

2026 ACS Softball Rules

Last updated January 2026

1. ACS Softball matches shall be played under the rules of the Softball Victoria unless otherwise stated hereunder or in ACS Competition Rules.
 2. The games shall be 7 innings or of 80 minutes duration but should be completed by 4.00pm.
 - 2.1. If at the end of 4 completed innings one team is more than 15 runs ahead then the mercy rule is applied and the game is ended.
 - 2.2. **Mercy Modification Rules:** This applies for all competitions except for 1st Seniors. The Mercy Modification shall be invoked when a team concludes an innings with a lead of 10 runs or more.
 - 2.2.1. The leading team is required to bring in a new pitcher/catcher battery for the subsequent inning.
 - 2.2.2. The leading team shall refrain from attempting to steal bases for the duration of the game or until the lead is reduced below 10.
 - 2.3. **A 7 Run Rule** will apply in ACS competitions. A team will continue batting in any given innings until the 7th run is scored or 3 outs have been achieved. After the 7th run has been scored no further runs within that play will count; i.e. a maximum of seven runs only can score in any one innings.
 3. Forfeit score will be recorded as 10 – 0.
 4. Prior to the commencement of the game, player's names and batting order must be recorded on both the home team scoresheet and away team scoresheet.
 - 4.1. **Team Extension: Year 7 and Intermediate only.** Teams are permitted to bat through their entire list of up to 12 listed players. If a team opts to bat through their entire list, they must resume their batting order in the next innings from the position they concluded in the previous innings. The batting team must communicate their intention to exercise this option to the opposition coach prior to the commencement of the match. Teams may also choose to utilize traditional substitution rules outlined in Rule 9.
 5. The score of a called regulation game shall be the score at the end of the last completed innings, unless the team second at bat has scored more runs than the team first at bat, in the incomplete innings.
 6. If the team second at bat are behind in the score, and have played 5 minutes of that innings, they will be allowed to continue their innings until such time as:
 - they get ahead in the score, or
 - they are all out, or
 - 10 minutes after the time limit of 80 minutes.
- In finals**, should scores be level at the end of a grand final one extra innings per team played. The team that scores the most runs in that innings is declared the winner. If scores are still equal then a second innings is played. If scores are still equal after the second innings then the match shall be declared a draw and the Premiership will be awarded to the team that finished on top of the home and away ladder. If the teams were equal on points then the premiership will be shared (percentage will not be taken into consideration).
7. **Result if a match is unfinished due to weather etc:** A minimum of 3 innings or 45 minutes must be completed to constitute a game, or it will be deemed a draw.
 8. **Automatic outs;** only apply to Senior 1sts & 2nds competitions: Example of where the automatic outs are applied at the end of the innings;
 - 1st Innings - 1,2,3,4, 5, 6, 7, X, X, 1, 2, X (3rd batter out)
 - 2nd Innings - 4, X, 6, X, X, (5th, 7th out and then 8th is automatic out)
 - 3rd Innings - X, 1, 2, 3, X, 5, X (9th is automatic out, then 4 and 6 out)
 - 8.1. Automatic outs: Senior 1st & 2nd teams with less than 9 players available are permitted to bat continuously through their order until 3 outs or 7 runs are achieved.
 - 8.2. Exemption for automatics outs applies for Year 7 and Intermediate competitions only as follows:
 - 8.2.1. When a team has a reduced number of players, they are permitted to rotate batters to bat through for a full innings.
 9. **Substitutions:** Any player on the bench may be substituted into the game for any player in the lineup at any time by the coach by notifying the umpire and the scorers.

9.1. A substitute may take the place of a player whose name is in his/her team's batting order. The following regulations govern player substitutions:

9.1.1. Any player may be substituted from the game

9.1.2. The coach of the team making the substitution shall, after notifying the umpire, notify the scorers

9.1.3. Rules regarding re-entry:

- Any of the starting players may be withdrawn and re-enter once, provided such players occupy the same batting position whenever they are in the line up
- If a coach removes a substitute from the game and re-enters the same substitute later in the game, this is considered an Illegal Re-entry.

10. Positional changes on the field may be made at any time.

11. Infield fly rule is played. The infield fly rule shall be exempted for Year 7 and Intermediate B divisions.

12. **Limitation on Base Stealing Following a Walk:** A runner is expressly limited to advancing 1 base following a walk unless the attempt is precipitated by a fielder's error. The primary intent of this is to underscore and strictly enforce the limitation on stealing an extra base after a walk. This emphasises fair play and sportsmanship.

13. A brightly coloured base should be placed outside the diamond at first base (known as a safety base). This is used by the runner only, whilst first base fielder uses the white base. If there is an easy run to second base on a fair hit, then the runner need only touch the white base. In softball there should be a safety base on first with raised bases on other bases.

14. **Size of Diamond:**

Year 7	60ft (18.29m) between bases	35ft (10.66m) Pitch
Intermediate and Senior	60ft (18.29m) between bases	40ft (12.19m) Pitch

13. **Safety Equipment:**

13.1.1. Bases: All bases used must be weighted safety bases or plug in bases where appropriate to use at a dedicated softball venue. Link to: [Weighted Safety Bases](#)

13.1.2. The diamond must be clearly marked out, including the foul line.

13.1.3. A back net or barrier MUST be in place behind the catcher. The minimum height for the back net is 2.44 metres for all competitions using a hardcore softball.

16. **Balls:** 1 x Match ball provided by both teams

- Year 7 - Yellow leather 11" Softcore (RIB) softball
- Intermediate and Senior - Yellow leather 12" Hardcore softball.

17. **Umpiring:** Home team to provide main umpire and visiting team to provide base umpire.

18. Uniform:

18.1. All catchers must wear masks with a throat guard, helmets, body protectors and shin guards

18.2. Batters and base runners must wear helmets.

18.3. All team members should wear the same school sports uniform.