

PICKERING SOFTBALL ASSOCIATION

Bantam Midget Division

2008 Rules version 1.0

The objective of the Pickering Softball Association (PSA) is to introduce players to the game of softball in a manner that ensures they have fun. Interest in the game, will be fostered by giving each player the opportunity to participate in all games. Good sportsmanship must be demonstrated at all times by (and to) the Players, the Coaches, Spectators and Umpires alike.

All rules apply when playing a game. Section 1 GAME PLAY and 2 EQUIPMENT REQUIREMENTS of this rule book are mandatory whether a lesson is being taught or a game is being played against another team.

1. GAME PLAY

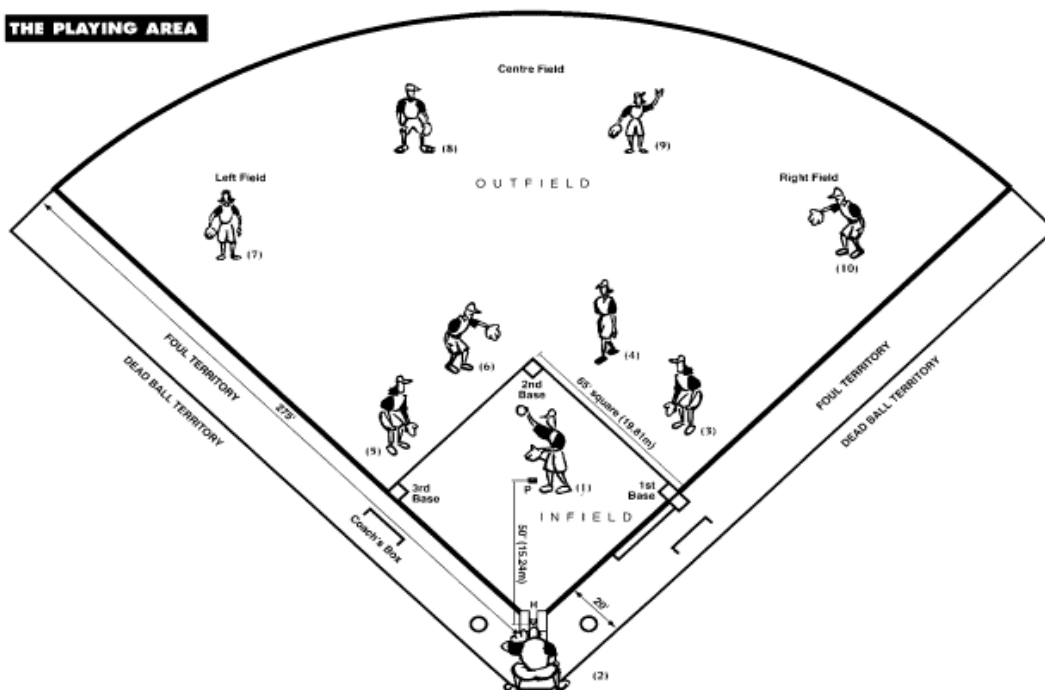
- 1.1. Softball Canada rules shall govern play, except where amended below.
- 1.2. Only registered players are permitted to participate in any PSA game or practice. This is a restriction of the PSA Insurance coverage and must be conformed to by all coaches and members.
- 1.3. If any person, coach, player, parent or supporter TAUNTS, ARGUES or YELLS at the umpire(s), or IN ANY WAY INTERFERES with the game, the umpire will warn and inform both coaches and ask them to maintain CONTROL. If the ABUSE continues the umpire in conjunction with the coaches will call the game. If the ABUSE continues the umpire(s) will (at their discretion) forfeit the game to the non-offending team. Failure to leave the park, after being instructed to do so, will also result in a forfeit.
- 1.4. Coaches must notify their Division's Convener, to replace damaged or improper sizes of equipment before the start of the season. During the season, damaged equipment from the coach's bag or field equipment should be acknowledged when the MVP/score is entered on the PSA website www.pickeringsoftball.com using the **Report Score** function.
- 1.5. Coaches will be responsible to ensure that the conduct of their players remains sportsmanlike. Taunting, hand spitting before shaking and blocking bases or baselines are not acceptable. Positive cheering only!
- 1.6. If a coach, player or individual is fulfilling a coaching role without wearing a coaching shirt belonging to them and that person is below the age of 18, they should wear a batting helmet while in a coach's box or in the field.
- 1.7. No regular season game protests are allowed.
- 1.8. "Carded" (Rep) players may not participate in house league games.

2. EQUIPMENT REQUIREMENTS

- 2.1. All players are required to wear long pants for games and practices. No exception to this rule will be allowed, due to requirements of PSA Insurance coverage.
- 2.2. The catcher must be equipped with a helmet and facemask (with throat protector), chest protector and shin guards. Softball Canada approved "Goalie" style masks are allowed, although not provided by the PSA.
- 2.3. All batters and base runners must wear a batting helmet. A batting helmet shall be fully enclosed with 2 earflaps, foam liner and a peak. Batting helmets must remain on and

strapped while on the playing field. A warning will be given to both teams for the first offence of this rule. The subsequent offence by either team will result in an out.

- 2.4. All defensive players must wear a glove. Trapper style gloves are only allowed at first base and catcher positions.
- 2.5. Only plastic/rubber cleats/spikes are permitted. All shoes including players and coaches must be fully enclosed; no slip ons, clogs, sandals, etc.
- 2.6. The ball size shall be the 12-inch "Incrediball Soft-Stitch".
- 2.7. Safety bases at first base will be used (to avoid collisions), with the orange (or red) portion of the base positioned in foul territory. The orange/red portion is for the base runners, while the white portion is for the defensive players.
- 2.8. Each player is required to wear the PSA-supplied team uniform for each game, which includes: current year PSA sponsor's shirt/jersey, PSA Pants and PSA hat. A player not wearing the required uniform may be disallowed from participation in that day's game. This uniform rule is not an "appeal" situation and is solely at the discretion of the umpire, for each night's game.
- 2.9. While the PSA encourages and strongly recommends players be 'jewelry free' during games and practices, it will allow the following exceptions:
 - 2.9.a. PSA House League players are allowed to wear pierced ear studs (only), if they are "taped".
 - 2.9.b. Medic Alert bracelets are permitted.
 - 2.9.c. One (1) Live Strong / Cancer (or similar) wristband – not to be worn on the pitching hand/wrist.



3. PRE – GAME RESPONSIBILITIES

- 3.1. Home team is responsible for setting up the diamond. However, as a courtesy, the visiting team should set-up the diamond if they arrive first. Both teams should agree on the layout of the diamond prior to the start of the game. Agreement is assumed if nothing is said prior to the start of the game. The home team is responsible providing the 2 game

balls. In the event that there is/are no PSA umpire(s) for any game, the home team is responsible for supplying the volunteer/parent umpire(s) and the umpire must wear face protection behind the plate (e.g. the batting teams back catchers mask).

3.2. The baseline and pitching distances (in feet) shall be:

<u>Division</u>	<u>Base Paths</u>	<u>Pitching</u>
BantamMidget Girls	60	40
BantamMidget Boys	60	44

3.3. Ground Rules, including the out of bounds lines, are to be established prior to the game by the umpire and conveyed to both coaches before the start of the game.

3.4. Each team will supply the opposing team with a copy of their lineup prior to the start of the game.

The association's goal is to ensure that all players receive an equal opportunity to participate in each game. Some of the Fielding, Batting and Pitching rules are for the purpose of accomplishing this goal.

4. PLAYER PARTICIPATION / MINIMUM NUMBER OF PLAYERS

4.1. PSA encourages all players to arrive 15 minutes before the start of the game. A player during the regular season will be allowed to enter the game anytime during the first complete inning. After the first inning, a player may enter the game only at the start of the next inning (e.g. if a player comes after the second inning is started the player must wait till the start of the third inning to enter the game even if his team is batting in the bottom half of the second inning). The reason for this rule is to dissuade habitually being late. For the playoffs, a player may only enter the game if the second inning has not started (refer to rule 10.3). A player entering a regular season or playoff game after the start of the game must be entered at the bottom of the batting order.

4.2. Each team must maintain the minimum number of 6 players. If you do not then the game is forfeited. In the interest of player participation, a forfeited game should be played as an Exhibition Game by loaning players from the non-forfeiting team to balance the number of players per team.

4.3. All players present must be included in the batting order. No player's name shall be entered on the batting order unless the player is available in the team area and in uniform. Players leaving before game completion are deleted from the lineup with no penalty.

4.4. Call-ups from a lower division are allowed, although there is no formal call-up list. All call-ups must be PSA registered players. All call-ups must be given to the opposing team if the difference in the number of players per team is greater than one. A call-up cannot be the deciding factor in a forfeited game for either team (i.e. If both teams have less than 6 regular season players, a forfeit will not be awarded to any team. The game will be played if there are 6 players per team including call-ups; otherwise a practice is to be held).

4.5. Coaches will employ a regular rotation to provide maximum involvement for all players.

4.6. No player will sit twice, until ALL players have sat out once (defensively). No player may sit out two consecutive innings (defensively).

5. FIELDING

5.1. INFIELD FLY RULE shall apply to Bantam Midget Division.

6. BATTING / BASE RUNNING

- 6.1. The batting order shall be determined by the line-up prepared prior to the game. This order shall remain constant throughout the game.
- 6.2. PSA encourages all players to arrive 15 minutes before the start of the game. A player arriving late will be put at the bottom of the batting order.
- 6.3. All players present must be included in the batting order.
- 6.4. The dropped-third-strike rule shall apply to the Bantam Midget Division.
- 6.5. Throwing the bat can result in injury. When a player throws his/her bat, the Umpire will warn the offending player and warn both coaches. When a subsequent player on either team throws his/her bat in that game, "TIME" will immediately be called and that batter will be called out. Base runners may not advance.
- 6.6. Lead offs are not permitted. Base runners may not leave their base until: Ball leaves the Pitcher's hand in the Bantam Midget Division.
- 6.7. Stealing is permitted in the Bantam Midget Division.
- 6.8. If a ball goes out of play due to an overthrow to 1st or 3rd base the Umpire will immediately call "TIME" and award 1 base to all base runners. Out of play lines will be determined prior to the game by both coaches and the umpire(s) (as in Rule 0).
- 6.9. Only offensive coaches are allowed in the coach's "boxes" at 1st and 3rd base, to verbally encourage and instruct the players. Coaches may not touch, or physically assist a player while the ball is in play. If (in the opinion of the Umpire) a coach physically assists an offensive player, that player will be called out. Conversely, interference with an offensive player or a ball-in-play, by a defensive coach, may result in offensive player(s) being awarded bases, if warranted in the opinion of the Umpire.

7. PITCHING

- 7.1. ALL players in the pitcher's position should wear a helmet with facemask.
- 7.2. Between innings the pitcher will be allowed 5 warm-up pitches (or 1 minute). If the pitcher throws more than 5 pitches to warm up, the umpire (on appeal) may call those pitches BALLS.
- 7.3. No player may pitch more than 2 innings (appearance in an inning) for a 4-inning game (or 3 for 5, 3 for 6, 4 for 7). Based on the actual number of innings played, not the coaches anticipated game plan. No player may pitch (or make a pitching appearance) in 2 consecutive innings after the 3rd inning (i.e. can pitch 1 & 2 or 2 & 3, but not 3 & 4, 4 & 5, 5 & 6 etc.). An "appearance" is defined as any player, delivering at least one pitch during an inning.
- 7.4. Pitchers Hitting Batters; This rule is for the safety of all PSA House League players and is not open to debate or interpretation, by any Coach, player, parent or Umpire. This rule applies to ALL PSA House League games, including Exhibition, Playoff and Champion's Day games.
 - 7.4.a. Any pitcher that hits a total of 3 batters (combined) in any game must be removed from further pitching appearances for the duration of that game.
 - 7.4.b. Any pitcher that hits 2 batters in the same inning (using ANY method of pitching) will be immediately removed from pitching in that inning. That pitcher may then make appearances in subsequent innings, but if he/she hits 1 more batter, they will then be removed (as a pitcher) and precluded from further appearances (as a pitcher) for the balance of that game.

- 7.5. A pitcher must be replaced for the duration of that inning if 2 defensive conferences are held between the pitcher and any defensive coach in the same inning. A pitcher replaced may return in subsequent innings as per rule 7.3.

8. CALL-UPS

- 8.1. The purpose of “calling up” players from the division below, is to ensure a team is able to field a maximum 9-player team. If required, a team may bring up a maximum of 2 players from the division directly below, provided that the call up does not interfere with the lower division's scheduled House League play and/or Select commitments. Call-Ups must be obtained from a list provided by your Convener to ensure that call-up is available to all teams! A team with 9 players or more should not require call-ups. Not all divisions may have call-ups available.
- 8.2. The following rules apply for using a call-up:
- 8.2.a. All call-ups must be on the Convener's call-up list. If not, the offending team will forfeit the game.
 - 8.2.b. If a player is not available for all teams to call up, they are not eligible for call-up purposes on any team.
 - 8.2.c. No team may use the same call-up more than 3 times during the regular season.
 - 8.2.d. All use of call-ups must be reported to the Convener immediately after the conclusion of each game via reporting the score on the PSA website www.pickeringsoftball.com using the **Report Score** function
 - 8.2.e. Any team using a call-up for a 4th time (without prior PSA Executive approval) will forfeit that game.
 - 8.2.f. No call-ups may be used during playoffs, without the consent of the V.P. of Operations for the PSA. Any/all requests for call-up exemptions, or use of call-ups during playoffs, must be made to the V.P. of Operations for the PSA.
 - 8.2.g. Call-ups can only play each position once. No Call-Up may pitch in any game! Therefore a call-up may play eight positions, excluding pitcher.
 - 8.2.h. Any team (with call-ups), that has ten or more players, must give their opponent the call-up(s), if their opponent has fewer players.
 - 8.2.i. The call up may bat anywhere in the line-up.
- 8.3. Call-ups must wear their own current year uniform, from their PSA House League team.
- 8.4. The team that initiates the call-up will be charged with the use of that call-up even if the call up is surrendered to the opposing team.

9. SCORING AND STANDINGS

- 9.1. A team will bat until 3 outs are recorded or 5 runs have scored (Mercy Rule) whichever occurs first in the first three innings. In the fourth and subsequent innings a team will bat until 3 outs are recorded or 7 runs have scored (Mercy Rule) whichever occurs first.
- 9.2. A scorekeeper for each team are to confirm the score at the end of the game (this should also be done every half inning). Any discrepancies in the scoring should be resolved at that time. In the event that the discrepancy cannot be resolved, the coaches are to sign the opposing teams score sheet noting the discrepancy and the original score sheets given to the conveyor. Failure to hand over the original score sheet will result in a win for the team that handed in the score sheet.
- 9.3. Game results must be reported by both teams within 48 hours of the completion of the game. To report the score navigate to the PSA website www.pickeringsoftball.com and use

the Report Score function. MVP's and call-ups used should also be reported. A coach at his/her discretion may assign a parent(s) to report the score.

- 9.4. When a game is forfeited, the score will be reported as 7 for the winning team and 0 (zero) for the forfeiting team. Should both teams fail to have the minimum of 6 players, the game will be recorded as a tie, the score reported as 0 (zero) : 0 (zero).
- 9.5. Game Protests are not allowed in the regular season. Play-off season Game Protests are to be noted on the back of the game sheet, signed by the protesting coach and the Umpire(s) and forwarded to the Convener. There will be a \$25 fee for the protesting team for issues requiring the attention of the Rules & Discipline Committee. The fee will be refunded only if the protest is won.
- 9.6. Note: Scorekeepers should compare their score-sheets regularly, every inning, with the other team to ensure accuracy.
- 9.7. Note: Regular season games can be recorded as a tie. For playoff games, see Playoff Tiebreaker Rules in section 12.
- 9.8. MVP's for both teams should be selected after the game and reported along with the scores. The score and MVP information is assembled and submitted regularly to the local newspaper for publication.
- 9.9. Ties in regular seasons standings will be broken as follows:
 - 9.9.a. Won-lost results of head-to-head games.
 - 9.9.b. Run differential in head-to-head games.
 - 9.9.c. Run differential in league.
 - 9.9.d. 1 game playoff.

10. LENGTH OF GAME

- 10.1. All games begin at 6:30PM.
 - 10.1.a. Parents should endeavour to have players at the park 15 minutes before game time. If any team is unable to field a 6 (six) - player (minimum) team, a forfeit will occur to the non-offending team. In such cases, players should be "loaned" to the other team for an Exhibition game.
 - 10.1.b. No grace period exists in the playoffs. Games start at precisely 6:30PM (Umpire's time).
 - 10.1.c. A new inning may not start after 8:00 PM for all exhibition and regular season games; 7:45 PM for all playoff games. . However, any stoppage time in the last 5 minutes of the game may be added to the curfew time, if at the discretion of the umpire, there was a deliberate delay of the game. This is not an appeal situation.
 - 10.1.d. Curfew on games: All exhibition and regular season games will be called at 8:30 PM. Playoff games will be called at 8:15 PM. NO Exceptions.
 - 10.1.e. Score at curfew will be recorded as the score of the last completed inning if the home team has not completed their half of the inning (i.e. bottom of the inning) before curfew is called.
- 10.2. The maximum number of innings per game is 7 innings for the Bantam Midget Division.
- 10.3. A new inning begins immediately after the last out is recorded, or when the last (or mercy) run crosses home plate.
- 10.4. In the event of inclement weather, the Umpire and/or coaches will evaluate the condition of the playing field to decide if the game will be cancelled. The Convener may cancel any game prior to 5:30 p.m. The determining factor will be the safety of the players.
- 10.5. Cancelled games may be rescheduled by the convener, if they are required to balance the number of games played and if they potentially affect 1st place.

10.6. The umpires will call the game any time they see lightning.

11. BLOOD RULE

11.1. Any player, coach or umpire showing evidence of external bleeding for any reason will be removed from the game until such time as the bleeding is stopped. Substitution for a bleeding player will be without penalty. If a substitute player is not available, the Umpire shall allow a reasonable amount of time for the player to resume.

11.2. Any portion of a player's, coach's or umpire's uniform or clothing soiled by blood, must be removed. Sufficient (and reasonable) time will be allowed for this purpose. A replacement sweater does not have to conform to PSA Uniform rules (Rule 2.8) in this situation.

11.3. A softball soiled by blood must be removed from play.

12. PLAYOFF TIEBREAKER

These rules will be used to break a tie game only in the playoffs. These rules do not apply to the regular season (where ties are allowed). The tie-breaking process begins with rule 12.1 and proceeds. Scorekeepers must maintain and compare their score-sheets with the other team regularly, in case tiebreaker rules 12.1 to 12.3 are to be applied.

12.1. The team with the fewest number of outs, after the last complete inning wins.

12.2. The team with the most runners left on base, after the last complete inning wins.

12.3. The team with the higher score after the last complete inning would win. (Minimum of 3 innings.) This would only apply to innings after (and including) the 3rd completed inning. Less than 3 complete innings does not constitute a game.

12.4. Replay the entire game. If the replayed game ends in a tie through rules 12.1 to 12.3 a coin toss will determine the winner with the home team "calling."

References

Softball Canada www.softball.com