

# WMGSA / KMGSA RECREATIONAL LEAGUE RULES

## General Rules for All Divisions

Softball Canada's Official Guide and Rule Book will apply for all divisions, except as follows:

1. All players present for a game will be listed in the line-up and will bat in rotation. Free substitution of players in the field will be allowed. A player not present at the start of the game cannot be listed until she arrives. She will be listed at the end of the batting order when she does arrive.
2. No inning will start after 8:00 p.m. or 10 p.m. throughout the season. The game continues until the inning has been completed. The score at the end of the last complete inning will stand regardless of the number of innings played. During the Year End Tournament no inning will start after 1 hour 30 minutes.
3. Any number of registered house league players from a younger division may be substituted to avoid a forfeit. Call up players must wear their regular team shirt or shirt of similar color of the team they are playing for. Call up players may not pitch except in the event where each of the regular pitchers have pitched their maximum innings per game (3).
4. If a game is forfeited, every attempt should be made to play the game as an exhibition game by "borrowing" members from the opposing team or other mutually agreeable conditions. A forfeited game will be registered as a 7-0 loss.
5. A player will be limited to playing a maximum of 4 innings per game in any given position except pitcher (see Rule #6). This rule will be tracked by the coaches and scorekeepers and umpires will be advised as soon as an infraction is noticed. There is no penalty for the first infraction, but once noticed, the player is to be immediately relieved and the coach warned not to repeat the infraction. After receiving a warning, if the infraction is repeated, the offending player will be removed from the game (i.e., will be removed from the lineup, but may remain with the team on the bench) and the offending coach will be ejected from the game (and must leave the park).
6. A player will be limited to pitching a maximum of 3 innings per game at Squirt and Novice, 4 innings per game at Bantam and Midget (a single pitch in an inning will constitute an inning pitched).
7. No player may sit a second inning until every player has sat once. No player can sit for two consecutive innings (exception - injury).
8. Teams may play with a minimum of seven (7) players.
9. Two out catcher rule is in effect. If catcher is on base with 2 out, last out is to run for the catcher.
10. During Round Robin play during the Year End Tournament a win is 2 points, tie is 1 point and loss is 0 points. Final standings will be based on the following; Points, Head to Head, Least Run Against/Defensive Innings Played, Runs Differential Ratio (run for/offensive innings divided by runs against/defensive innings played), Most Runs For Offensive Innings Played, Coin Toss.
11. During Semi Finals and Finals of the Year End Tournament, if tied after 1 hour 30 minutes, the following innings are International Tie Breaker (last out from previous inning starts as runner at 2nd base with no outs with both teams getting at least on opportunity to bat).
12. Year End Tournament Mercy Rule: A 10 run differential after 5 innings, 15 run differential after 3 innings

<b>Ball &amp; Distance Chart Division</b>	<b>Ball Diameter</b>	<b>Pitching Distance</b>	<b>Base Path</b>
Squirt	11 inch	35 feet	55 feet
Novice	12 inch	38 feet	60 feet
Bantam	12 inch	40 feet	60 feet
Midget	12 inch	40 feet	60 feet

### **Additional Rules for Novice, Bantam & Midget**

1. Game time is 6:30 pm (or 8:30 pm for Midget); all coaches and players must be ready to play at this time. Any warm-up should occur prior to this time.
2. Each half-inning (prior to open innings) ends when there are three outs or five runs have been scored.
3. All innings after the fifth inning are open. i.e., innings 1 through 5 are closed (maximum of five runs permitted) and innings 6, and 7 are open and there is no limit to the number of runs that can be scored.
4. Conferences - Defense 3 per game (Novice 5 per game), Offence - 1 per inning (as per Softball Canada rules).
5. Courtesy runners may be allowed in the following situations; a coach identifies prior to the game player(s) that cannot run for themselves due to health/injury situations or a player is injured during the game, and continues to play, but cannot run for herself anymore.

- A courtesy runner (last available player in the batting order) will be allowed for those players at either a) home plate, if the player cannot run at all or b) first base in all other cases.

- In the event the courtesy runner is from home plate, then the dropped 3rd strike is not in effect and for safety reasons a runner at 3rd MAY NOT advance home on a wild pitch or passed ball and CANNOT steal home during or after a pitch to the batter.

### **Additional Rules for Squirt**

1. Game time is 6:30 pm; all coaches and players must be ready to play at this time. Any warm-up should occur prior to this time.
2. Each half-inning (prior to open innings) ends when there are three outs or four runs have been scored.
3. All innings after the fourth inning are open. i.e., innings 1 through 4 are closed (maximum of four runs permitted) and innings 5, 6, and 7 are open and there is no limit to the number of runs that can be scored.
4. The infield fly is not in effect.
5. The dropped third strike is not in effect; batters may NOT run on a dropped third strike (as per Softball Canada rules.)
6. A runner who has reached third (3<sup>rd</sup>) base MAY NOT advance home on a wild pitch or passed ball and CANNOT steal home during or after a pitch to the batter.

Exception: If the catcher puts the ball in play by throwing to a base, then all runners are entitled to advance at their own risk. A missed throw intended for the pitcher is not considered an attempt at putting the ball in play and runners shall not advance.

## **Rule Notes**

1. Not sliding at home is not a reason for a player to be called out but players should be reminded that any close play they should be sliding for safety reasons. All players should be taught to slide and encouraged to slide at home anytime there is a potential play at the plate.
2. As per Softball Canada's rules, if a player is deemed to be deliberately trying to knock the ball out of the catcher's glove during a play at home plate, they may be called out (umpire discretion). This typically is called when a base runner makes first contact with the catcher by raising their forearms, elbows or leads with the shoulder.
3. As per Softball Canada rules, a catcher cannot position themselves on the baseline or plate while waiting to receive a throw. Once they have possession of the ball then they can block the base line and plate. The catcher should be standing just in front of home plate waiting to receive the ball.
4. Orange Safety Base - As per Softball Canada rules, if the catcher picks up the ball on the foul side of the 1st base line (ie for a dropped 3rd strike), the 1st baseman can choose to use the orange base but must give the runner access to the white base. 1st baseman must make the decision on which base they will use early in order to give the runner enough time to make the adjustment.