



2009 INTERLOCK Rules - Squirt Novice Girls Division

SEMSEA – Scarborough East Minor Softball Association
PSA - Pickering Softball Association

1. C.S.A., O.A.S.A. AND P.W.S.A. playing rules will prevail in all divisions. The following are the ONLY ACCEPTABLE exceptions to the stated rules.
2. All games are free re-entry and all players must be in the batting order. Each game must start and end with a minimum of 8 players. A maximum of 16 players may be registered on a team. Teams should have a minimum of 11 players in order to commit to the Interlock Program.
3. No player can sit out for two consecutive innings except for disciplinary reasons or injury.
EFFECT: If a team is found to have committed an infraction of the rule, the president of the offending team’s league shall be notified of the infraction and required to rectify the situation. In the event that notification of the team’s league president fails to satisfactorily resolve the matter, it shall be referred to both Associations for resolution which may result in suspension of coaches and/or teams, forfeiture of games and/or such other disposition as the Associations agree is appropriate.
4. A pitcher can pitch a maximum of 4 innings or a maximum of 4 appearances per game.
EFFECT: This will distribute the pitching responsibility, increase the fair / balanced play between teams and promote the development of additional pitching capabilities.
5. No overage players are permitted in this INTERLOCK league.
6. The mercy rule is 5 max runs for innings 1 through 4 and 7 max runs for innings 5 through 7.
EFFECT: If the game cannot be completed due to darkness, weather, curfew or other allowable reason and the home team is at bat and leading, the score will stand at that time. Otherwise, the final score will revert back to the last complete inning.
7. Home team will supply bases and a new game ball (12 inch CORE 47). The visiting team will supply a good second ball.
EFFECT: Failure to supply bases and/or a new ball by the home team will result in the loss of the home team advantage.
8. Pitching and Base Distances are as follows:

DIVISION	PITCHING	BASES
Squirt Novice Girls Division will use Novice distances	38 feet	60 feet



9. No Players signed to OASA and PWSA are permitted in this INTERLOCK.
EFFECT: 'Rep' level players cannot play in this league.
10. A maximum of 3 players may be called up. The call ups cannot be more than 2 birth years younger than the division they are being called to (or 3 birth years younger if there is no affiliated team playing in the division immediately below the division to which the player is being called up) in order to allow the team to meet a maximum of 10 players and the called up player(s) must play. A team may call up any player from the division below. Call-ups are still subject to all rules of sitting innings out. The called up player(s) must be indicated as such on the score sheet and cannot play more innings than the regular team members. Players can only be called up a MAXIMUM of 3 times during regular season play. No rep or carded players can be called up.
EFFECT: Failure to comply will result in a forfeit.
11. The home team is the official scorekeeper. Score sheets of the winning team must be signed by the umpire and kept until the end of the season. The final score 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. The division convenor will use the reported scores to update the standings at least biweekly throughout the season.
EFFECT: Failure to call in the winning score within the 48-hour period will result in your League President being notified. A second offence will result in a forfeit by the offending team and a score of 7-0 will be entered.
12. RESCHEDULING GAMES, Games will be rescheduled for the following reasons ONLY:
A. Where the outcome will impact the 1st place finish in the regular season.
B. Weather
C. Rosters reduced due to school graduations (Peewee Boys/Novice Girls Divisions only)
13. The process for rescheduling games will be as follows:
D. INTERLOCK Convenors will re-schedule all Interlock Games
E. The Convenors will give both teams a minimum of 48-hour notice.
F. The rescheduled games will take place near the end of the regular season.
EFFECT: Failure to abide by the conditions set above will result in a forfeit by the offending team and a Score of 7-0 will be entered.
Note: In the 2009 Season rescheduled games are planned between July 28 and August 11 at 8:30pm at Adams #1. SEMSA & PSA Executive to jointly coordinate these games.



14. The determination of whether a diamond is playable is the Umpire's and the decision is final.
15. The supply of umpires is the responsibility of both SEMSA and PSA. For 2009 PSA will coordinate and schedule the Umpires. Every attempt will be made to have 2 qualified umpires but if only one shows, it is not grounds for suspension of play or protest. Coaches or convenors cannot umpire in their own division. The Plate umpire must be a minimum of 2 years older than the players in the division playing and must be sufficiently competent to carry out the job.
NOTE: PSA will arrange and pay for Umpires. These umpire costs will be shared equally (50-50) for the season. PSA will invoice SEMSA for their portion of the costs.
16. **PROTESTS,** No regular season game protests are allowed.
17. **SUSPENSIONS,** Players or team officials ejected during play or at the conclusion of play by the umpire will leave the playing field and if so designated by the umpire the park. A first ejection carries an immediate suspension of 1 complete game played. A second ejection in the same season results in an automatic suspension of 3 games. An additional ejection in the same season will result in a suspension for the balance of the season and review by the Discipline Committee which may alter the suspension either by increasing or decreasing the penalty. The coach of both teams are responsible for communicating the ejection to the divisional convenors.
EFFECT: Failure to report an ejection to the convenor prior to the next game will result in a forfeiture of the subsequent game and any additional games until the ejection is reported. The convenors will act on this communication to monitor and to advise other team coaches.
18. Players, coaches, managers and team fans expected to behave in a sportsmanlike manner. If in the opinion of the umpire, the principles of sportsmanship are not being adhered to, the umpire has the authority to eject these individuals from the game and or the park. Teams are responsible for the removal of ejected fans.
EFFECT: If, after a fair period of time, ejected players, coaches or fans refuse to leave the park as directed by the umpire, the team to which they belong will forfeit the game. Umpire decision is final.
19. Interlock suspension will carry into playoffs and each of the INTERLOCK Associations hosted tournaments.



20. Casts (plaster, metal or other hard substances in its final form) may not be worn in the game. Jewelry, taped or otherwise such as wristwatches, bracelets, any type of earring, neck chains or any other items judged dangerous by the umpire may not be worn during the game. Medic alert bracelets or chains are not considered jewellery (CSA rule 3-9). Players are not permitted to wear shorts or pants which do not completely cover the leg.

EFFECT: If a player is requested by the umpire to remove jewellery, illegal shoes (metal cleats) or illegal parts of the uniform and they refuse, the player will be removed from the game and ruled ineligible.

21. GAME TIMES

	Start	Default	No new inning after	Game Over
First Game	6:30 PM	6:45 PM	8:15PM	8:30PM
Second Game	8:30 PM	8:45 PM	10:15PM	10:30PM

22. If when playing on a diamond without lights, in the opinion of the umpire, it is too dark to safely proceed, the game will be declared, by the umpire, as complete.

EFFECT: If the home team is at bat and leading the score will stand at that time. Otherwise, the final score will revert back to the last complete inning.

23. All games will be considered complete if:

- A. has completed 7 innings (6 ½ if the home team is winning)
- B. after 2 or more completed innings (1 ½ if the home team is winning)
- C. the game has progressed to curfew time
- D. the mercy rule (if a team leads by 14 runs anytime after 5 innings (4 ½ if home team is winning))
- E. when playing on a diamond without lights, in the opinion of the umpire, it is too dark to safely proceed with the game.

EFFECT: If the home team is at bat and leading, the score will stand at that time. Otherwise, the final score will revert back to the last complete inning.