

THE UK'S PREMIER
INDOOR SOFTBALL LEAGUE

Baseball • Softball **UK**

LONDON INDOOR SOFTBALL

OCT - DEC 2015

SUPPORTED BY



BSUK.CO/INDOORLEAGUE

INTRO

WELCOME to the 2015-16 season of the London Indoor Softball League. We are pleased to see so many teams re-registering as well, along with a number of new teams joining us. The following information is a guide to indoor softball with a clarification on some of the rules, along with an outline of the October-December season. We look forward to seeing you all over the next eight weeks for another fun and exciting season.

TEAMS & DATES

COMP DIVISION

10 October, 24 October,
07 November, 21 November

Blood Diamonds
Blue Steel
Douche Canoe
Meteors
Ninos Privados
Raiders CMYK
SPAM
Tea & Biscuits
The Firm

REC DIVISION

17 October, 31 October.
14 November, 28 November

Base Oddities
Bat to the Future
Blitz 'C'
Disco Indoorno
Game of Throws
Knights
London Flames
Scratch
Slideritos
The Mavericks
The Mob
The Voodoos

FINALS DAY - There will be a seeded, one day Finals tournament on 05 December. Further details to follow.

THE VENUE

PLAY ON SPORTS

22-36 Raven Row (3rd Floor)

London

E1 2EG

Nearest Station - Whitechapel

(Overground, District, Hammersmith & City)

See last page for the Play On Site Plan



TIMINGS

First games will commence at **10:00am** each week, unless advised otherwise, with last games finishing around 15:00. If your team is playing in the first game, or you are umpiring/scoring the first game, then please arrive no later than 09:45am so we can start promptly.

THE BASICS

Indoor softball is played by two teams with a minimum of eight (8) players each. Only eight players will take the field at any one time. Additional batters are allowed, however, you should not have more than one additional batter of the same gender (so you can play with a male/female split of 5/4 but not 6/4)

The **London Indoor Softball League** is a co-ed (mixed-sex) league and teams should have an even number of male and female players, especially when fielding. Batting lineups should alternate male and female players. Where teams have nine batters they may finish their order with two men or two women.

The basics of Indoors are simply a variation on Slowpitch Softball, with a **pitcher** pitching underarm to a **batter** who hits the ball and runs around as many bases as possible. Indoors is scored on a **points** system rather than just the number of runs that come home, this will be explained later.

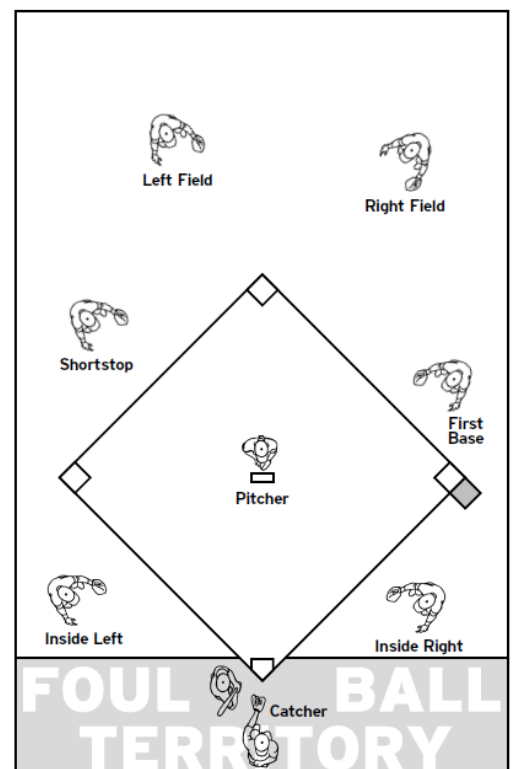
THE COURT

The playing area for Indoors is contained by four walls and a ceiling and the ball continues to be 'live' (in-play) off all of these surfaces.

As you will see in the diagram the foul line is a straight line across the court level with the front of home plate. Any ball hit behind this line is a foul ball and anything hit in front of it is fair territory unless it spins back over the foul line.

Indoor softball does not really have an infield or an outfield, instead there are essentially eight fielding positions (see diagram for placement)

PITCHER, CATCHER, INSIDE LEFT, INSIDE RIGHT, FIRST BASE, SHORTSTOP, LEFT FIELD, RIGHT FIELD.



PLAYING THE GAME

Indoor softball games last two innings (each team bats twice) with each teams inning lasting **five minutes** (so four half innings of five minutes each).

Teams will continue to bat through their order for the entire five minutes so, even if a batter is out they will bat again when it is their turn. When their five minutes are up the fielding team will then come in to bat.

Each batter receives only **one pitch** from the pitcher. If the batter does not swing and the pitch is a **strike**, the batter is out. If the batter does not swing and it is a **ball**, the batter advances to first base.

If the batter hits the ball in to foul territory, or if the ball bounces and spins back in to foul territory without a fielder touching it, then the batter is out.

The batter and any baserunners are out if a batted ball hits them and they are not in contact with one of the bases.

A **home run** is scored if the batters hit hits on or below the line on the back wall without first touching the ground, the side walls, or the ceiling whether or not it is tipped by a fielder first. If a home run is scored then the batter and any runners on base should return home, they do not need to run around the bases.

The ball is in play until the umpire calls **time** even if the ball is overthrown in to the foul ball territory (unless it becomes tangled in bags or general team debris in which case the play will be called **dead ball** and all baserunners will be awarded the base they were running to).

Unlike Slowpitch softball **bunting is allowed** in Indoors although baserunners are not allowed to leave their base before the ball has been hit. Fake bunts / slash bunts / chopping are not allowed, once the batter has 'shown' bunt they must follow through with this. If the batter does any of these then 'dead ball' is called and the batter is out.

The ball can be caught off of the net or ceiling net as long as it does not touch the wooden boards prior to being caught. If the ball hits the horizontal edge of any surface it is judged to have hit the ground

A dead ball is called if the ball goes through the net and a single will be awarded to the batter. All other runners also advance one base.

Overall, this is a recreational and fun league, please respect the umpires, scorers and opponents, verbal and physical abuse will not be tolerated.

SCORING THE GAME

Indoor softball is scored using a points system and games will normally be scored by a non-player who will score for both teams. The umpire and scorer will normally be from a team not playing at that time so **teams should check the schedule for their assignments beforehand.**

Points are scored for the following:

1 point is scored for each batter who safely reaches first base - the batter gets **1 additional point** for each base they reach after their own hit (so 2 points for reaching second base on their hit and so on).

Baserunners **do not** get points for moving around the bases on another players hit except for the following circumstance:

1 point is awarded for each player who safely comes home.

5 points are scored for a home run (1 for each base and a bonus for the homerun) **plus 1 point** for each runner on base when the home run was hit meaning a maximum of eight points can be scored if a home run is hit with runners on all three bases. **If the ball is caught off the back wall then four (4) points are awarded plus 1 for each base runner** (the additional bonus point is not awarded).

If a player manages to make it around all four bases on their hit but did not hit a home run then they only score four (4) points. The additional bonus point is only awarded for a home run directly hit against the back wall.

1 point is deducted for each OUT made by the defensive team. Note that this rule means it is possible for a team to have a negative points score. A point is deducted for every out made whether it is the batter or a baserunner.

2 points are deducted for a force-out or tag out involving the CATCHER at home plate or in a run down between third base and home.

If a batter runs past first base and on to second, third or home but is tagged out then they are deducted 1 point for the out **they do not receive a point** for any bases they reached before being out.

SCOREBOARDS

Play On Sports provide full electronic scoring for game, with the scoreboards linking straight in to our website meaning scores and standing will be updated in real-time as games are completed.

The scoring system has been made even easier and it is expected that all teams will use these as it adds to the experience at the games and saves any delays manually updating scores after the events.

Paper scoresheets will be on site as a last-resort backup.

USING THE SCOREBOARDS

The electronic scoring at the new Play On Sports venue are controlled by simple clickers.

Scoring

To score the game simply use buttons 1(+) and 3(-) to score the home team and 2(+) and 4(-) for the away team. To start and stop the clock during the game use button 5.

Menus

To scroll up and down through the menus use buttons 1(up) and 3(down). Use button 6 to 'Enter' and button 5 for 'Back'.

We appreciate that new systems may take a little getting used to and we can give a brief run through of the system before games start. Please do persevere with this as it will be a great benefit to the league if it is used.

Quick Reference

1 - Home team +, Scroll up in menus

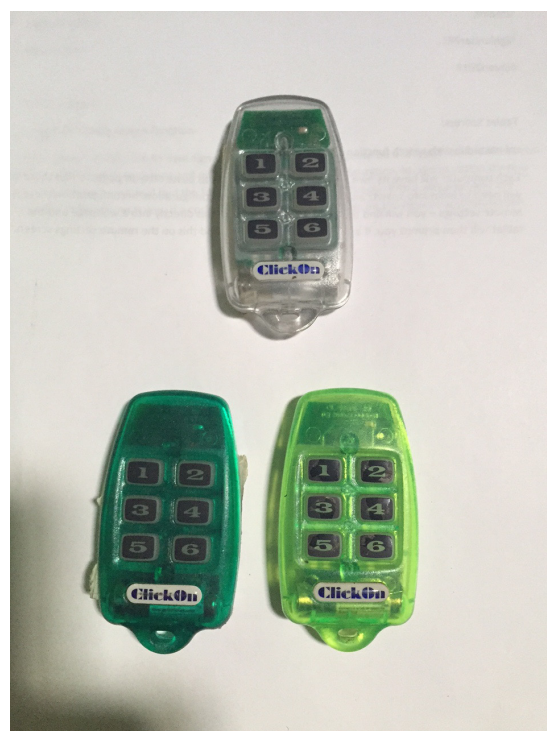
2 - Away team +, Scroll up in menus

3 - Home team -, Scroll down in menus

4 - Away team -, Scroll down in menus

5 - Start/Stop clock, Back button in menus

6 - Enter button in menus



SITE PLAN

