they remain in the batter's box, it is a foul ball under rule 4.39.

4.41 If a fielder's overthrow crosses the agreed out-of-bounds line, the ball is dead and each affected runner may advance one additional base. Runners take the awarded base without liability to be tagged out.

4.42 Other batting, pitching, catching, fielding and appeal rules are governed by WBSC, subject to the Sydney variations in these Rules.

Decisions and disputes

4.43 Section 6 governs judgment calls, rules challenges, disputes, time-outs and game-management decisions.

5. Team Composition

Player numbers and fielding balance

5.1 A team must have at least seven eligible players at the end of the grace period. No more than ten players may field at once.

5.2 If injury reduces a team below seven after play starts, the game may continue only if it is safe and the opposing co-captain agrees. Otherwise, it is a forfeit.

5.3 When fielding ten players, a team **should** have at least four players registered in the women's category and at least four registered in the men's category on the field. The remaining two positions may be filled by players of any gender.

5.4 When fielding fewer than ten, a team **should** preserve the same 40:40 balance as closely as reasonably possible, having regard to the eligible players available. An available eligible player should not be excluded or required to sit out solely to meet this guideline. Any fielding position may be played by a player of any gender, subject to safety and the fair-participation requirements in these Rules. Captains should give players reasonable opportunities to try different fielding positions they can safely play.

Batting order

5.5 Before the game, each team must record one continuous batting line-up containing every eligible player who will play. Co-captains must exchange and confirm the line-ups before play, after which the order remains fixed subject to permitted changes. The order must be set in good faith and comply with rule 5.7.

5.6 Every listed player bats in the recorded order, whether or not they are fielding; the order need not alternate genders. An eligible registered team member who arrives after the first pitch may enter only at the end of the batting order after the co-captain notifies the game umpire, scorer and opposing co-captain. The existing order must not otherwise change, and a person who is neither already listed nor an eligible late-arriving team member cannot enter after play starts.

5.7 Batting orders and fielding opportunities must be set in good faith. Captains must not deliberately stack a team so the same stronger or more experienced players repeatedly receive more opportunities to bat .

Batting and pitching line-ups

5.8 Before the game, each team submits:

- (a) the continuous batting line-up; and
- (b) a four-position pitching rotation.

Pitchers 1–4 take innings 1–4; innings 5–7 return to Pitchers 1–3.

5.9 No more than ten players may field in an inning. Captains must share fielding opportunities reasonably and give players fair opportunities to play different positions they can safely perform.

(a) Fielding decisions may consider safety, specialist positions such as pitcher or catcher, availability, injury or illness, player preference and accessibility adjustments.

(b) Members are encouraged to try a range of fielding positions and may ask their captain for training or development opportunities, including support to build pitching skills.

5.10 The four pitching positions need not use four different players. The rotation must satisfy:

- (a) Pitchers 1 and 2 are different players;
- (b) at least one of Pitchers 1 and 2 is not in the men's category; and
- (c) men's-category pitchers do not occupy consecutive positions, including positions 4 and 1.

If no eligible non-men's-category pitcher is available, the game proceeds using available pitchers after the co-captain notifies the umpire and opponent and records the exception on the score sheet. Repeated or foreseeable exceptions must be referred to the Committee.

5.11 The batting line-up and pitching line-up must be given to the scorer and opposing co-captains before the first pitch and made available to the game umpire.

Amendments to line-ups and record-keeping

5.12 The batting order and four-position pitching rotation remain fixed except for:

- (a) an eligible late arrival under rule 5.6;
- (b) a designated runner under rules 5.19–5.25; or
- (c) a listed player who is injured, becomes unwell, leaves or cannot safely continue.

The co-captain must notify the game umpire, scorer and opposing co-captain of any permitted change, and the change must be recorded. A replacement pitcher occupies that pitching position when it recurs unless another permitted change is made; an unlisted person cannot enter as a replacement.

5.12.1 The recorded pitching rotation must be followed. Each pitcher must complete the full defensive inning assigned to them and must not be replaced during that inning except because of injury or illness. This requirement does not prevent a temporary safety stoppage or authorised ending of the game. The injury-or-illness restriction applies to mid-inning pitching replacements despite the other line-up exceptions in rule 5.12.

Difficulty throwing strikes, performance, tactical preference or agreement between the teams does not permit a pitching change.

Any replacement must comply with the pitching-rotation and gender-composition requirements, including any exception expressly permitted by these Rules. The change and its reason must be notified to the game umpire,

scorer and opposing co-captain and recorded on the official scoresheet. An unlisted person cannot enter as a replacement.

A replacement takes over the injured or ill pitcher's position in the recorded rotation. The change does not otherwise alter the scheduled rotation for subsequent innings.

5.13 Players may rotate between field and bench without leaving the batting order. If a game ends before all four pitching positions are used, the team is not in breach provided it follows the rotation for the innings played.

5.14 A player who permanently leaves through injury or illness is skipped in the batting order without an automatic out after the change is notified. A player ejected from the game is recorded as an out each time their turn arises unless an Association Umpire or the Committee directs otherwise.

5.15 Match documentation must be completed, checked, retained and submitted as follows:

(a) The home team's co-captains are responsible for submitting a clear image or scan of the completed official scoresheet. The away team is not required to submit a duplicate.

(b) Each team's co-captains must submit their own separate post-game record, including the required awards nominations, captain ratings and other post-game information. Both the home-team and away-team post-game records must state the home team's name. One team's submission does not fulfil the other team's responsibility.

(c) Each team's four-position pitching rotation must be completed on the official scoresheet before the first pitch, in accordance with rules 5.10–5.12.1. Any permitted change or exception must also be recorded.

(d) The official scoresheet must record the actual finish time; the reason the game ended; whether the game was completed or abandoned; the inning, half-inning and score when play stopped, where relevant; and any relevant decisions or disagreements involving the game umpire and co-captains.

For this purpose:

(i) Completed means the game ended under the normal game-ending rules, including seven completed innings, the 90-minute limit, the published mandatory end time or an applicable game-ending situation under rules 4.11–4.12. An unfinished inning does not, by itself, make the game abandoned. Scoring is determined under rules 4.9–4.14.

(ii) Abandoned means the Association Umpire, or a co-captain from each team acting jointly where no Association Umpire is present, ended the game before its normal conclusion because weather, poor visibility, unsafe field conditions or another safety issue prevented play from continuing. The decision-making process in rules 10.4–10.5 applies. For a round-robin game, three or more completed innings produce a result based on the score at the end of the last completed inning; with fewer than three completed innings, the game is recorded as a draw. Runs from an incomplete inning do not count towards the abandoned-game result under rule 10.6. Finals are governed by section 7.

(e) At the conclusion of the game, a co-captain from each team and the game umpire must check and sign the scoresheet. A co-captain who disagrees with a recorded matter must identify the disagreement and may sign under protest. Signing does not waive the right to submit a protest under section 6.

(f) All required fields, information and signatures must be completed before submission, including both teams' pitching rotations. Where an item does not apply, it must be clearly marked "Not applicable" rather than left blank. An incomplete or unsigned document, or one missing required information, is treated as unsubmitted until a complete version is received. Sending an incomplete version before the deadline does not satisfy the submission requirement. The applicable deadlines, competition-point deduction and missing-record consequences continue to apply.

For clarity, a complete official scoresheet must contain all the following information, recorded accurately and legibly:

(1) Match details: the game date, round, venue, away-team name and home-team name.

(2) Inning-by-inning scores: the runs and outs for each inning for the away team and the home team, together with each team's run totals and any other totals shown on the scoresheet. An inning in which no runs were scored must be recorded as zero.

(3) Player and batting records: every player's name in the correct batting order for both teams, with each player's at-bat, hit and home-run boxes ticked to reflect what actually occurred in the game. Boxes must not be ticked for events that did not occur.

(4) Pitching rotations: all four pitching positions, numbered 1, 2, 3 and 4, completed for both the away and home teams before the first pitch. If a team uses only two or three pitchers, the same pitcher's name must be repeated in every rotation position assigned to that pitcher; no pitching position may be left blank. Any permitted change and the reason for it must be recorded.

(5) Game result: the final runs scored by the away team, the final runs scored by the home team, and the winning team, or a clear indication that the result was a draw.

(6) Game end: the actual time the game ended, the reason it ended, whether it was completed or abandoned, and the inning, half-inning and score when play stopped where relevant.

(7) Verification and signatures: the printed name and signature of at least one co-captain from the away team and at least one co-captain from the home team, plus the printed name and signature of each officiating umpire. Where no Association Umpire attended, the relevant "no umpire" box must be ticked and the Fallback Umpire who officiated under rule 4.1 must be identified and sign.

The co-captains must check these entries against the game before signing. For checkbox fields, an unticked box correctly indicates the relevant event did not occur and is not, by itself, missing information.

(g) Scoresheets and post-game records are expected by 11:59 pm on game day. A grace period applies until 5:00 pm the following day. For Tuesday fixtures, the final deadline is Wednesday at 5:00 pm. All times are Sydney local time.

(h) Required documentation must be emailed to info@sydneyoutfielders.org.au. Posting it in the Captains WhatsApp chat does not constitute official submission.

(i) A team whose required scoresheet or post-game record is received after the final deadline, or remains unsubmitted under paragraph (f), receives a deduction of one competition point. The maximum deduction is one point per team per fixture, regardless of the number of outstanding documents.

The **home** team is responsible for submitting the scoresheet, and each team is responsible for completing its own required information and signatures. The away team must not be penalised solely because the home team failed to email the scoresheet. Where either team's failure to provide its required information or signatures makes the scoresheet incomplete, the Committee will identify the responsible team or teams when applying the deduction.

(j) The Committee may waive the deduction where genuine exceptional circumstances exist. Deductions and any waiver must be recorded.

(k) Where a team's complete post-game record has not been received by the final deadline:

(i) the opposing team's co-captains select any award recipient for their own team that the non-submitting team was responsible for selecting;

(ii) the opposing team receives default captain ratings of 5–5–5 in place of the ratings the non-submitting team should have supplied;

(iii) awards, nominations and ratings for the non-submitting team that depend on its missing record remain blank; and

(iv) independently verified statistics may still be retained.

These consequences apply separately from the competition-point deduction.

(l) The signed scoresheet must be retained in the team kit bag or designated Association repository. The Association Umpire or Committee may inspect scoresheets and submitted line-ups.

(m) Incident reports remain subject to the applicable reporting procedure and its deadlines. A formal rules protest must be submitted using the Incident Report Form within the 24-hour deadline in rule 6.16. The match-documentation grace period does not extend that deadline.

Attendance

5.16 Members should make reasonable efforts to attend scheduled games.

5.17 A member must tell their co-captains whether they expect to attend when requested and must update them as soon as reasonably possible if that status changes.

5.18 Finals eligibility is governed by rule 2.18.

Designated runners for accessibility

5.19 A batter who needs an accessibility adjustment because of disability, injury, a health condition or another access need may elect to use a designated runner. The player need not disclose a diagnosis or provide medical evidence. The adjustment must be handled respectfully and cannot be vetoed by the opposing team.

5.20 Before first use, the batter or co-captain must notify the game umpire, scorer and opposing co-captain. The scorer records the batter and designated runner. Once elected, the arrangement continues for the game unless the batter tells the game umpire it is no longer required.

5.21 Before the pitch, the designated runner stands on the orange safety base and must not leave early. The batter must safely reach and touch that base under the ordinary rules.

5.22 After safely reaching first, the batter tags the designated runner. The designated runner must stay on the orange base until tagged, then continues the live play. The batter remains at first and cannot advance.

5.23 If the batter is out before reaching first and making the tag, the designated runner does not enter. For a dead-ball award beyond first, the batter touches first and makes the tag; the designated runner completes the award.

5.24 Select the designated runner by moving backwards from the batter in the continuous batting order. Use the first player who is present, not on base, not next to bat and not already a designated runner, continuing backwards until an eligible player is found. Speed or tactical advantage must not influence selection.

5.25 If the designated runner is still on base when they are due to bat, call time once the ball is dead. The next eligible player under rule 5.24 replaces them on base.

5.26 After the tag, ordinary base-running rules apply. The designated runner remains until out, scoring or inning end; the batter cannot re-enter. Credit the batting result and any run to the original batter.

6. Umpiring and Captain Decisions

Types of game umpire

6.1 An Association Umpire is an independent game umpire appointed or rostered by the Association. An Association Umpire has the full game-control authority given by these Rules and is not acting on behalf of either team.

6.2 If no Association Umpire is present, the batting team must nominate a Fallback Umpire while it bats. A Fallback Umpire is a temporary team-nominated official and may change during an inning, including when due to bat. A person must not base coach or otherwise coach while umpiring.

6.3 Every game umpire must be impartial, attentive, familiar with these Rules and respectful. One game umpire makes both home and base calls unless the Association directs otherwise. A Fallback Umpire must make calls independently despite being nominated by a team.

Authority of an Association Umpire

6.4 An Association Umpire controls the game and has final authority over:

- (a) ordinary judgment calls and application of these Rules;
- (b) time-outs, the game clock and final inning;
- (c) light, weather, field conditions and safety;
- (d) formal game-control warnings and permitted removals; and
- (e) forfeiture or abandonment where these Rules allow it.

6.5 Where reasonably practicable, an Association Umpire should consult both teams' co-captains before removing a participant or forfeiting, ending or abandoning a game. Consultation is not required before an immediate step reasonably necessary for safety. An Association Umpire's ordinary judgment call is final; the protest pathway applies only to an alleged rule error.

Authority of a Fallback Umpire

6.6 A Fallback Umpire makes the immediate calls required to continue play, including balls and strikes, fair and foul, safe and out, catches and similar judgment calls.

6.7 A Fallback Umpire may give a brief verbal direction or warning about low-level conduct or an immediate safety issue. A Fallback Umpire must not act alone to:

- (a) issue a formal game-control warning;
- (b) eject or remove a participant;
- (c) forfeit or abandon the game;
- (d) finally determine a disputed rules interpretation;

Those matters are decided jointly by the co-captains where these Rules require.

6.8 A Fallback Umpire may immediately call time and stop play for a reasonably perceived immediate safety risk. Play may resume once the immediate risk is controlled and no significant game-management decision is required. If the risk remains, conduct escalates, or removal or abandonment may be required, the co-captains decide the next step jointly and in good faith.

Captain responsibilities

6.9 Without an Association Umpire, the co-captains jointly:

- (a) confirm batting orders and pitching rotations;
- (b) agree local ground rules, hazards and dead-ball boundaries;
- (c) apply the clock and last-light rules and decide whether conditions remain safe;
- (d) resolve disputed rule applications and issue any formal game-control warning; and
- (e) decide any permitted removal, abandonment or forfeiture.

For a serious safety or conduct issue, they should seek a neutral duty Committee member or Game-Day Coordinator where immediately available. Play must not resume while an immediate safety risk remains unresolved.

6.10 Co-captains, players and Fallback Umpires must act honestly, reasonably and in good faith. They must prioritise fairness, safety and allowing the game to continue where reasonably possible.

Challenges and disputes

6.11 Only a co-captain may seek clarification or challenge a call. A challenge must be calm, respectful, made in good faith and, where relevant, identify the Rule relied upon. Other players must not approach or surround a game umpire, opposing captain or opponent to argue a call.

6.12 An Association Umpire's judgment call is final. A Fallback Umpire's judgment call stands unless both teams' co-captains agree to change it after hearing what the Fallback Umpire observed.

6.13 If a rule interpretation or application dispute cannot be resolved promptly, the game continues under the ruling made for that play. A co-captain may record a protest under rules 6.14–6.18. A protest alone does not stop, replay or restart a game, although a separate safety or conduct issue may require play to stop.

6.14 A protest is a good-faith request for post-game review where a co-captain believes a playing Rule was misunderstood, omitted, incorrectly applied or applied inconsistently or unfairly. It is not an appeal against an ordinary judgment call. It is also not a request to replay, resume, award, forfeit or otherwise re-decide the game.

Protests and post-game rules review

6.15 Only a co-captain may raise a protest. If known during the game, it should be raised at the next reasonable dead-ball opportunity and, where practicable, before the next pitch; the co-captain should identify the Rule or issue and ask for the protest, inning and score to be noted on the scoresheet. An unresolved rules disagreement should be confirmed with the game umpire and opposing co-captain at the conclusion of the game, before leaving the field, and recorded on the scoresheet. This does not prevent a protest about an issue that could not reasonably have been identified during the game, provided the completed Incident Report Form is emailed within the deadline in rule 6.16.

6.16 The protesting team's co-captain must complete the Association's Incident Report Form and email it to info@sydneyoutfielders.org.au within 24 hours of the game ending. The form must identify the game, the Rule or decision in question, why the team believes it was not applied correctly or fairly, and the essential facts.

A protest received more than 24 hours after the game ends will not be considered. Raising an issue during the game, recording it on the scoresheet or posting it in the Captains WhatsApp chat does not replace the requirement to submit the completed Incident Report Form by email within that deadline.

The Committee may seek factual information from the umpire, scorer or either team before completing its review of a protest submitted within the deadline.

6.17 The Committee reviews only whether the relevant Rule was correctly and fairly applied; it does not replay or resume a game, award a game, substitute its view for an ordinary judgment call or otherwise re-decide the result. If the protest is not upheld, the recorded result remains unchanged. If upheld because a Rule was incorrectly applied, one run is added to the protesting team's official score as the only game-result remedy; the Committee may also issue a rules clarification, training direction or future-process change.

6.18 Every protest must be raised in good faith. Excessive, repetitive or tactical protesting, re-arguing the same point, delaying play, pressuring an umpire or seeking a competitive advantage may be addressed under the Association's conduct process. A genuine rules concern or good-faith protest is not misconduct merely because it is not upheld.

6.19 A request to correct an incorrectly recorded score is distinct from a formal rules protest. Where the recorded score or circumstances in which play ended are contested, the Committee will seek factual accounts from the game umpire, both teams and relevant scorers, assess the available evidence and apply the applicable Competition Rules. This process must not be used to reconsider an ordinary judgment call or bypass the submission requirements, 24-hour deadline or remedy for a formal rules protest.

7. Finals

Finals structure and eligibility

7.1 The Committee must publish the finals format before the season begins. Before the finals begin, the Committee may alter that format only after obtaining the agreement of a majority of team captains.

7.2 The eligibility requirements in rule 2.18 apply. All other Rules apply to finals except where this section or the published finals format expressly provides otherwise.

Finals results and abandoned games

7.3 Finals use the same game rules as the round-robin competition, except that the grand final must produce a winner and cannot be recorded as a draw.

7.4 If the scores are tied when regulation play ends, the grand final proceeds to sudden-death innings.

7.5 Each team receives one half-inning in each sudden-death inning, and the existing batting order continues. Each half-inning begins with one out and a runner on second base. The runner is the eligible player immediately preceding the first scheduled batter in the batting order.

7.6 Each batter receives one pitch. A ball awards the batter first base; a called strike, swing and miss, or foul ball records an out; and a fair ball remains live with play continuing normally.

7.7 A sudden-death half-inning ends when three outs are recorded or seven runs have scored, whichever happens first.

7.8 The matches four-position pitching rotation no longer controls during sudden death. Before each sudden-death inning, each team must record its pitcher. The existing batting order continues, and player eligibility, game-day composition, fair-participation and pitching-rotation requirements continue to apply.

7.9 If the scores remain tied after both teams have batted, another sudden-death inning is played under the same procedure. Play continues until one team leads after a completed inning. If the home team takes the lead in the bottom half, the game ends immediately.

7.10 The 90-minute limit does not determine the result of a grand final. Sudden death may continue beyond 90 minutes, but play must not continue beyond the mandatory end time or if conditions are unsafe.

7.11 If a semi-final is abandoned, the Committee should replay it on a reserve date published in the Season Draw. If it cannot be replayed, the higher-ranked team after the round robin is declared the winner for the grand finals.

7.12 If a grand final cannot safely or lawfully continue, it is abandoned. The Committee must arrange a replay of the full game; a grand final must not be awarded by ladder position.

8. Uniforms, Branding and Footwear

Uniforms and team identity

8.1 Purchasing or wearing the official team uniform is not compulsory. A participant who does not wear it must make their best effort to wear safe, suitable clothing in colours similar to their team each week. A person must not be excluded from a game solely because they did not buy or wear the official uniform.

8.2 Team colours, designs, garment choices, ordering, costs and design changes are governed by the Uniforms, Branding and Sponsorship Policy. An approved design must ordinarily remain recognisable for at least three full seasons, and a member's existing uniform remains valid as provided in that Policy.

8.3 Sponsor names and logos, and the Sydney Outfielders name or logo, must not appear on a team's playing uniform. Association branding must not be used on other clothing, merchandise or material without prior written Committee permission. Sponsorship and other recognition are governed by the Uniforms, Branding and Sponsorship Policy.

Footwear

8.4 Metal studs, screw-in studs, spikes and metal cleats are prohibited at all games and training sessions.

8.5 Plastic or moulded cleats may be worn unless the Committee, venue requirements or ground conditions prohibit them.

9. Equipment and Playing Field

Equipment

9.1 The Association supplies approved 12-inch softballs and shared playing equipment, excluding personal gloves. Appendix B provides illustrated equipment guidance.

9.2 A person who identifies damaged, missing or unsafe equipment must stop using it where necessary and promptly notify a co-captain or Committee member.

Field set-up and safety

9.3 Teams must assist with field set-up and pack-down as directed. Bases, strike plate, commitment and scoring lines, safety base, dead-ball boundaries and known hazards must be confirmed before play.

9.4 A person who identifies a dangerous playing surface, fixture or boundary must immediately notify the game umpire and co-captains. Play must not begin or continue while an unacceptable risk remains. [The Safety and Incident Management Policy](#); [Weather Policy](#); and [Game-Day Safety & Weather Procedure](#) apply.=

Diamond layout and markings

9.5 The playing area is a diamond formed by home plate, first, second and third base. Unless permanent venue markings or a published ground rule provide otherwise, bases are 19.81 metres (65 feet) apart. The pre-game field check may approve a safe local variation where space or permanent markings require it.

9.6 Two foul lines run from the rear point of home plate through the outside edge of first and third base to the agreed outfield boundary. The foul lines, first base and third base are in fair territory; the area between the lines is fair territory and the area outside them is foul territory. The dead-ball boundary is separate and must be agreed before play.

9.7 The pitching line or plate is centred on the home-to-second-base line, 15.24 metres (50 feet) from the rear point of home plate, as required by rule 4.2(a).

9.8 First base uses the main base in fair territory and the attached safety portion in foul territory. The batter-runner and fielder use the portions required by rule 4.25.

9.9 The commitment line is marked halfway between third base and home. The scoring line is marked from home plate toward foul territory, perpendicular to the third-to-home base path, or uses the venue's permanent safe-home marking. Rules 4.28–4.30 govern commitment, scoring and force plays at home.

9.10 Before the first pitch, the co-captains and game umpire must identify:

- (a) foul lines and dead-ball boundaries;
- (b) restricted areas; and
- (c) trees, posts, drains, uneven surfaces or other hazards.

Fielding and base-coach positions

9.11 The standard defence has ten positions: pitcher, catcher, first base, second base, shortstop, third base, left field, left-centre field, right-centre field and right field. If fewer than ten players are fielding, pitcher and catcher must still be filled. The co-captain may allocate the remaining positions subject to rules 5.3, 5.4 and 5.9.

9.12 At the pitch, the pitcher must comply with the pitching-line rule, the catcher must be safely behind the batter and outside the expected bat swing, and every other fielder must be in fair territory. A fielder must not take a position that creates an avoidable collision risk. After the pitch is released, fielders may move subject to obstruction, interference and safety rules.

9.13 The batting team may use one base coach near first base and one near third base. A base coach must remain in foul territory, avoid the fielders and live ball, and must not physically assist a runner or enter the diamond while the ball is live.

10. Cancellation and Abandonment of Games

Before a game

10.1 Before a game starts, the Committee may cancel, postpone or relocate it where a venue is closed or conditions make play unsafe or impracticable. Relevant conditions include weather, field conditions, air quality, heat, lightning or another safety issue. The Safety and Incident Management Policy; Weather Policy; and Game-Day Safety & Weather Procedure apply.

10.2 The Committee should communicate a pre-game decision to captains and members as soon as reasonably practicable and ordinarily by 4:30 pm for a 6:30 pm game. A later decision may be made if conditions change.

10.3 A round-robin game cancelled before it begins is recorded as a draw unless the Committee reschedules it or these Rules expressly provide otherwise.

During a game

10.4 Where an Association Umpire is present, that umpire decides whether to abandon the game because conditions are unsafe. Where reasonably practicable, the umpire should consult a co-captain from each team first, but may stop play immediately for safety.

Where no Association Umpire is present, a co-captain from each team must jointly decide whether to abandon the game or whether play can safely resume. A Fallback Umpire may immediately stop play for a safety concern but cannot independently abandon the game.

10.5 If the opposing co-captains cannot agree, they must seek assistance from a neutral Committee member or Game-Day Coordinator where immediately available. Play must not resume while an immediate safety risk remains unresolved. No person is required to continue in conditions they reasonably believe are unsafe. A team that leaves or refuses to continue after the Association Umpire, or the opposing co-captains acting jointly where no Association Umpire is present, determines play may safely continue may forfeit.

10.6 For an abandoned round-robin game:

- (a) after three or more complete innings, the result is the score at the end of the last completed inning;
- (b) with fewer than three complete innings, the game is recorded as a draw; and
- (c) runs scored in an incomplete half-inning do not alter the abandoned-game result, despite rule 4.13.

10.7 Injuries, suspected concussion, hazards and incidents must be managed and reported under The Safety and Incident Management Policy; Weather Policy; and Game-Day Safety & Weather Procedure.

11. Player and Participant Conduct

Standards and immediate game management

11.1 Players, captains, game umpires, volunteers, spectators and guests must comply with the applicable Association code of conduct and policies.

11.2 A person must not participate while impaired by alcohol, an illicit substance or medication to the point that safe participation is affected. Players must not consume alcohol or illicit substances during a game.

11.3 Low-level conduct should be addressed early and proportionately, including repeated dissent, arguing, directed profanity, minor unsporting behaviour or avoidable disruption. An Association Umpire may give a formal game-control warning; a Fallback Umpire may give a brief verbal direction or warning. Without an Association Umpire, a formal warning must be issued jointly by the co-captains and should be noted on the score sheet.

11.4 Serious conduct includes:

- (a) violence or a credible threat of violence;
- (b) discriminatory, vilifying or seriously harassing conduct;
- (c) deliberate dangerous conduct, serious abuse or intimidation;
- (d) participation while materially impaired;
- (e) refusal to comply with an immediate safety direction; or
- (f) persistent misconduct after a formal warning.

An Association Umpire may, where permitted by these Rules:

- (a) eject a player;
- (b) direct another participant to leave the immediate playing area; or
- (c) end the game.

A prior warning is not required where immediate action is reasonably necessary for safety.

If no Association Umpire is present:

- (d) a Fallback Umpire must stop play where there is an immediate safety risk;
- (e) the co-captains jointly decide any formal removal or game-ending action; and
- (f) no captain or Fallback Umpire is required to physically intervene in violence or a credible threat.

Emergency services or police should be contacted where necessary.

Complaints and discipline

11.5 A material incident must be recorded factually and reported to the Committee as soon as practicable, ordinarily within 24 hours. This includes an ejection or removal, game-ending conduct issue, violence or threat, discrimination or serious harassment, deliberate unsafe conduct or serious injury. The incident form should record any formal warning, removal or game-ending decision, and a Fallback Umpire who witnessed or managed the incident must provide a factual account when requested; reporting an incident is not a finding of misconduct.

11.6 Formal complaints, investigations, interim measures, disciplinary decisions and appeals are governed by the Constitution and the Complaints, Investigations, Discipline and Appeals Policy. A good-faith mistake or respectful disagreement is not, by itself, misconduct.

11.7 Official team communications, personal information, social media, Association assets, branding and informal activities are governed by the relevant Association policies and codes. These include the Privacy, Member Data and Surveys Policy, Member and Participant Protection Policy, Uniforms, Branding and Sponsorship Policy and applicable codes of conduct. An informal activity must not be represented as an official Association activity without Committee approval.

11.8 A person must not deliberately manipulate, fix or improperly influence a game, score, standings outcome, opponent, player availability, umpire decision or other competition element to obtain a sporting, financial, betting or other improper benefit.

11.9 A player, captain, umpire, Committee member or competition volunteer must not use or disclose non-public Association competition information for betting, financial speculation or other improper advantage, and must not ask another person to do so. A good-faith tactical decision, player rotation, rest or accessibility adjustment is not competition manipulation merely because it affects a game.

11.10 Any approach, inducement or reasonably suspected competition-manipulation issue should be reported promptly to the Committee and handled under the Complaints, Investigations, Discipline and Appeals Policy. Serious or potentially criminal conduct may also be referred to an appropriate external authority.

Appendix A - Sydney Outfielders WBSC Variations at a Glance

This table summarises the main local rules that displace or materially supplement WBSC; it is not exhaustive. The numbered Rules, not this table, are authoritative.

Topic	Main Sydney Outfielders variation from WBSC
Team size and participation	Teams may play with seven to ten eligible fielders. The whole team uses a continuous batting order, fair fielding participation and a four-position pitching rotation. WBSC requires at least ten players in the line-up (or the applicable EP/co-ed number) and uses substitutions and re-entry rather than a whole-team continuous batting order.
Gender composition	Local 40:40:20 roster and game-day balance uses voluntary gender categories, with no fixed gender-alternating batting order or prescribed position split. WBSC co-ed requires five male and five female fielders, prescribed infield/outfield and pitcher/catcher balance, and alternating genders in the batting order (six and six if two EPs are used).
Game length and timing	Maximum seven innings, 90 playing minutes and mandatory last-light end times. WBSC is inning-based and has no 90-minute or Sydney last-light limit.
Runs and run-ahead	Strict seven-run cap in every half-inning, including the final inning; the WBSC run-ahead rule does not apply. WBSC has no per-inning seven-run cap and uses a 20-run-after-four / 15-run-after-five run-ahead rule in tournaments and championships.
Strike plate / strike zone	A legally arced pitch is a called strike when it first touches the local strike plate; otherwise it is a ball, subject to swings and the other pitch rules. WBSC calls strikes by whether the pitch enters the strike zone in flight and treats a pitch touching home plate as a ball.
Batter's box	Contact with a foot completely outside the box is a dead-ball strike and only an out if it is strike three. WBSC makes the batter out immediately for contacting the ball with a foot completely outside the box or touching home plate.
Runner release and sliding	Runners remain on base until the batter contacts the pitch or an uncontacted pitch becomes dead; leaving early is an out. Sliding or diving into a base is prohibited. WBSC permits release once the legal pitch reaches home plate, touches the ground or home plate, or is batted, and its rules contemplate sliding.
Home scoring	The local commitment line and scoring line replace the ordinary touch-home-plate finish: every play at home is a force play, the runner must not be tagged, and touching home plate is an out. WBSC scores when the runner legally touches home plate.
Blocked balls / runner contact	Without an Association Umpire, co-captains agree blocked-ball awards or replay the play if they cannot agree. Local rules also use simplified outcomes when a runner is hit by a batted ball. WBSC uses detailed umpire-based awards and runner-contact rules based on the ball's position, prior fielder contact and whether a fielder had a chance to make an out.
Overthrows out of play	One additional base is awarded when a fielder's overthrow crosses the agreed out-of-bounds line. WBSC generally awards two bases for a thrown ball that leaves the playing field or becomes blocked, measured from the time of the throw.

Topic	Main Sydney Outfielders variation from WBSC
Fallback Umpire	If no Association Umpire is present, the batting team nominates a temporary Fallback Umpire for immediate play calls; significant conduct and game-management decisions remain with the co-captains. WBSC assumes game control by appointed umpire(s).
Called / abandoned game	A local game may produce a result after three completed innings under section 10. WBSC generally requires five completed innings for a called regulation game; a non-regulation or regulation-tied called game is replayed from the start unless other competition rules provide otherwise.
Protests / post-game remedy	A co-captain files a short written report within 24 hours. The Committee does not replay or resume the game; if a rules protest is upheld, one run is added to the protesting team as the only game-result remedy. WBSC generally treats 48 hours as reasonable and, for an upheld rules misapplication, replays from the point of the incorrect decision; an upheld eligibility protest causes a forfeit.
Grand Final tie	Local sudden-death innings start with one out and a runner on second, with one pitch per batter and the seven-run cap. WBSC's tiebreaker starts each extra half-inning with a runner on second but otherwise uses normal batting, outs and the ordinary rules.

Appendix B Glossary

Appeal — A request by the fielding team for the umpire to decide a rule breach that requires an appeal, such as leaving a base before a caught fly ball is first touched.

Association Umpire — An independent game umpire appointed by the Association under rule 6.1.

At bat — The period from when a batter enters the batter's box until the batter is put out, becomes a runner, or otherwise completes the plate appearance.

Base — Home plate, first base, second base or third base, including the applicable portion of the safety base at first.

Base coach — A batting-team participant in foul territory near first or third base who gives directions without interfering or physically assisting a runner.

Batter — The player whose turn it is in the recorded batting order.

Batter-runner — A batter who has completed the swing or received a walk and has not yet been put out or reached first base.

Batting order — The recorded, continuous sequence in which all listed players bat.

Commitment line — The line halfway between third base and home after which a runner generally cannot return to third.

Dead ball — A ball not in play. No ordinary tag, force play or advance can occur unless a rule expressly provides an award or out.

Designated runner — The recorded player who replaces an eligible batter at first base under rules 5.19–5.25 for accessibility reasons.

Double play — Two outs made during one continuous live-ball play.

Fair ball — A legally batted ball that meets a fair-ball test in rule 4.38.

Fair territory — The playing area between and including the foul lines.

Fielder — A defensive player on the field.

Fly ball — A batted ball that rises into the air.

Force out — An out made because a runner must advance when the batter becomes a runner or another forced runner advances.

Foul ball — A legally batted ball that meets a foul-ball test in rule 4.38.

Foul territory — The playing area outside the foul lines.

Grace period — The ten minutes after the scheduled start time allowed for a team to field seven eligible players.

Infield — The part of fair territory normally covered by the pitcher and infielders around the bases.

Inning — One turn at bat for each team, subject to any run cap or other inning-ending rule.

Interference — An act by the batting team or another person that improperly impedes a fielder or the live ball.

Live ball — A ball in play during which runners may advance and can be put out under these Rules.

Obstruction — An act by a fielder who is not fielding the ball that improperly impedes a batter or runner.

Outfield — The part of fair territory beyond the infield.

Overthrow — A thrown ball that goes beyond its intended fielder; if it crosses the agreed dead-ball boundary, rule 4.41 applies.

Fallback Umpire — A temporary team-nominated umpire used only when no Association Umpire is present. Their authority is limited by section 6.

Fill-in — A current Playing Member who plays for another team in a round-robin game under rule 2.17.

Playing Member — A current member registered and eligible to play under section 2.

Run — A score recorded when a runner legally crosses the scoring line before the third out, subject to rule 4.30.

Runner — A player lawfully occupying or advancing between bases.

Safety base — The two-part base at first, with a main portion in fair territory and an attached runner portion in foul territory.

Scoring line — The safe-home line a runner must cross under rule 4.29 instead of touching home plate.

Tag — A live-ball touch of a runner with the ball securely held, or a live-ball touch of a required base with the ball securely held for a force out.

Tag up — Retouching the occupied base after a caught fly ball is first touched before advancing.

Time — The umpire's call that makes the ball dead.

Umpire — Either an Association Umpire appointed or rostered by the Association, or a team-nominated Fallback Umpire exercising the limited authority in section 6.

Walk — An award of first base after four balls, subject to the competition's batting rules.

VERSION CONTROL

This version history records substantive changes to these Rules. Minor editorial corrections need not create a new approved version unless they alter meaning. The Committee should review the Rules before each season and after any material competition issue or relevant constitutional, legal or WBSC change.

Version history

Version	Effective date	Change description	Author	Approval
1.0	08.10.2026	First Issue	Sydney Outfielders Committee	07.10.2026
1.1	19.10.2026	Rules amended: 4.2, 5.12.1, 5.15, 6.4, 6.5, 6.7, 6.8, 6.9, 6.15, 6.16, 6.19, 7.12, 10.4, 10.5, 11.4 and 11.5.	Sydney Outfielders Committee	19.10.2026