



2023 PALARONG PAMBANSA
July 29–August 05, 2023 • Marikina City

TECHNICAL GUIDELINES FOR SOFTBALL

I. RULES OF THE GAMES

The latest Rules of the Game contained in the WBSC–SOFTBALL Rulebook shall govern the competition supported by relevant ground rules not covered by the aforementioned guidelines or the need to modify due to circumstance presented in the actual *Palarong Pambansa* situation.

II. ATHLETES' ELIGIBILITY

1. The provisions on the Eligibility of Athletes stipulated in the Enclosure 2 of DepEd Memorandum No. 5, s. 2023 shall apply.
2. Only athletes and coaches in the approved gallery of delegates shall be allowed to participate and compete.

III. COMPOSITION OF CONTINGENT

Elementary and Secondary Softball

The screened players, entered as official member of the team, their Head Coach and the Assistant Coach are the only persons allowed to occupy their bench/dug out for the duration of the game.

There shall be fifteen (15) persons on the bench of each softball team for the duration of the game, with twelve (12) players, one (1) Manager/Head Coach and Two (2) assistant coach (note: one of the coaching staff at least should be Female).

No trainer shall be allowed to sit on the bench of each softball team. Only the official coach and assistant coach of the team can direct play during the progress of the game. Teams may allow two (2) adults as base coaches and one of the coach should stay in the dug out to secure the safety of the remaining players on the bench.

IV. DISQUALIFICATION

1. NSAC Rules of disqualification.
2. WBSC–Softball Rules regarding other rules of disqualifications applies.

V. SPORTS EVENTS / DISCIPLINE

Softball

VI. CATEGORIES

1. **Elementary Softball**

2. Secondary Softball

VII. PLAYING AREA AND EQUIPMENT

1. The Playing Field

1.1. Layout of the Field

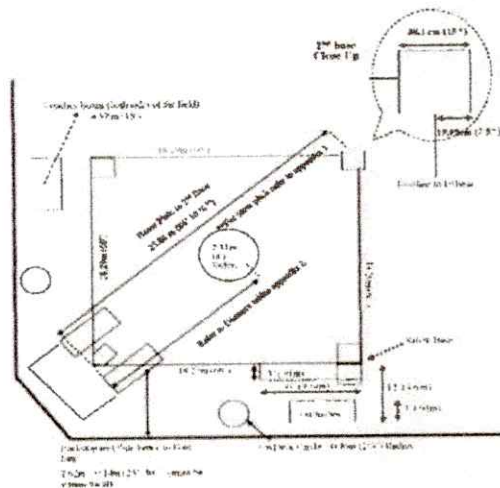
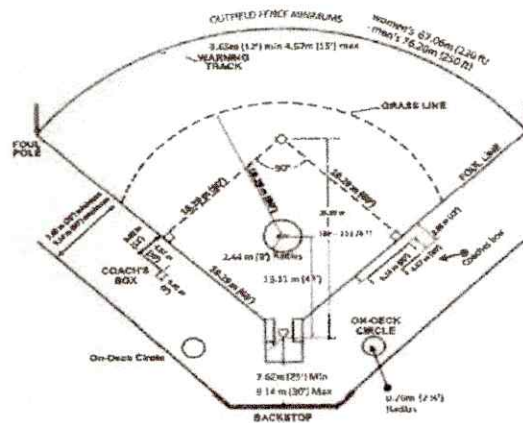
The infield shall be a 60-foot square. The outfield shall be the area between two foul lines formed by extending two sides of the square.

The entire softball field is surrounded by a fence of about four to five feet high from the end of the back stop around the twenty five foot line and the home run fence, stand or other obstruction on fair territory shall be 220 feet. The infield shall be graded so that the base lines and home plate are level, preferably skinny so that the ball can be very visibly during the game.

The pitcher's plate distance from the Home plate shall be 40 feet for Elementary Division and 42 feet for the secondary division.

The infield and outfield, including the boundary lines, are fair territory and all other area is foul territory. It is desirable that the line from home base through the pitcher's plate to second base shall run East-Northeast.

It is recommended that the distance from home base to the backstop, and from the base lines to the nearest fence, stand or other obstruction on foul territory shall be 60 feet or



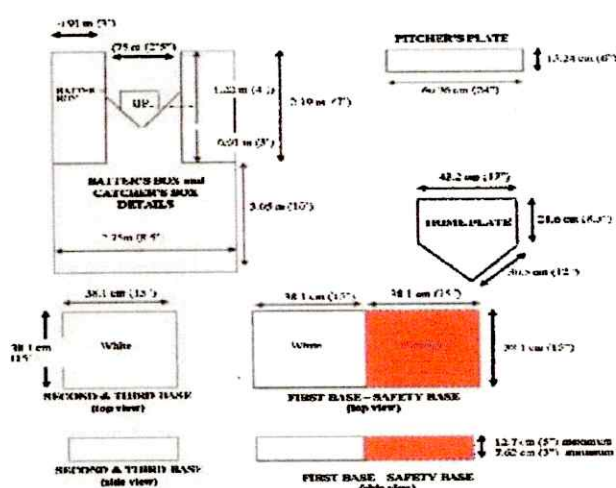
more. When location of home base is determined, with a steel tape measure 127 feet, 33/8 inches in desired direction to establish second base.

From home base, measure 60 feet toward first base; from second base, measure 60 feet toward first base; the intersection of these lines establishes first base. From home base, measure 60 feet

toward third base; from second base, measure 60 feet toward third base; the intersection of these lines establishes third base.

The catcher's box, the batters' boxes, the coaches' boxes, the three foot first base lines and the next batter's boxes shall be laid out.

The foul lines and all other playing lines indicated in the diagrams by solid black lines shall be marked with paint or non-toxic and non-burning chalk or other white material. The grass lines and dimensions shown on the diagrams are those used in many



fields, but they are not mandatory, and each Club shall determine the size and shape of the grassed and bare areas of its playing field.

1.2. Layout of the Field

- Home plate to first/third 18.29m (60 ft) from the back part of home plate to the back of the base; and
- Home plate to second 25.86m (84 ft 10 ¼ in) from back point of home plate to the middle of the base.

1.3. Batters' Boxes

One on each side of home plate, shall measure 0.91m (3 ft) by 2.13m (7 ft). The inside lines of the batter's box shall be 15.2cm (6 in) from home plate. The front line of the box shall be 1.22m (4 ft) in front of a line drawn through the center of home plate. The lines are considered as being within the batter's box.

Catcher's box 3.05m (10 ft) in length from the rear outside corners of the batters' boxes and shall be 2.57m (8 ft 5 in) wide.

Coaches' boxes Behind a line 4.57m (15 ft) long drawn outside the diamond. The line is parallel to and 3.65m (12 ft) from the first and third baselines, extended from the bases toward home plate.

Fences Refer to Appendix 2

Home plate It shall be a five-sided figure 43.2cm (17 in) wide, across the edge facing the pitcher. The sides shall be parallel to the inside lines of the

batter's box and shall be 21.6cm (8 1/2 in) long. The sides of the point facing the catcher shall be 30.5cm (12 in) long.

Infield -

Skinned portion 18.29m (60 ft) arc from the front center of the pitchers plate
Lines 50mm to 100 mm (2 to 4 in) wide

On-deck circle 1.52m (5 ft) circle 0.76m (2 1/2 ft) radius placed adjacent to the end of players' bench or dugout area closest to home plate

One Meter Line Drawn parallel to and 0.91 m (3 ft) from the baseline, starting at a point halfway between home plate and first base

Pitcher's circle 4.88m (16 ft) circle drawn from center of the front edge of the pitcher's plate 2.44m (8 ft) in radius.

Pitcher's plate Made of rubber 61cm (24 in) long and 15.2cm (6 in) wide and the top of the plate shall be level with the ground 13.11m (43 ft) for Secondary and 10.668m (35 ft) for Elementary from the back point of home plate.

Sideline Shall have an unobstructed area of not less than 7.62m (25 ft), nor more than 9.14m (30 ft) in width, outside the foul lines and between home plate and the backstop.

Warning track Minimum of 3.65m (12 ft) to a maximum of 4.57m (15 ft) from the outfield and/or side fences.

2. Equipment

An official ball for each WBSC Softball World Championship will be designated not less than one (1) year prior to the commencement of the World Championship. Manufacturers will be contacted to send sample balls to WBSC Office for review and testing. The WBSC Office shall determine through a testing procedure whether the balls meet the WBSC specifications as set out in the WBSC Playing Rules.

2.1. Ball

The Ball The ball shall be a sphere formed by yarn wound around a small core of cork, rubber or similar material, covered with two strips of white horsehide or cowhide, tightly stitched together. It shall weigh not less than five nor more than 5¼ ounces avoirdupois and measure not less than nine nor more than 9¼ inches in circumference.

Softball	Ball Color	Thread Color	Min. Size	Max. Size	Min. Wt.	Max. Wt.	Markings
(12" FP)	Yellow Optic	Red stitch	(11-7/8")	(12-1/8")	(6 1/4 oz)	(7 oz.)	ISF Logo

A supply of balls will be turned over to the TC's prior to the start of the tournament and they will be responsible to see that only those balls

designated Official Tournament Balls are used during the tournament games.

2.2. Bats

All bats to be used must be approved by WBSC. Notification of the approval shall be made by adding the bat name and model number to the list of approved maintained on the WBSC website. Once the bat is added to the list, it is certified for use in Championship play. All bats to be used must conform to the specifications as set out in the WBSC Rules. Once a bat manufacturer withdraws from the bat certification program, all bats currently listed as certified.

VIII. PROTEST, PENALTIES, AND SANCTIONS

1. Protest

- 1.1. Protest on technicalities shall be put in writing, signed by the coach and the head of the regional delegation. It should be submitted to the Tournament Director (TD) within one (1) hour immediately after the conclusion of the match in protest. The TD shall decide within two (2) hours upon receipt of the protest.
- 1.2. All protests must be supported with the necessary evidence and attachments. Video recordings taken privately will not be considered as evidence.
- 1.3. The decision of the TD shall be appealable. Only questions on laws are appealable to the Jury of Appeal. Appeals shall be put in writing, signed by the head of delegation and shall be submitted to the Jury within three (3) hours upon receipt of the decision.
- 1.4. The Jury of Appeals shall decide within six (6) hours upon receipt of the written appeal. The decision made by the Jury is final, irrevocable, and executory.

**Time duration for filing of protests and appeals, and decisions (marked in red) may be modified depending on the sports events.*

2. Penalties and Sanctions

2.1. Walk-Over/Non-Appearance of the Team

A fifteen (15) minutes grace period on the scheduled match shall be given, otherwise the team shall be declared loser via walk-over.

Non-appearance of the team after of fifteen (15) minutes grace period for the scheduled playing time forfeit its game. The team did not appear will lose to a score of 7-0 (7 Innings) for Secondary and 6-0 (6 Innings)

Elementary favor of the opposing team of the Game and will be given further sanctions.

2.2. Abandonment

- a. Team/s that abandon the game will be forfeited on the game being played on and disqualified from the rest of tournament.

IX. CONDUCT OF THE COMPETITION

1. Method of Competition / Tournament Format

- 1.1. 8 Teams which will be divided to two groups with 4 teams each who will be playing a single round robin elimination round. Top 2 teams will advance to the cross over semi finals round while the bottom 2 teams will move to the placement game to determine the Ranked 5-8. Losers of the semi final round will play the FINAL (Bronze Medal Game) and the winner Will play the Grand Final Game (Gold Medal Game).
- 1.2. Regulation Game :
 - a. Secondary: 7 Innings
 - b. Elementary: 6 Innings

PROPOSED PALARONG PAMBANSA GROUPING AND GAME SCHEDULE

Group A	Group B
North Luzon 1	North Luzon 2
South Luzon 2	South Luzon 1
Visayas/Mindanao 1	Visayas/Mindanao 2
Mindanao 2	Mindanao 1

Schedule of Games(Elimination, Semifinals, Finals)

Day	Game no.	Teams VS	Teams	Group
1	G 1	N. Luzon 1	vs Mindanao 2	A
	G 2	N. Luzon 2	vs Mindanao 1	B
	G 3	S. Luzon 2	vs Visayas/MINDANAO 1	A
	G 4	S. Luzon 1	vs Visayas/Mindanao 2	B
2	G 5	N. Luzon 2	vs Visayas/Mindanao 2	B
	G 6	N. Luzon 1	vs Visayas/Mindanao 1	A
	G 7	Mindanao 1	vs South Luzon 1	B
	G 8	Mindanao 2	vs South Luzon 2	A

3	G 9	N. Luzon 1	vs	South Luzon 2	A
	G 10	N. Luzon2	vs	South Luzon 1	B
	G 11	Mindanao 2	vs	Visayas/MINDANAO 1	A
	G 12	Mindanao 1	vs	Visayas/Mindanao 2	B
4	G 13	Group B Ranked 4	VS	Group A Ranked 1	SFG 1
	G 14	Group A Ranked 2	VS	Group B Ranked 2	SFG 2
	G 15	Group B Ranked 3	VS	Group A Ranked 3	PG 1
	G 16	Group B Ranked 4	VS	Group A Ranked 4	PG 2
5	G 17	L SFG 1	VS	L SFG 2	FINALS (Bronze Medal Game)
	G 18	W SFG 1	VS	W SFG 2	G. FINALS (Gold Medal Game)

2. Choice of Innings and Dugout

- 2.1. Opening Round Home and Away games are decided by a flip of coin during the managers Meeting.
 - a. The highest placed team in the round robin has choice of home or away in the play-off round; and
 - b. When two equally placed teams play (i.e. they both finished first in the pool) there will be a coin toss for home and away.
- 2.2. The home team will be assigned the third base dugout and the visiting team, who will bat first, will be assigned the first base dugout.
- 2.3. In the Final and Grand Final game the Home and away will be decided by a flip of coin.

3. Reporting to Playing Site

- 3.1. Teams preparing to play must report to the TC at least one (1) hour before scheduled to play and submit at that time, the completed line-up card.
- 3.2. When the completed line-up card is submitted to the TC, the completed line-up card must be signed by the Head Coach/Manager.
- 3.3. Once submitted to the TC, the line-up will be official.
- 3.4. It shall be the host organizing committee's responsibility to see that teams are picked up and delivered to the playing site on time.

4. Team Members on Playing Field or in Dugout

No one, other than team members in uniform, coaches, and managers, will be permitted on the playing field except by permission of the Technical Commissioners. Access to the dugouts is restricted to the team members (Max 15) listed on the team Roster.

5. Communication Equipment

5.1. No communication equipment is allowed between:

- a. The coaches on the field;
- b. The coaches and the dugout;
- c. The coaches and any player; or
- d. The spectator area and the field, including the dugout, coaches and players.

Note: If such equipment is continued to be used after a warning, the Head Coach will be ejected from the game.

5.2. Videotaping will be allowed in designated areas not less than 25' to the left and right of center field plus at any location at the venue approved by WBSC. Each team is allowed video cameras with a tripod and may video games for training purposes, with the following requirements:

- a. The cameras need to be set up in designated areas not less than 25' to the left and right of center field plus at any location at the venue approved by WBSC but cannot interfere with the spectators, or games in progress;
- b. Computers and other electronic equipment can be used except for immediate transmission of information to the playing teams; and
- c. No videotaping will be allowed behind home plate between 1st to 3rd base.
- d. Videos and pictures will not be considered as a basis for an appeal

6. **Completion of the Game**

6.1. All games must go at least seven (7) innings for Secondary and SIX (6) Innings for the Elementary, except if forfeited or ended by the Run Ahead Rule.

6.2. Commencement/Delay/Suspension/Deferment/Resumption of Game

a. In the advent of adverse weather conditions, the Technical Commissioners in conjunction with the Home Plate Umpire shall decide whether a game shall be:

- In the case of a game that has not started:
 - Commenced, with particular attention being given to an impending storm and for both teams to have equal innings of playing conditions, or
 - Delayed, with any such game being rescheduled at a later time and/or date.
- In the case of a game that has commenced:
 - Suspended for a short period of time (up to a maximum of three (3) hours), or

- Deferred for a long period of time (in excess of three (3) hours), with particular attention being given for both teams to have equal innings of playing conditions.

A game will be resumed after a suspension or deferral at the exact point where the game was interrupted as long as the event schedule and time remaining allow.

When a game is suspended it shall be rescheduled. If this affects more than one game, all games shall be rescheduled barring any issues of special consideration. Rescheduling decisions will be made in conjunction by Technical Commission (Tournament Director and Umpire in Chief)

For the final game of the Championship, if after a delay it is determined that a competition field cannot be made playable, the Technical Commission may award the game.

7. Team Uniform

All players must be uniformed alike on a given team. The players must have the name of their Region on the front of the uniform or an emblem depicting Regional origin. The same number must be on the back of uniform shirts, both light and dark.

- 7.1. Two (2) teams shall not in any games wear the same or similar color uniforms. Each team shall be required to have a white/light color shirt, and also a contrast color/dark color shirt. The home team will wear a contrast color/dark color shirt and the visiting team will wear a white/light color shirt. See 6.3 A. to determine which is the home and visiting team.
- 7.2. Players must have their number displayed on the front of their uniform shirt, 7.62cm (3") high. Shall a team and or player not have the number on the front of the uniform the team will lose their right to home team status.
- 7.3. Shoes – Must comply with Rule 3. Section 5. Metal Cleats not allowed in the Elementary and Secondary Girls.

X. DETERMINATION OF WINNERS

1. Method of Competition / Tournament Format

1.1. Game

Teams with the most number of RUNS after the regulation game shall be declared winner.

1.2. 15/10/7 Run Ahead Rule (Fast Pitch and Modified only)

A game must be called a regulation game if one team leads the other by fifteen (15) runs or more after three (3) innings, ten (10) runs or more after four (4) innings, or seven (7) runs or more after five (5) innings have been

played. Both the visiting team and the home team must complete the same number of innings at bat unless the home team leads by the required number of runs and the game is called at that point.

XI. RESOLUTION OF TIES

1. A tie exists within one (1) section, or across two (2) or four (4) sections, when two (2) or more teams have the same win-loss record.
2. A tie shall be resolved by following, in order, the procedure set out below:

2.1. Within Section Round Robins

- a. With two teams tied on wins/losses, rank them by the results of their game in the round robin; the winner is placed ahead of the loser.
- b. With more than two teams tied on wins/losses, rank them in order:
 - By the results of their games among themselves in the round robin games. With two teams tied on wins/losses, rank them by the results of their games in the round robin; the winner is placed ahead of the loser.

If still tied on wins/losses, by their runs against record in the games among themselves; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc., until two team remain and then rank them by the results of their game(s) in the round robin; the winner is placed ahead of the loser.

- If any teams tied by their runs against record in the games amongst themselves:
 - Two teams – by the results of their games amongst themselves in the round robin games;
 - More than two teams – by their runs against record in all the round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc., until two team remain and then rank them by the results of their game(s) in the round robin; the winner is placed ahead of the loser.

2.2. Across Section Round Robins

With two or more teams tied on wins/losses, rank them in order:

- a. By their runs against record in all round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.
- b. If any teams still tied on runs against, by random selection; the first team selected is placed ahead of the others.

2.3. For a tied team "runs against" is the total number of runs scored by the specified opponents of that team.

Exception: Where teams are tied for a place in a Page System the Technical Commission may decide that such tie may be resolved by a playoff provided the Technical Commission agree that conditions are satisfactory for such playoff.