

Goodwood, Pickering, Stouffville (GPS) BantamMidget Boys 2009

Directions:

Maps to Stouffville D2 and Goodwood D1 are available at wssa.ca and will soon be available at gmsa.playsoftball.ca.

Goodwood D1 is beside the community center at the intersection of Hwy 47 and Durham Rd 21. Go north on Brock Road to Coppins Corners, turn left, go west approx 5 km. Through traffic lights into park.

Pickering Hydro East is at the bottom of Sandy Beach Road immediately north of the Pickering Nuclear Plant. If you are coming south on Brock Road into Pickering follow it to the very bottom where it meets Montgomery Park Road. Turn west on Montgomery Park Rd and follow it over to the last driveway on the north side just before Sandy Beach Road. The diamonds are just north of the parking lot by the OPG Learning Centre. If you are coming south on Liverpool or Whites Rd follow them south of the 401 to Bayly. Turn east on Bayly and follow it over to Sandy Beach Rd. Turn south on Sandy Beach Rd and follow it south to the Hydro diamonds. Maps are also available at www.pickeringsoftball.com.

Stouffville D2 is at the south end of Park Street.

I suggest going east on Taunton. Then north on York / Durham Road # 30 to Main Street Stouffville. Just after the speed limit drops to 60 km. Follow Main Street to Park Drive South. D2 is on the south side just as the road turns to the east.

You can also go to the traffic lights at Claremont and then go east on the 9th line. It merges with York / Durham Road # 30 just a few km south of Stouffville.

Rules:

Softball Canada Rules with the following additions:

- Unlimited substitution including pitching.
- no hopping as per GMSA pitching rule summary.
- no metal spikes.
- Unlimited spare players from anywhere within our interlocking leagues, to field enough players, not to intentionally strengthen a team.
- 2 out catcher rule.
- Courtesy runners allowed for injured players.
- Pitching plate set at 46'. Bantam pitchers can pitch from 42', without a pitching plate, if desired.
- Start time 8.30. Must have minimum of 7 players by 9.00 to avoid a forfeit.
- No new inning after 10.10.
- Maximum 5 runs per inning.
- 2 umpires paid for by home team. Plate umpire should be carded. Base umpire can be Junior Development or Local umpire.
- 1 new corr 47 ball and 1 good used ball provided by home team.
- teams are allowed 2 players who are overage, by 1 year, but they cannot pitch.