

PICKERING SOFTBALL ASSOCIATION

FriendlyPitch division

2009 Rules version 1.4

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.

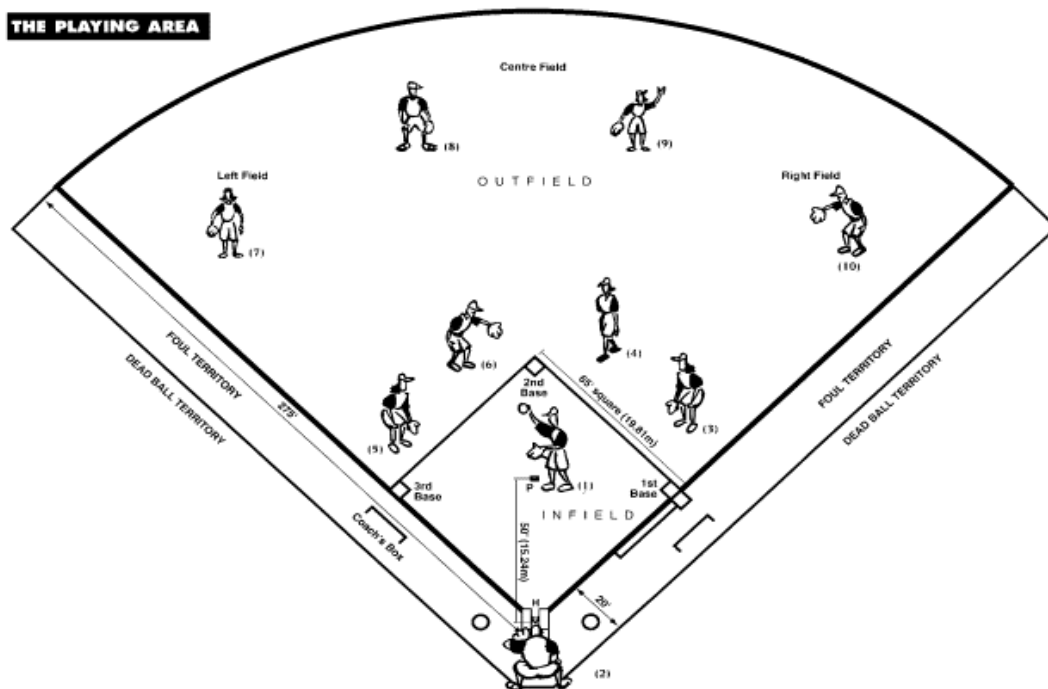
1. GAME PLAY

- 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, 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).
- 3.2. The baselines will be forty-five (45) feet. The pitching line/rubber will be twenty-five (25) feet 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. No Player will play any defensive position more than once per game. Maximum rotation for maximum involvement is the key objective.
- 4.4. 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.
- 4.5. The standard 6 (six) Infield positions will be used.
- 4.6. The remaining Players should play as outfielders (Left / Left Centre / Right Centre / Right field and more). No Player need sit out an inning.

5. FIELDING

- 5.1. Defensive positions must be maintained until the batter makes contact with the ball.
- 5.2. All outfielders must be positioned a minimum of fifteen (15) feet behind the base paths.
- 5.3. 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.
- 5.4. The Player playing first base is the only Player allowed to run the ball to (and/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 defensive team will field a pitcher. The 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.
- 5.6. 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 either first or third base.
- 5.7. 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. 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.
- 6.2. All Players present must be included in the batting order.
- 6.3. 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).
- 6.4. In each inning the teams will bat until the complete line-up has batted. Where the number of Players is not the same on both teams, the number of batters will be the number of the largest team.
i.e. If team A has 6 and team B has 9 Players, the number of batters in each inning will be 9. In this scenario team A will progress 1 ½ times through their line-up in the first inning and start with Player number 4 in the second inning. Team B will progress once through their line-up per inning.
- 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 Coaches on both teams. 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. Each play will commence with the Umpire declaring “PLAY BALL.” Once the ball is hit, play will continue until the Umpire declares “TIME”.
- 6.7. The base-on-balls and strikeout rules are not in effect. All batters will be given the opportunity to put the ball in play. The ball when hit, must cross the 12-foot semicircle, or it will be declared a “Dead Ball” by the Umpire and the batter will resume the at bat position.
- 6.8. A maximum of 2 bases will be allowed on any ball hit off a “batting tee”. Maximum advancement of 2 bases applies to batter and all base runners.
- 6.9. 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.

- 6.10. 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 those base runners that were half way to the next base. Out of play lines will be determined prior to the game by both Coaches and the Umpire(s) (as in Rule 3.3).
- 6.11. Stopping play - during the first half of the season when a Coach is pitching;
- 6.11.a. The ball is considered "in play" by the Umpire until returned to the pitcher's control in the pitching area. "TIME" is then declared by the Umpire and play is stopped.
 - 6.11.b. Once "TIME" is declared, any base runner that has advanced $\frac{1}{2}$ the distance to the next base will be awarded that base. If the base runner has not advanced $\frac{1}{2}$ way they must return to the previous base.
 - 6.11.c. 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.
 - 6.11.d. In a "force out" situation "TIME" will immediately be called once the out is recorded.
- 6.12. Stopping play - during the second half of the season when the Friendly Player is pitching;
- 6.12.a. The ball is considered "in play" by the Umpire until returned to the pitcher's control in the pitching area. "TIME" is then declared by the Umpire and play is stopped.
 - 6.12.b. A consistent action by the pitcher or another Player in an attempt to obtain a double-play will not be stopped by the Umpire calling "TIME".
 - 6.12.c. The Umpire will only declare "TIME" when the pitcher has control and no further play is attempted. The Pitching "area" shall be considered a 12 foot diameter circle around the Pitcher's Line / Rubber (as in Rule 3.2).
 - 6.12.d. Once "TIME" is declared, any base runner that has advanced $\frac{1}{2}$ the distance to the next base will be awarded that base. If the base runner has not advanced $\frac{1}{2}$ way they must return to the previous base.
- 6.13. Only offensive Coaches are allowed in the Coach's "boxes" at 1st and 3rd base, to verbally encourage and instruct the Players.
- 6.14. Up to two defensive Coaches are allowed in the outfield to verbally encourage and instruct the Players.
- 6.15. 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.

The association's goal is to develop Player's ability to pitch the ball. Some of the Pitching rules are for the purpose of accomplishing this goal.

The season will be divided at Canada Day July 1st (roughly in half). During the first half of the season a Coach may be the friendly pitcher. During the second half of the season a Player shall be the friendly pitcher.

7. PITCHING

- 7.1. Both Players in the pitcher's position must wear a helmet with facemask.
- 7.2. The defensive team will field a Player at the "pitcher" position (as in Rule 5.5).
- 7.3. During the first half of the season when a Coach is pitching;
 - 7.3.a. Each team's Coach will be the "pitcher" for their own team, to "soft-toss" to their own batters.
 - 7.3.b. Each batter will receive 3 underhand pitches. If the ball is not put in play after 3 pitches, the batting "Tee" will then be used to allow all Players to put the ball in play.
 - 7.3.c. The Coach will leave the field when the tee comes out.
 - 7.3.d. The intent is to allow ALL batters to either hit a pitched ball, or put a ball in play (using a Tee), without exception.
 - 7.3.e. The defensive team will field a "pitcher", but only to field balls that are put in play (as in Rule 5.5).
- 7.4. During the second half of the season when the Friendly Player is pitching;
 - 7.4.a. Each team will be responsible to provide a "friendly pitcher" from their own team, to "soft-toss" to their own batters.
 - 7.4.b. The batter will receive 3 underhand pitches. If the ball is not put in play after 3 pitches, the batting "Tee" will then be used to allow all Players to put the ball in play.
 - 7.4.c. The intent is to allow ALL batters to either hit a pitched ball, or put a ball in play (using a Tee), without exception.
 - 7.4.d. Friendly Pitchers will leave the field when a batter hits from the batting "tee". The friendly pitcher will then return to their position, once that "at-bat" has ended.
- 7.5. If the "Friendly Pitcher" unintentionally makes contact with a "ball in play" the ball will be called "dead" by the Umpire and base runners will be positioned to their position prior to the dead ball. No pitch is charged.
- 7.6. If the "Friendly Pitcher" intentionally interferes with the ball in play or the defensive Players (in the opinion of the Umpire) with the sole purpose to aid the offensive team, the Umpire will call the batter (or the Player involved in the play) out. The play is dead and base runners will be positioned to their position prior to the dead ball.
- 7.7. Friendly Pitchers may make several appearances within a game but may not make appearances as the pitcher in consecutive innings. An appearance as a pitcher is defined as any player, playing that position, for at least one pitch during a game. An appearance is defined as playing any position in one inning.
- 7.8. Friendly Pitchers must keep their position in the batting order, but may return to the Friendly Pitcher position once their at-bat and base running is complete (only if it occurs in the same inning they started at that position).

8. CALL-UPS

Note: *In 2009 there will be no lower division available.*

- 8.1. 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).
- 8.2. Call-ups must wear their own current year uniform, from their PSA House League team.

9. SCORING AND STANDINGS

- 9.1. No mercy rule is in effect for this FriendlyPitch division.
- 9.2. A scorekeeper for each team are asked 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. Playoff 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 5 innings for the FriendlyPitch 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 observe 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