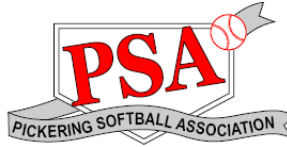




2009 SSA & PSA INTERLOCK LEAGUE RULES – BantamMidget Girls Division

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.
EFFECT: Teams should ideally have 11 or more players.
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 the Scarborough Softball Association ("SSA") for resolution which may result in suspension of coaches and/or teams, forfeiture of games and/or such other disposition as the SSA may deem appropriate.
4. A pitcher can pitch a maximum of 4 innings per game. The starting pitcher must be noted on the line-up and all subsequent pitching changes must be made through the umpire and opposition's scorekeeper.
EXCEPTION: The purpose of capping the pitching is to ensure that additional pitchers get developed and used in each game.
5. The age group for this division will be players born in 1989 or later.
6. The mercy rule is 5 runs per inning for innings 1 through 4. In innings 5 through 7 the maximum number of runs will be 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" white or optic (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:

BantamMidget Girls	40 feet	60 feet
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9. Players signed to OASA and PWSA certificates are eligible to play, provided that they agree to SSA & PSA criteria.
 - A. There will be a maximum number of rep/carded players per team depending on how many rep/carded players register in that division.
 - B. Rep or carded players cannot play in the pitching position.
 - C. Rep or carded players cannot play in any select tournament.
 - D. Rep or carded players cannot be used as a call up from the division below.
 - E. SSA & PSA have the final say as to allowing the player to play and on which team.
 - F. A written notification containing the player's name, age, division and affiliate must be sent to the SSA & PSA interlock director and registrar before the rep or carded players can play.
 - G. Boys cannot play on girls' teams.
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



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maximum of 10 players and the called up player(s) must play. If you do not have a division below in your affiliate you may call up from any S.S.A. affiliate in the division below. 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 telephoned or emailed to the convener within 48 hours of the end of the game by the coach of the winning team. Scores are to be reported through the PSA website at www.pickeringsoftball.com. The Convener will provide league 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.

RESCHEDULING GAMES

12. Games will be rescheduled for the following reasons ONLY:

- a) Weather
- b) Games not played that will potentially impact 1st place overall in the regular season.

13. The process for rescheduling games will be as follows:

- a) S.S.A. & PSA Executives will re-schedule all Interlock Games
- b) The Convener will give both teams a minimum of 48-hour notice.

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.

14. The determination of whether a diamond is playable is the Umpire's and the decision is final. If permits are pulled by the City (Scarborough or Pickering) every effort will be made to advise all coaches and umpires as soon as possible.

15. The supply of umpires is the responsibility of SSA for games played in Scarborough and of PSA for games played in Pickering. 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 conveners 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: For games played in Scarborough the home team will be responsible for payment of both umpires. If only one umpire shows, payment is 1.5 times the single umpire rate. SSA umpires are paid \$8.00 travel expenses if the game is called due to weather before it starts. For games played in Pickering PSA will be responsible for payment of the umpires. The full season cost for umpires will be evenly split between SSA and PSA.

PROTEST AND SUSPENSIONS

16. No protests are allowed in the regular season.

17. 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 the team with the ejected player is responsible for communicating the ejection to the divisional convener.

EFFECT: Failure to report an ejection to the convener prior to the next game will result in a forfeiture of the



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subsequent game and any additional games until the ejection is reported.

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.

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 jewelry (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 jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will be removed from the game and ruled ineligible.

21. GAME TIMES

First Game: 6:30PM Default Time 6:45PM
No new Inning after 8:00PM
Game over at 8:15PM

Second Game: 8:30PM Default Time 8:45PM
No new Inning after 10:00PM
Game over at 10:15PM.

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.