

PICKERING SOFTBALL ASSOCIATION

CoachFriendlyPitch 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.

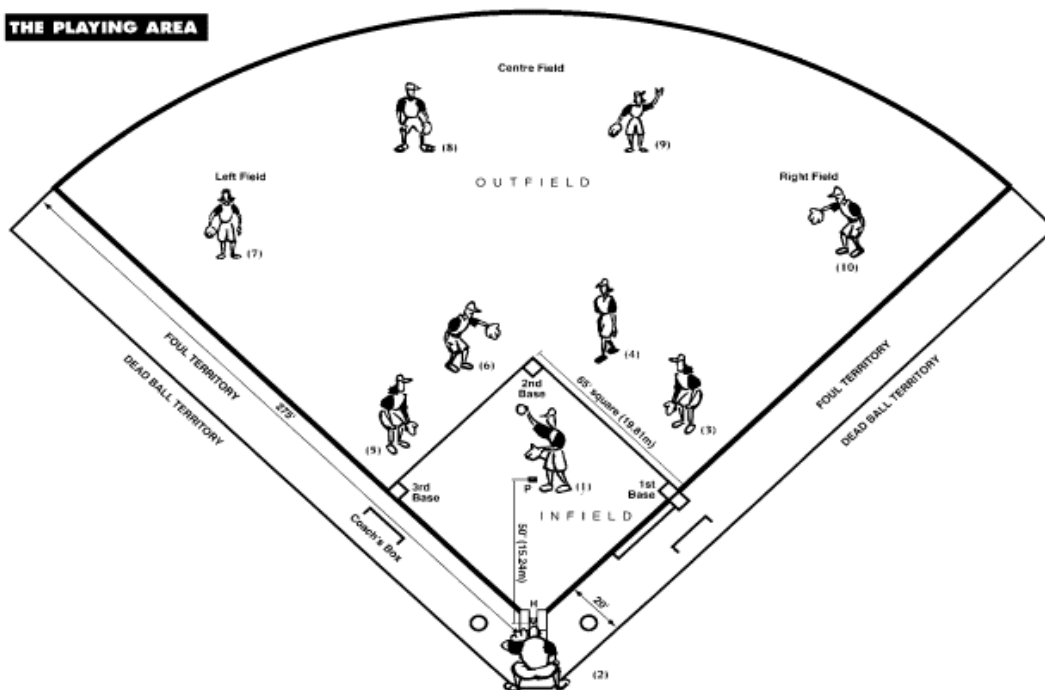
1. GAME PLAY

- 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.

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 allowed at all positions. Note: that in older (SquirtPeewee, SquirtNovice and BantamMidget) divisions 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 11-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, black PSA Pants and black PSA hat.
- 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).

- 3.2. The baselines will be forty-five (45) feet. The pitching line/rubber will be twenty-five (25) from home plate with the “pitching area” around it being a 12-foot diameter (imaginary) circle. The “ball-in-play/dead-ball” line will be a semi-circle twelve (12) feet from home plate.
- 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. 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 a minimum of 6 players. Failure to maintain a minimum of 6 players will result in forfeiting the game. In the interest of player participation, the game should be played as an Exhibition Game by loaning players from the non-forfeiting team to balance the number of players per team as long as a minimum of 6 players per team is maintained.
- 4.3. 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).
- 4.4. No player will play any defensive position more than once per game. Maximum rotation for maximum involvement is the key objective.
- 4.5. No player will play an outfield position for a second time in one game until all players have played an outfield position at least once.
- 4.6. The DUGOUT ROTATION RULE will be used for defensive player rotation. 10 (Ten) players will be used in defensive positioning in ALL games. The standard 6 (six) Infield positions will be used as well as 4 (four) outfielders (Left / Left Centre / Right Centre and Right field).

Example:

If you have 12 players

Players 1 to 10 in the batting order will play the defence in the 1st inning...

Players 11 & 12 and 1 to 8 in the 2nd inning...

Players 9 to 12 and 1 to 6 in the 3rd inning...etc.

Therefore a team with:

12 players will sit 2 players in each inning

11 players will sit 1 player in each inning

10 players will sit no players in each inning

5. FIELDING

- 5.1. On Defense (in the field) 10 (ten) players are to be used, as stated in Rule 4.6.
- 5.2. Defensive positions must be maintained until the batter makes contact with the ball.
- 5.3. All outfielders must be positioned a minimum of fifteen (15) feet behind the base paths.
- 5.4. The player playing first base is the only player allowed to run the ball to (or touch) first base, to record an out, however a player between bases may be “tagged” out by a defensive player fielding a hit ball.
- 5.5. The ball must be thrown from the outfield. Outfielders may not run the ball into the infield, to touch a player or a base for an out.
- 5.6. The defensive pitcher shall be positioned 25 feet from home plate as designated by the pitching line/rubber. ALL players at the pitcher’s position will wear a batting helmet with facemask.
- 5.7. For safety reasons, (at the discretion of the coaches) a pitcher may be positioned behind the pitching line/rubber a maximum of ½ the distance to 2nd base, but may not be closer to first or third base.
- 5.8. The ball should be thrown to first base to attain an out. The ball should not be rolled or “bowled”. Coaches are encouraged to teach and promote overhand throws. There is no penalty for a rolled or bowled ball; the PSA just wants to encourage proper technique.

6. BATTING / BASE RUNNING

- 6.1. The batting order shall be determined by the lineup prepared prior to the game. This order shall remain constant throughout the game. Every member of the team will bat once per inning (i.e. go through the line-up once).
- 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. 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.
- 6.5. Each play will commence with the Umpire declaring “PLAY BALL.” Once the ball is hit, play will continue until the Umpire declares “TIME”.
- 6.6. There is NO maximum number of bases on a ball hit off the “tee”; therefore a home run is possible.
- 6.7. Lead offs are not permitted. Base runners must wait until the batter makes contact with the ball, before leaving a base. If in the Umpire’s opinion, a runner leaves the base early “TIME” will immediately be called and the runner sent back.
- 6.8. If a ball goes out of play due to an overthrow to first or third 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 3.3).
- 6.9. Stopping Play
 - 6.9.a. “TIME” is declared by the umpire and play is stopped, when a defensive player touches a base or home plate with control of the ball. Any base runner that has advanced ½ the distance to the next base will be awarded that base. If the base runner has not advanced ½ way they must return to the previous base.

- 6.9.b. In a “non force out” situation a fielder cannot touch a base and then tag out a runner since contact with the base is the end of the play and “TIME” is called.
- 6.9.c. In a “force out” situation where there is the opportunity to make a double play “TIME” will NOT be called if the player immediately continues play in an attempt to record a second out. If the double play attempt fails, or if the player does not immediately continue play, then “TIME” will be called and the play ended.

7. PITCHING

- 7.1. ALL players in the pitcher’s position should wear a helmet with facemask.
- 7.2. The defensive team will field a player at the “pitcher” position to field balls that are put in play.

8. SCORING AND STANDINGS

- 8.1. Standings are not kept for this division (T-Ball), as the intent is to play and have fun, not win at all costs. Therefore, scores need not be reported, just game Most Valuable Player selections (MVP’s).
- 8.2. MVP's for both teams should be reported within 48 hours of the completion of the lesson and/or game. To report the MVP navigate to the PSA website www.pickeringsoftball.com and use the Report Score function. In the event a coach does not have internet access, the coach should assign a parent(s) to report the MVP.

9. LENGTH OF GAME

- 9.1. All lessons/games begin at 6:30 PM.
 - 9.1.a. Parents should endeavour to have players at the park 15 minutes before lesson/game time. Games should start at 7:00 PM.
 - 9.1.b. A new inning may not start after 7:45 PM.
 - 9.1.c. Curfew on games: All games will be called at 8:15 PM.
 - 9.1.d. The maximum number of innings per game will be 4 (four) innings.
- 9.2. 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.
- 9.3. The umpires and/or coaches will call the game any time they see lightning.

10. BLOOD RULE

- 10.1. 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.
- 10.2. 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.
- 10.3. A softball soiled by blood must be removed from play.

References

Softball Canada www.softball.com