

Blackburn Ladies Softball 2007

Rules and Regulations

Game Rules:

- Games will be played at the Blackburn Arena diamond
- The early game begins at 6:30pm and the late game at 8:30pm. Any warm ups should be done before these start times. **Games will start promptly.**
- A maximum of 5 runs can be scored per team in an inning, regardless of the number of outs except for the last inning. The last inning has unlimited runs.
- If the 5th run scores during a play, play should stop immediately after player crosses the line and no other runs count. Batter-Runner must go to first base.
- The umpire must declare any inning that starts **90 minutes after the beginning of the game** as the last inning. **The umpire has 5 minutes discretion on either side of this time limit, depending on the speed of play. The last inning of the game must be called at the beginning of the inning, as it has unlimited runs.**
- Both teams' scores should be verified regularly to avoid conflicts after the game.
- The infield fly rule comes into effect when there are less than 2 out and both first and second base are occupied. An infield fly is a **fair** fly that is playable by an infielder (in the umpire's opinion). The batter is automatically out. If the fly is not caught, the base-runners may advance at their own risk (but do not have to). This rule is in effect to prevent a ball being intentionally dropped; resulting in an easy double play attempt.
- **Pitching**
 - ◆ **Orthodox style**

Legal delivery will be a ball which is delivered to the batter with an underhand motion.

Other types of pitches (slingshot, windmill, overhead) will constitute an illegal pitch.

 - No warm up pitches are to be thrown to any player who is not wearing a catcher's mask and helmet.
 - A maximum of 3 warm up pitches for the pitcher will be allowed between innings.
 - A pitcher may pitch a maximum of 5 innings. (Exception in playoff... see playoff)
 - A spare can pitch a maximum of 2 innings.
- **Warm Up**

No warm up throws for players on the field after the 1st inning.
- **Batting**
 - ◆ Batting helmets must be worn when batting and running bases.
 - ◆ Only running shoes or rubber cleats may be worn.

Where the catcher fails to catch the third strike the batter may run to first base if

 - a) there are less than two outs and first base is unoccupied **OR**
 - b) there are two outs
 - ◆ A batter, who intentionally throws her bat recklessly, will be ejected from the game.
- **Base running**
 - ◆ Stealing bases, including home is permitted. A base runner cannot leave a base until the pitch has crossed the plate.
 - ◆ A double (safety) bag will be used at first base.
 - When there is a play made at first base, the **batter** must touch the outside (**orange**) bag,

- and the **fielder** must touch the inside (**white**) bag.
 - The player's status (safe or out) at the bag will be affected if the wrong bag is touched by either the fielder or the batter.
 - Once the player has touched the orange portion he must return to the white portion.
 - While standing at first, only the white portion is in play.
- ◆ There is a **commitment line** between third base and home.
 - This line is drawn to avoid collisions and injuries at the plate.
 - Once any base runner crosses this line, she is committed to go home.
 - For safety reasons, a tag is not permitted at home.
 - For the runner to score, she must cross the line of the plate before the catcher is in possession of the ball while touching the plate.
 - The runner must not touch home plate or they will be called out. Runners are strongly encouraged to run away from the catcher between home plate and the fence in foul territory.
 - If the catcher deliberately tags the runner, in the commitment area, the runner is automatically called safe and the run is counted.
- ◆ A base runner will be called out if she:
 - does not return to the base or proceed to the next base once the pitcher has re-entered the 8 foot radius of the mound.
 - leaves the base before the pitch has crossed the plate.
 - runs outside the 3-foot line if a play is being made at first base.
 - intentionally interferes with a thrown ball.
 - touches home plate when scoring.
- **Substitute runner**
 - Should a player become injured and require a substitute runner they can be replaced with a pinch runner once the batter reaches first base but may not advance past first base.
 - The last batter in the batting order who is not on base
 - The pitcher and catcher due to play in the next inning are exempted from being pinch runners
 - If a player is not able to run to first base, they can be removed from the game and reinserted. Once removed, a player must sit out for at least one defensive inning before being reinserted.

Final Standings

- Final standings will be determined following these criteria:
 - ◆ Total points
 - 2 points for a win
 - 1 point for a tie
 - ◆ Record against each other
 - ◆ Most wins
 - ◆ Run differential
 - ◆ Least runs against
 - ◆ Flip a coin

Weather:

In case of bad weather prior to game time:

- An executive member will inform the team contact and umpires by 5:00pm if the game is cancelled
- Go to the diamond and ready to play if you have not heard from your Team Representative by 5:30pm. Notice will also be put up on the website (shorts) when possible.
- Once at the diamond the umpire has the sole discretion to cancel the game.

- Once a game is in progress, it is up to the umpire to call the game due to darkness or weather conditions.

If a game is cancelled:

- If 5 innings or more have been completed, the game will be considered complete and the score will revert to the last inning. (4 1/2 innings if the home team is ahead)
- If less than 5 innings have been completed, the game will be rescheduled and played from the beginning.
- The Statistician will reschedule with the appropriate team contacts. There are slots in the existing schedule to accommodate rain-outs. Rescheduled games will be played on the first available date. No team will be forced to play back to back games to make up a rain out. **No games should be rescheduled between teams before consulting the Statistician.**

Player requirement:

- All teams' players must play at least 4 full innings. The fourth inning of a player on a visiting team must not be slotted for the 7th inning in case the full inning is not necessary.
- A team unable to field **7 players** (including spares) by game time will be allowed a 15 minutes grace period. After 15 minutes the team will forfeit if they still do not have 7 players.

Spares

- Spares must be registered on the spare's list or be a regular player on another team to be eligible to play.
- Teams must have a minimum of 6 regular team players in order to call spares.
- Spares cannot be called if 10 team members are available to play.
- Teams can only call enough spares to bring the number of players to 10.
- If a regular player shows up unexpectedly and a spare has been asked to play, the spare has the right to play her minimum 4 innings.
- Spares must have played a minimum of 4 games during regular season to be eligible for the playoffs. It is to everyone's advantage to call spares from the spare's list before using regular players.
- NO regular players can spare during playoffs.
- NO spares can play in the FINAL game unless approved by the executive.

Conduct and Commitment

- In the spirit of good sportsmanship and team work players are asked to inform their Team Representatives of any planned absences. If a player does not show up 3 times or more without prior notice, the team may ask the executive to have that player taken off their roster.
- Players are also asked to leave any inappropriate language/behaviour away from the ball field. Maligning of the umpires or fellow players will not be tolerated.
- A disciplinary committee will be gathered consisting of the President or Vice President and a representative of each team to go over the umpire's report and recommendation for all players that have been ejected from a game.

Home team responsibilities

- The bench closest to the equipment box is assigned to the home team.
- The home team is responsible for:
 - ◆ Putting out the bases and lining the field at least fifteen minutes before each early game. Instructions for placing bases and pitcher's mound can be found in the equipment box.
 - ◆ Putting away the bases, filling in the holes and locking the box for each late game.

◆ **Emailing your score within 48 hours to the webmaster and statistician**

- It is not necessary for the teams to turn the lights off - they will go off automatically at 11:30 p.m.

Visiting team responsibilities

- collecting for the weekly 50/50 draw
- collecting for the monthly raffle
- **Emailing your score within 48 hours to the webmaster and statistician**

Pregnancy

We have adopted the guidelines set by Softball Canada below:

- Softball Canada has implemented these guidelines
 - ◆ Participant must get clearance from her Doctor to play and it must be in writing.
 - ◆ The female player should sign a waiver specifically absolving the league, its participants, umpires, the facility owner, the Province and Softball Canada of any liability should she experience problems with her pregnancy due to her participation.
 - ◆ Copies of the waiver should be given to all league teams, the executive as well as the Umpire's Association contracted to do the games the female participates in.

Playoffs

- Double elimination
- Innings
 - All playoff games have no time limit. In the event of inclement weather (ex thunder, lightning, heavy rain) the game will be considered complete if 5 innings or more are finished. If less than 5 innings are completed, the game will be rescheduled and played from the beginning.
 - The last game of the year (Championship game) must be played in its entirety (7innings). If inclement weather interferes, the game will resume the next scheduled day at the top of the inning where the game ended
- Home and Away
 - ◆ Home team will be determined by the final standing all through the playoffs
- Field lining
 - ◆ For playoffs, we ask that both teams help out at getting the field ready except for the final series where the executive will line the field.
- Pitching
 - ◆ Pitchers are still limited to 5 innings for a regular 7 innings game.
 - If a game goes into extra inning, that rule is waived to allow teams to use their stronger pitchers if they wish
- Tie game after 7 innings
 - ◆ Games must have a winner, game will continue until a winner is declared
 - ◆ The last player to bat in that inning will start at 2nd base.

Please remember that this is a recreational league - we want all players to develop their skills and have fun.