

# LAKE SIMCOE MINOR SOFTBALL 2017 SEASON RULES

UPDATED AND REVISED MAY 2017



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## Section 1 - GENERAL

- 1-1. The name of the program will be The Lake Simcoe Minor Softball Association (L.S.M.S.A.)
- 1-2. The Softball Canada Official Rules for Softball are to be adopted for all LSMSA games unless superseded by the following playing rules. (Rule modified at 2005 AGM)
- 1-3. The membership of the program shall be composed of 3 year olds to 21 year olds (age determined by year of birth as of December 31<sup>st</sup>) and a permanent resident within the boundaries of the Township of Georgina. Adults, who participate with the liaison committee's approval in coaching, managing, or supervising any of the programs, games or affairs, will also reside within the boundaries of the Township of Georgina. Exemptions may be considered.
- 1-4. The aims of the program are as follows: To promote, encourage and govern softball for the boys and girls in the Town of Georgina. The promotion of fair play, both in practices and games. To teach the fundamentals of softball. To provide equality to all players and teams. To win modestly and fairly and treat defeat with a smile.

Section 2 - PLAYING FIELD AND TEAMS

2-1. Distances: Coaches are required to use league measuring tape, or pre-measured rope.

<u>Division</u>	<u>Distance to Bases</u>	<u>Pitching Distance</u>
T-Ball	40 Feet	26 Feet
Squirt	40 Feet	28 Feet
Peewee	55 Feet	34 Feet
Bantam	60 Feet	40 Feet
Midget	60 Feet	46 Feet

2-2. Bases and pitcher's rubber/plate must be pegged down in Peewee, Bantam and Midget divisions.

2-3. No smoking or Vaping on the playing diamond or on team benches. (Rule modified at 2017)

2-4. No drinking of any type of alcohol on any property of Georgina, and/or other designated areas, assigned to LSMSA while playing ball. (Rule modified at 2005 AGM)

2-5. Division designations are: Blastball 3 and 4, Learn to Play (T-Ball) 5 and 6, Squirt 7, 8 and 9, Peewee 10, 11, & 12, Bantam 13, 14, & 15 and Midget 16, 17, 18, 19,20, and 21. Ages are determined by calendar year as of December 31 (exceptions can be made upon committee approval)

2-6. Teams will consist of a maximum of 15 players. This may vary with each year's registration.

### Section 3: EQUIPMENT

- 3-1. Jewelry shall be worn in accordance with the Softball Canada rule.
- 3-2. All team equipment is on loan from the Association and is the coach's responsibility to sign for, keep account of and return at the designated time to the equipment manager. Items to be replaced or repaired must be returned also.
- 3-3. The Equipment Manager will distribute team equipment at the time and place specified.
- 3-4. All Catchers must wear a chest protector, personal groin protector, helmet and mask complete with a throat protector, practices included. Coaches will enforce this rule. (Rule modified March 2013)
- 3-5. Vacant. (Rule modified March 2013)
- 3-6. All players must wear a helmet around bases and must have the strap done up or they will be called out. Hats must be worn under the batting helmets for health purposes unless a child owns their own helmet. (Rule modified at 2005 AGM)
- 3-7. Pitching helmets (with cage), are mandatory in both the Tball and Squirt divisions and will be provided upon request for optional use in other divisions. (Rule modified March 2013)
- 3-8. All coaches and parents assisting on the field must wear appropriate closed toe footwear. (Rule modified at 2005 AGM)
- 3-9. Rubber spikes (no steel) may be used.
- 3-10. Team uniform must be worn at all games.
- 3-11. Sweaters may be worn in or out. Team sweaters must be worn by Coaches and fielded (batting) players. Jackets may be worn at the discretion of the Umpire.
- 3-12. Sweaters may not be cut or altered. IE: sleeves length. Any player doing so will risk suspension. If there is a question regarding fit of the sweater, please speak with a member of the Executive. (Rule modified March 2013)
- 3-13. All players must wear long pants during games for their own safety. Umpires will enforce this rule.
  - a. 3/4 length Capri style pants *are not* considered long pants and may not be worn
  - b. long pants are not to be rolled up while on the field. (Rule modified at 2005 AGM)

## Section 4: COACHES, PLAYERS

- 4.1. All coaches, players and player's parents shall abide by and comply with the LSMSA constitution and by-laws.
  - a. All coaches, players and player's parents must read and sign the appropriate code of ethics. (Rule modified for 2008 Season)
- 4.2. Each team will field nine (9) defensive players. A team will forfeit if they have less than:
  - a. Peewee, Bantam and Midget must field at least 7 players,
  - b. Squirt and Tball level must field at least 6 players (Rule modified at 2005 AGM)
- 4.3. Less than the minimum number of players and the team will forfeit the game as a last resort.
  - a. A team may use the call up list, provided by the Executive, or b. Give advance notice, and the game may be able to be rescheduled. (Rule modified at 2005 AGM)

### Call up list

- 4.3.1. Players must
  - a. be in the last year of their division,
  - b. be recommended by their coach, and
  - c. be accepted by the LSMSA executive
- 4.3.2. A list of all eligible and approved players shall be
  - a. developed by each division convenor except for the Midget convenor,
  - b. given, by the division convenor (excepting the Midget convenor) to the convenor of the division above theirs, and
  - c. listed in order of acceptance by the player and their parent /guardian.
- 4.3.3. Coaches in need of a call up or multiple call ups shall
  - a. contact their own division convenor,
  - b. only use the call up players list for confirmed absences by their players or to meet the minimum # of players to start a game due to players going to be late,
  - c. only request enough call up players to get over the minimum start # and to a maximum of 9 players, and
  - d. Coaches cannot select/pick which players they get.

Note: If call up players are called and have reported to the diamond as requested they shall be allowed to play even if the team does have 9 or more regular players show up. The call up or multiple call ups can play for either team to maintain an equal number of players on each team.

- 4.3.4. Convenors will:
  - a. go through the list in order until the # of call ups required is met if possible,
  - b. place call ups fairly,
  - c. place call ups such that the numbers on each team in each division are as equal as possible.
  - d. call the players on a rotation basis, and
  - e. maintain a record of:

- i. who has been called and when,
- ii. Who accepts and who declines,
- iii. the team they played for, and
- iv. the dates of the games accepted or declined.

4.3.5. If more than 1 team requires call ups the call ups will be placed in order of availability to the teams who requested a call up(s), in the order the requests were received unless the later teams require 1 or more to meet the minimum # of players to avoid defaulting and the 1<sup>st</sup> team(s) already have 7 and are calling up to 9.

4.3.6. A last minute call up from at the diamonds can be made if a call up player(s) is(are) required due to a last minute unknown no shows if approved by an executive member to reach to 7 players to avoid a default. The rotational list will be followed as much as possible.

4.4. Players who miss four games or practices without their coaches being advised may be considered retired from the league without reimbursement of their registration fee, photo or award, upon the review of the Executive. (Rule modified at 2005 AGM)

4.5. Any player who misses more than 2/3 of the regular season will not be eligible to play in the closing weekend (exceptions can be made upon committee approval). (Rule modified at 2005 AGM)

4-6. **ALL PLAYERS MUST HAVE EQUAL BENCH AND FIELD TIME.**

4-7. All coaches must supply their team line up (offensive/defensive) to the other team at the start of all game. (Rule modified at 2005 AGM)

4-8. It is the responsibility of all Coaches to inform all parents of their players, not to heckle (harass) any Umpire or player on the opposing teams.

- a. Failure to comply with this rule may result in the game being defaulted regardless of the score. (Rule modified at 2005 AGM)

4-9. Coaches and parents assisting on the bases may wear tasteful shorts, e.g. Golf or Tennis style shorts. (Rule modified at 2005 AGM)

4-10. Coaches must wear supplied team coach sweaters. The L.S.M.S.A. Umpire-in-Chief will enforce this rule. (Rule modified at 2005 AGM)

4-11. All coaches and parents assisting on the field must wear appropriate closed toe footwear. (Rule modified at 2005 AGM)

## Sections: GAMES

5-1. Early games are scheduled for a 6:30 pm start. All teams are to be on the field for the early time slot ready to play at 6:15 pm. Late games are scheduled for a 8:45 pm start All teams are to be at the field for the late time slot ready to play at 8:30 pm. This rule is to be strictly upheld by the Umpire unless approved by the Executive. (Rule modified March 2013)

(At the Umpire's discretion, there can be a 15 minute grace period from game time to allow for enough players to avoid a default. If a team has the minimum or greater number of players required to start a game, then the game will be started and all players coming late may join the game in progress with no penalty.) (Rule modified March 2013)

5-2. All divisions are to be up to 7 inning games with equal number of innings to count, with the exception of T-Ball which is a maximum of 4 innings.

5-3. When called by the Umpire for darkness, rain, etc., three (3) complete innings will constitute a game, 2 innings for Tball & Squirt. If after three innings, 2 for Tball or Squirt and a game is called in the middle of an inning, score will revert to last complete inning. Less than the required (2 or 3) innings will require a whole new game.

5-4. No new inning can be started after 7:45 pm for Squirt & T-ball divisions and 8:10 pm for all other divisions other than Midget. All early games will be stopped at 8:25 pm with the score reverting to the last complete inning if the last inning is not completed. For Midget division no new inning to start after 11:00 pm. The determination of last inning is up to the Umpire's discretion.

5-5. Squirt and T-ball games are not to exceed five (5) runs per inning and 10 runs in the last inning. Games are not to exceed seven (7) runs per inning in Peewee, Bantam and Midget. In these divisions the last inning will be open.

5-6. The schedule will show home teams each night.

5-7. ALL TEAMS MUST SHOW. RAIN OR SHINE. At the discretion of the executive or Umpire no games will be played if the field's condition becomes treacherous. First sign of lightening ends all games, at discretion of the executive or Umpire.

5-8. Team standings for the season will be determined by the total of points received for the following: Win - 2 points each game, Tie - 1 point each game, Win by default - 2 points each game, Loss - 0 point each game.

5-9. No player may participate in a game unless he/she is registered on that particular team, with the exception of the executive approved call up list. (Rule modified at 2005 AGM)

## Section 6: PITCHING

- 6-1. Pitcher will pitch to the opposite team. Three (3) strikes and out rule to apply.
- 6-2. Pitcher may use any wind up desired providing:
- a. He/She does not make any motion to pitch without immediately delivering the ball to the Batter,
  - b. He/She does not use a rocker action in which, after having the ball in both hands in pitching position, he/she removes one hand from the ball, takes a backward and forward swing, and returns the ball to both hands in front of the body.
  - c. He/She does not use a wind up in which there is a stop or reversal of the forward motion,
  - d. He/She does not make more than one revolution of the arm in the windmill pitch. A Pitcher may drop his arm to the side and to the rear before starting the windmill motion,
  - e. He/She does not continue to windup after taking the forward step which is simultaneous with the release of the ball.
- 6-3. No windmill pitching is allowed in the Squirt division.
- 6-4. All Pitchers must start their delivery of the ball with both feet touching the Pitcher's plate. One foot must stay in contact with the ground (drag foot) during delivery except in the Midget division. (Rule modified at 2008 AGM)
- 6-5. There will be NO intentional walks. Pitcher's coach must discourage intentional walks.
- 6-6. A player may not pitch more than:
- a. Three (3) innings per game in the Squirt and Peewee division, not more than two (2) in concession.
  - b. Four (4) innings per game in the Bantam & Midget divisions. (Rule modified at 2008 AGM)
- 6-7. A Pitcher may be removed in the middle of an inning. This partial inning will count as one of the possible innings allowable. The same goes for a relief pitcher. (Rule modified at 2005 AGM)
- 6-8. The Pitcher shall not throw to a base while his/her foot is in contact with the Pitcher's plate after he/she has taken the pitching position. The Pitcher removes his/herself from the pitching position by stepping backwards off the Pitcher's plate. Stepping forward or sideways constitutes an illegal pitch.
- 6-9. No pitch is called if Umpire, Catcher or Batter is not ready.
- 6-10. If the ball slips from the Pitcher's hand during his/her windup a ball is declared on the Batter. The ball will be in play and runners may advance at their own risk.
- 6-11. Any pitcher hitting two batters during an inning must be pulled from pitching for the remainder of the game. This rule does not apply to the Midget division.
- 6-12. Warm up pitches will be limited to a maximum of five (5) at the beginning of each half inning, or when a Pitcher relieves another in the Squirt and Peewee divisions. Warm up pitches will be limited to a maximum of five (5) for the 1<sup>st</sup> inning each pitcher pitches and three (3) for all other innings for Bantam and Midget divisions. (Rule modified March 2013)



## **Squirt Division Pitching Appendix**

6-13. Coaches/parents will pitch at the beginning of the season for the first 3 games. Coaches/parents will pitch balls and strikes. See appendix A. (Rule modified March 2013)

## Section 7: BATTING

- 7-1. The batting order will include all team members present at the game. No player may participate in a game unless he/she is registered on that particular team, with the exception of the executive approved call up list. (Rule modified at 2005 AGM)
- 7-2. A player may be removed from the game without penalty. The player's position in the batting line up is skipped and **is not** counted as an out. Scorekeepers please print neatly 'removed from game early' starting in the inning that they would miss their next at bat. (Rule modified at 2005 AGM)
- 7-3. Each player of the side at bat shall become a Batter in order in which his/her name appears on the score sheet.
- 7-4. Batting out of order Rule.
- a. If the error is discovered while the incorrect batter is at bat the correct batter may take his place, assume any balls and strikes, and any runs scored, bases run while the incorrect batter was at bat shall be legal,
  - b. If the error is discovered after the incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified,
  - c. The next batter is the player whose name follows that of the player called out for failing to bat.
  - d. If the batter declared out under these circumstances is the third out, the correct batter in the next inning shall be the player who would have come to bat had the players been put out by ordinary play.
  - e. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the *incorrect* batter. No one is called out for failure to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.
  - f. No runner shall be removed from the base he is occupying to bat in his proper place. He merely misses his turn at bat with no penalty. The batter following him in the batting order becomes the legal Batter.
- 7-5. When the third out in an inning is made before the batter has completed his turn at bat, he/she shall be the first batter in the next inning and the ball and strike count on him/her shall be cancelled.
- 7-6. The strike zone is that space over any part of home plate, which is between the batter's underarms and the top of his/her knees. When the Batter assumes his/her natural batting stance.
- 7-7. A foul tip is a batted ball, not higher than the batter's head, which goes directly from the bat to the catcher's hands. A strike is called and,
- a. The ball is considered dead in Squirt division, and base runners may not run.
  - b. The ball is in play and runners may advance with liability to be put out in the Peewee, Bantam and Midget divisions,
  - c. Batter is out if it is the third strike. (Rule modified at 2005 AGM)

7-8. A ball is called by the umpire for each illegally pitched ball:

- a. which the batter does not hit; or
- b. when the coach elects not to take the result of the play after the ball has been
  - i. hit (rule 6, sec. 1-8 Effect 3a of Softball Canada Rules)

EFFECT: The ball is dead and runners are entitled to advance one base without liability to be put out.

7-9. Infield fly rule applies to the Peewee, Bantam and Midget divisions **BUT NOT** to the Squirt division.

7-10. Bunting is allowed but not in the Squirt division. Batter is out if he/she bunts foul after the second strike. (Rule modified March 2013)

7-11. A batter is out if he/she makes contact with the ball (fair or foul), when his/her foot is completely outside the lines of the batter's box and touching the ground, or any part of their foot is touching home plate when he/she hits the ball (fair or foul).

EFFECT: The ball is dead, the batter is out, runners do not advance. (Rule modified at 2005 AGM)

7-12. A batter is out when he/she throws the bat in a reckless and uncontrolled manner such as the following:

- a. when the bat is thrown directly to the backstop/screen, or
- b. when the bat is thrown (not rolled) into the catcher's box, or
- c. when the bat hits either the catcher, the umpire, or both. (Rule modified at 2005 AGM)

EFFECT: The ball is dead, the batter is out, and runners do not advance.

## Section 8: BATTER-RUNNER AND BASE RUNNING

8-1. The following *Softball Canada Rules* apply to the double based used at first base:

- a. A batted ball hitting the fair portion is declared fair, and a batted ball hitting the foul portion '**only**' is declared foul.
- b. If a pitched ball is hit or the batter-runner runs on a dropped third strike and the batter-runner fails to use the foul portion of the base on his/her first attempt at first base '**and**' a play is made, the batter-runner is out.
- c. A defensive player must use only the fair portion of the base at all times.
- d. After over-running the base, the batter-runner must return to the fair portion.
- e. On balls hit to the outfield when there is no play being made at the double base, the batter-runner may touch either the portion of the base.
- f. When tagging up on a fly ball, the fair portion must be used.
- g. On an attempted pick-off play, the runner must return to the fair portion.
- h. Once a runner returns to the fair portion, should he/she stand on the foul portion only, it is considered not in contact with the base and the runner shall be called out, if
  - i. He is tagged with the ball; or
  - ii. He leads off from the foul portion on a pitched ball. (Rule modified at 2008 AGM)  
(Softball Canada rule # 2-4.i Note)

8-2. Stealing bases and or sliding will be allowed in the Peewee, Bantam and Midget divisions only.

NOTE: ONLY SPORTSMAN LIKE CONDUCT WILL BE ACCEPTABLE, ANY EXCESSIVE PHYSICAL ROUGHNESS ON THE PART OF A PLAYER WITH OR WITHOUT INTENT, SHALL NOT BE PERMITTED. THE UMPIRE RESERVES THE RIGHT TO EJECT SUCH A PLAYER FOR THE REMAINDER OF A GAME. FAILURE TO THE OFFENDING PLAYER TO LEAVE THE GAME DIRECTLY WILL WARRANT HIS/HER TEAM FORFEITING THE GAME.

NOTE: Any player in the Peewee, Bantam or Midget division that fails to slide into 2<sup>nd</sup>, 3<sup>rd</sup>, or home May be called out for obstructing the defensive player attempting to make a play on the ball. (Rule modified for 2008 Season)

8-2 a. In the Peewee division stealing 2<sup>nd</sup> base by the Batter-runner on a base on balls is permitted only if the pitcher does not have the ball prior to the Batter-runner reaching 1st base. If the batter-runner attempts to steal 2<sup>nd</sup> after the pitcher has the ball he/she is out. (Rule modified at 2007 AGM)

8-3. Stealing will not be allowed in Squirt levels.

8-4. Sliding will not be allowed in the Squirt division.

8-5. No lead-offs are allowed; an automatic out shall be the penalty.

8-6. Base Runners in Peewee, Bantam and Midget divisions may run when:

- a. the ball leaves the Pitcher's hand on a pitch, or
- b. the ball slips from the Pitcher's hand during wind up.

- 8-7. Base Runner is out if he/she physically passes a preceding Base Runner.
- 8-8. Base Runner is safe if hit by a batted ball and still on base, unless there was intentional interference.
- 8-9. If a Base Runner is struck by a batted ball directly while running, they are automatically out. If the ball first touches an Infielder, including the Pitcher, and the Runner could not avoid contact with the ball, the Runner is not out and may continue running with the liability to be put out.
- 8-10. Base Runners in Peewee, Bantam and Midget divisions only are awarded one base when an illegal pitch is called.
- 8-11. Base Runners in the Peewee & Bantam divisions are awarded one base when a wild pitch or passed ball goes over the backstop.
- 8-12. Base runners are awarded two bases when the ball is in play and is overthrown.  
(Beyond the boundary lines.) The base they were running to at the time the ball leaves the fielder's hand and one additional base.
- 8-13. In the Squirt division ONLY:
- a. if a pitched ball goes, under or through, or lodges in the back stop, the ball is dead no extra bases are awarded.
  - b. if a thrown ball goes, under or through, or lodges in the back stop, the ball is dead. No additional bases will be awarded. If the runners are in between bases they will be awarded the base they were going to. (Rule modified at 2005 AGM)
- 8-14. Base Runners are awarded two bases when a ball in the outfield rolls or bounces from fair territory out of bounds. If a fielder unintentionally carries a ball into dead ball territory, the ball becomes dead and all Runners are awarded one base from the last base touched at the time the ball became dead.
- 8-15. No Runner may be substituted except with the Umpire's approval based upon medical reason. The injured Batter/Runner must make it to first base on his/her own. Substitute Runners will be the last player out and not presently on base.
- 8-16. If catcher is on base with two out a replacement runner is legal for a catcher who gets on base. The following provisions apply:
- a. It is optional,
  - b. There must be two out.
  - c. If the catcher is on base with less than two out, the replacement runner may be used after the second out occurs.
  - d. The replacement runner is the last person in the batting order that is not on base at the time. (Rule modified at 2005 AGM)

**The following rules apply to the squirt division only:**

- 8-17. A 2<sup>nd</sup> home plate (an offence only home plate) must be touched by the base runner to be called safe at home.
- a. It will be positioned at the same distance from 3<sup>rd</sup> base, as the original plate but placed <sup>1</sup>/<sub>4</sub> way between the original plate and the 3<sup>rd</sup> base side screen, (Rule modified for 2005 Season)
- 8-18. A commitment line shall be made at third base halfway from home plate and the following rules shall apply:

- a. If a base runner crosses the commitment line (any part of his/her body) they must continue home.
- b. At home plate, the Catcher need only catch the ball and step on home plate before the runner touches the offence only home plate to put out a runner once he/she has crossed the commitment line. Once the runner crosses the commitment line they cannot be tagged out.(Rule modified for 2017 Season)

8-19. When an attempt is made by an **infield** player to throw the ball to the Pitcher, “TIME” will be called by the umpire and play is stopped. Runners may not advance past the base they were headed to when “TIME” is called (Rule modified at 2006 AGM)

## Section 9: SUSPENSIONS

All suspensions shall be in conformance with the LSMSA constitution and by-laws.

- 9-1.** . The Executive Committee may suspend or expel a team, coach, player, parent/guardian or Umpire for notorious unsportsmanlike conduct or ungentlemanly like conduct, individually or collectively, on the field or in any ballpark where a softball game is being played. This includes any meeting or gathering in the interest of the game.
- 9-2.** Teams, players and or officials may be suspended or expelled by the Executive Committee for
- a. Knowingly having on its list of signed players, a disqualified or suspended player,
  - b. Violating the LSMSA constitution of by-laws herein cited, or refusing to abide by the decision of the Executive.

Penalty: The loss of all games in which the player participated. (Rule modified for 2008 Season)

## Section 10: UMPIRES

10-1, Umpires will enforce all L.S.M.S.A. Rules unless stated otherwise in each rule. (Rule modified at 2005 AGM)

*Rule modified at 2005 AGM*

10-2. Umpires will be paid per game as per the approved pay schedule . (Rule modified March 2017)

10-3. Umpires name, address, phone number and games umpired must be reported directly to the Treasurer and Umpire-in-Chief. (Rule modified at 2005 AGM)

10-4. Umpires must sign and ensure that the game sheets clearly completed or they will not be paid. (Rule modified at 2005 AGM)

10-5. Umpires will be paid \$10.00 for a rainout game if game is not started but are already at the diamonds. (Rule modified at 2005 AGM)

10-6. Umpires equipment must be distributed by the equipment manager or Umpire-in-chief. Such equipment is on loan and must be returned in good order at the end of the season.

10-7. Umpires will inform coaches before the game of the jewelry rule.

10-8. The Umpire will use solely his/her judgment to supervise the game. His/Her decision will be final for all game related decisions.

10-9. Only sportsmanlike conduct is acceptable. The Umpire reserves the right to eject a participant for improper conduct. If any difficulties of this nature should occur, it must be relayed to the Umpire-in-chief. Their department will take any necessary further action.

10-10. Only the Umpire may call "Time Out". When a Coach requests "Time", it will be received upon the Umpires discretion.

10-11. Umpires must wear long pants.

10-12. All Umpires must have a watch and will announce start time at the beginning of each game.

10-13. All Umpires must be on the field at 6:15 pm to start the game at 6:30 pm for the early time slot at the field at 8:15pm to start the game at 8:30 for the late slot. At the Umpire's discretion, there can be a 15 minute grace period from game start time (Rule modified March 2013).

10-14. All Umpires will ensure that both score keepers have the same score recorded before declaring the end of the game. (Rule modified for 2006 Season)



## Section 11: PROTESTS

- 11-1. A protest must be lodged at the time of the incident or before the start of the next inning. The protest must be recorded with the Umpire and opposing coach, and no protest may be filed after completion of a game.
- 11-2. Both Coaches must acknowledge that a protest has been filed by signature on the home sheet. Acknowledgement does not indicate agreement of the protest by the non- filing team.
- 11-3. Protest shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of an Umpire.
- 11-4. Examples of protest which will not be considered are:
- a. Whether a batted ball was fair or foul
  - b. Whether a Runner was safe or out
  - c. Whether a pitched ball was a strike or ball
  - d. Whether a pitch was legal or illegal
  - e. Whether a Runner did or did not touch a base
  - f. Whether a Runner left his base too soon on a caught fly ball
  - g. Whether a fly ball was or was not caught
  - h. Whether it was or was not an infield fly
  - i. Whether there was or was not an interference
  - j. Whether there was or was not an obstruction
  - k. Whether the field is fit to continue or resume play
  - l. Whether there is sufficient light to continue play
  - m. Any other matter involving only the accuracy of the Umpire's Judgment
- 11-5. Protests that shall be received and considered, concern matters of the following type: a. Misinterpretation of a playing rule  
b. Failure of an Umpire to apply the correct rule to a given situation  
c. Failure to impose the correct penalty for a given violation
- 11-6. Note: All protests must be written and given to the Umpire-in-Chief or a member of the Executive within three (3) days.
- 11-7. \*\*\*\*\*ANY PROTEST THAT IS ACCEPTED, GAMES WILL BE PLAYED IN FULL. ALL DECISIONS BY THE EXECUTIVE ARE FINAL.\*\*\*\*\*

Please give this to your scorekeepers or keep with your score sheets.

## Section 12: SCOREKEEPING

12-1. It is the responsibility of the scorekeepers to periodically check with the opposing teams score sheet to eliminate discrepancies. (Rule modified for 2006 Season)

12-2. It is the responsibility of the scorekeepers to check with the opposing teams scorekeeper prior to the start of the last inning to confirm that both scorekeepers have the same score. (Rule modified for 2006 Season)

12-3. The home team score sheet will be considered the official game sheet. Scorekeepers must record start time of game on the score sheet as announced by the Umpire. (Rule modified at 2005 AGM)

12-4. Both teams will provide a representative scorekeeper.

12-5. Both team's score sheets will be submitted to the Umpire at the completion of the game. **All sheets must be legible and fully completed** and signed by the official Umpire **and scorekeepers** with final scores.

- a. *Please indicate which score sheet belongs to which team by indicating the team name beside the storekeeper's signature,*
- b. *Home team coach must sign their score sheet.* (Rule modified for 2006 Season)

Scorekeepers please be aware of the following rules copied from Section 7 - BATTING.

7-1. The batting order will include all team members present at the game. No player may participate in a game unless he/she is registered on that particular team, with the exception of the executive approved call up list. (Rule modified at 2005 AGM)

7-2. A player may be removed from the game without penalty. The player's position in the batting line up is skipped and **is not** counted as an out. Scorekeepers please print neatly **'removed from same early'** starting in the inning that they would miss their next at bat. (Rule modified at 2005 AGM)

## Section 13: T-BALL RULES

13-1. All safety equipment must be worn, Shorts are permitted at all times. Proper footwear must be worn for games. (Rule modified at 2007 AGM)

13-2. All games to start at 6:45p.m, failure to field a minimum of six (6) players results in forfeiture. Each game will be a maximum of four innings. Players must be at the diamond at 6:30p.m.

13-3. Only a Coach from each team may discuss problems with the Umpire through the course of the game. (i.e. NO PARENTS). This one Coach must be identified prior to the start of the game to the home plate Umpire.

13-4. Maximum number of Coaches is as follows:

a. When your team is at bat

i. One Coach at first,

ii. One Coach at third, and

iii. One Coach at home. The Coach at home plate must position him/herself behind the screen prior to start of play.

b. When your team is in the infield, two Coaches may assist the players. Both Coaches must be ten feet behind the baseline prior to start of play.

13-5. The number of players coming to bat each inning will be determined by normal 3 out rules of play or a maximum of 5 runs per innings.

13-6. Each batter must be positioned in the designated batter's box.

13-7. Each batter must attempt a full swing at the ball. Failure to make a full swing will be considered a strike. Each batter will receive 5 strikes (swings) to hit the ball.

13-8. The ball must travel a distance of 10 feet to be considered a fair ball.

13-9. The ball must be hit cleanly to be considered a hit ball. If the bat makes contact with the tee, it will be considered a strike.

13-10. If a fielder plays the ball inside the 10 foot circle, the ball is dead. No strike and runners stay at the base they were at.

13-11. There will be a 20' commit line between third and home. The runner cannot be tagged out between the commitment line and the offensive home plate. (Rule modified March 2013)

13-12. There will be a 2nd offensive home plate which the base runner must touch to be called safe. If the base runner touches home plate/batting tee, he/she will be called out. The offensive home plate must be placed equal with the home plate/batting tee.

13-13. The back catcher only need touch home plate/batting tee to put the base runner out at home.

13-14. No bat throwing, penalty for throwing the bat: Automatic out. Only the catcher or Umpire may place the ball on the tee. Penalty for batter doing this: Automatic out.

13-15. On the 5<sup>th</sup> strike, if the ball is hit foul it counts as a strike and the batter is out.

13-16. Batter and every base runner must wear a batting helmet at all times and the chinstrap must be fastened, or it is an automatic out. League helmets are to be worn over a ball cap. (Hygienic reasons)

13-17. The pitcher and 1st baseman must wear a protective helmet with a face cage. League helmets are to be worn over a ball cap. (Hygienic reasons) (Rule modified March 2013)

13-18. No leadoffs. No stealing bases. The runner leading off is automatically out. All other players including the batter remain at their original positions prior to the lead off occurring. The count on the batter remains the same. No player may leave a base until the ball has been hit from the tee.

13-19. No rolling the ball. An attempt must be made to throw the ball overhand. An attempt to throw towards home stops play.

13-20. The only way an out can be made at first base is by the first baseman, either by catching an overhand throw from another defensive player, or by fielding the ball him/herself.

13-21. To get a batter out at home, there must be an overhand throw to the catcher.

13-22. The base runner may be tagged out only by the 1<sup>st</sup> baseman between home and 1<sup>st</sup> base. (Rule modified March 2013)

13-23. The defensive team may field ten (10) players. The tenth player may be positioned as a roving fielder or "shortstop" between 1st and 2nd. This player must remain behind the baseline until the batter makes contact.

13-24. No player shall play in the same infield position more than once during the game.

13-25. When a batter is at the plate, and until contact is made, the Shortstop plays behind the baseline. 2nd base plays behind the baseline. Rover plays behind the baseline. 1st and 3rd base will stand 2' in front of or behind the baseline. Right, Center, Left Fielders and Rover must play 10' behind the line.

13-26. Distances from home plate are as follows:

- a. To Pitcher's rubber - 26 feet,
- b. To first base -- 40 feet,
- c. To third base -- 40 feet.

13-27. All Umpires decisions are final.

13-28. All team members present for a game shall bat. A batting order consisting of name and shirt number shall be entered on the score sheets. Any late players will be put at the end of the lineup.

13-29. When a batted ball is fielded and thrown in the direction of home plate, base runners may not advance any farther than the base they are running to. A defensive player may tag out the base runner that is if he/she does not automatically attain the base to which he/she is advancing.

NOTE 1: In attempt to speed up play, we are suggesting the Coaches take no more than four (4) minutes to set their team defensively. This can be done if one Coach does the infield and the other does the outfield.

NOTE 2: In attempt to speed up play, we are suggesting the Coaches have the catcher start getting ready after there are 2 outs if possible.

General league rules of note:

- 5-4. No new inning can be started after 7:45 pm for Squirt & T-ball divisions and 8:10 pm for all other divisions until the end of June when the school year has been completed, after that no new inning can be started after 8:30 pm. On the diamonds with lights no new inning to start after 8:10pm or 11:00pm for the late slot. The determination of last inning is up to the Umpire's discretion.
- 5-5. Squirt and T-ball games are not to exceed five (5) runs per inning and 10 runs in the last inning. Games are not to exceed seven (7) runs per inning in Peewee, Bantam and Midget. In these divisions the last inning will be open.

## APPENDIX A

### Squirt Division Coach Pitch Rules

Coaches/Parents will pitch to players on their team for the 1<sup>st</sup> 3 weeks of the season. (Rule modified March 2013)

Reasons;

Natural Player development

Introduction of new skills in stages

Give Coaches time to practices Pitchers

Gives Batter more time to learn to hit pitched ball

Gives Fielders the opportunity to field batted balls

Rules:

1. First three games.
2. Coach/Parent to pitch for entire game, no substitutions
3. Only Defensive Players to field ball
4. No interference by Coach/parent
5. If interference occurs, Umpire's judgment is final
6. Coach/parent must make every effort to exit field after ball is hit. (Exit third base side)
7. Player/Pitcher to take position on first base side of the Coach/Pitcher
8. Scoring remains the same and all other rules for this level apply.

Appendix B: LSMSA House League Tournament Rules

The aims and goals of the LSMSA as listed in our constitution are to provide a fun environment in which to learn and play the game of Softball.

1. Good sportsmanship is expected from all members of the LSMSA, which includes players, coaches, parents, family, friends and umpires. Non-sportsmanlike behavior will not be accepted nor tolerated resulting in ejections from the game, tournament, the ball park or any combination.
2. All LSMSA regular season rules apply unless superseded by these tournament rules. Regular season rules of note are:
  - 2.1. It is the responsibility of all Coaches to inform all parents of their players, not to heckle (harass) any Umpire or player on the opposing teams.
    - 2.1.1. Failure to comply with this rule may result in the game being defaulted regardless of the score.
  - 2.2. No jewelry of any kind may be worn during a game with the exception of a Medical Alert bracelet or necklace. Failing to be able to remove jewelry will result in the suspension of play for that player for the rest of the game unless a parent or guardian is there to sign a liability waiver excluding the LSMSA from any accountability that may result in an injury from said jewelry.
    - 2.2.1. *As per Softball Ontario rubber "cause " type bracelets (e.g. Lance Armstrong, etc.) are not considered jewelry*
  - 2.3. **No smoking on the playing diamond or on team benches and or in team areas during games.**
  - 2.4. No drinking of any type of alcohol on any property of Georgina and/or other designated areas assigned to LSMSA while playing ball.
    - 2.4.1. This includes all members of the LSMSA, which includes players, coaches, parents, family, friends and umpires.
3. Home team for the round robin games will be determined by a coin toss. Home team for the championship round will be the highest placed team from the round robin play.
4. Please ensure that your team hustles on and off the field at all times.
  - 4.1. T-ball, Squirt and Peewee division games are 5 innings or 1 ½ hours in length with no new inning to start after 1 hour 10 minutes.
  - 4.2. Bantam and Midget division games are 7 innings or 2 hours in length with no new inning to start after 1 hour 30 minutes with the exception of the Midget Championship games which will be 7 innings if possible.
  - 4.3. Tied games must be played to a winner, using if necessary the Softball Ontario tie breaker rule. Each team starts the tie breaker innings with their last batter from the previous inning on 2<sup>nd</sup> base.
  - 4.4. For the purpose of breaking a tied record after the round robin games the home team must complete

their last at bat.

4.4.1. The 1<sup>st</sup> tie breaker method is based on head to head records, if still tied then most total runs for will be used. If still tied then most total runs scored against are used and if still tied then a coin toss will determine the team's rankings.

4.4.2. If the home team is winning by 15 or more runs already, then they will not need to take their last at bat. The home team will continue their last inning up to a maximum of a + 15.

5. Winning team is responsible for taking their score sheet signed by the umpire to the executive trailer to be recorded.

6. No warm ups or "infields are to be taken on the infields prior to the game.

In the spirit of good sportsmanship it is requested and expected that all teams will stay through the entire trophy presentations for their respected divisions until all trophies are presented and all announcements are made.