

# Huron-Perth Softball League Rules

## 1. Age Divisions

Divisions listed below are intended to be in accordance with the Softball Canada Rule Book. The Rule Book will take precedent over any differences between the following list and the Rule Book.

- .1 **Juniors:** All players must be under 23 years of age prior to January 1<sup>st</sup>.  
Players are 20 to 23 years old.
- .2 **Midget:** All players must be under 19 years of age prior to January 1<sup>st</sup>.  
Players are 17 to 19 years old.
- .3 **Bantams:** All players must be under 16 years of age prior to January 1<sup>st</sup>.  
Players are 15 to 16 years old.
- .4 **Pee Wee:** All players must be under 14 years of age prior to January 1<sup>st</sup>.  
Players are 13 to 14 years old.
- .5 **Squirts:** All players must be under 12 years of age prior to January 1<sup>st</sup>.  
Players are 11 to 12 years old.
- .6 **Mites:** All players must be under 10 years of age prior to January 1<sup>st</sup>.  
Players are 9 to 10 years old.

## 2. Softball Canada Rules

- .1 Games will be played in accordance with the Softball Canada Rule Book except where modified by League Rules.

## 3. Umpires

- .1 All umpires must be carded and the card must be valid for the current season.
- .2 All Junior Umpires and Umpires with Restricted cards, must be at least one year older than the age group they are umpiring (i.e. A Bantam age umpire can only umpire Pee wee, Squirt and Mite)
- .3 Softball Canada and Western Ontario Athletic Association (WOAA) cards are acceptable.
- .4 Softball Canada Junior Umpire certificates issued during the current year will be considered equivalent to a Restricted WOAA card.
- .5 At least one umpire will have, as a minimum, a Level 1 card for Midget and Bantam age categories
- .6 Home team is responsible for providing both the home plate and base umpires.

## 4. Pitching Rule Clarification

- .1 All age groups start with two feet on the top face of the rubber, one step may be made and the step must forward.

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## 5. Game Rules

- .1 a. Pee Wee age group and under will play with a FIVE-RUN MERCY per inning with no open inning. All games may be shortened when one team has a sufficient lead that the opposing team cannot exceed or tie it by scoring the maximum number of 5 runs in every remaining inning.
- b. Bantam age group and above will play with a SEVEN-RUN MERCY per inning with no open inning. All games may be shortened when one team has a sufficient lead that the opposing team cannot exceed or tie it by scoring the maximum number of 7 runs in every remaining inning.
- .2 During the regular schedule, if the game is tied after the time limit is reached, there will be no extra innings played. A tie score will stand. Two points will be awarded for a win and one point for a tie.**
- .3 All age divisions will list ALL players on the batting order and there will be unlimited substitution in the field.
- .4 Midget and bantams will use a 12 inch ball. All other teams will use an 11 inch ball
- .5 When a time limit is stated in the ground rules by the home team, the time limit will take precedent over legal inning requirements. The home team is to ensure sufficient time has been scheduled to reasonably ensure the minimum inning requirements can be met for most games. No inning will start after the stated time limit has been reached. Recommended time limits are one hour and thirty minutes for Pee Wee and higher and one hour and fifteen minutes for Squirt and lower.
- .6 Squirt and under:
  - .1 Play at least five innings whenever possible.
  - .2 Three innings must be played to qualify as a legal game. Recommended no inning past 1:45 minutes time limit or home centre time requirements.
- .7 Midget, Bantam and Pee Wee
  - .1 Play seven innings whenever possible.
  - .2 Five innings must be played to qualify as a legal game. Recommended no inning past 1:45 minutes time limit or home centre time requirements.
- .8 For mite, boys and girls, a runner on third base may only advance on a hit ball or when forced to advance on a loaded bases walk. To further restrict base stealing Coaches must agree.
- .9 All league and playoff games are to be started no later than 7 PM unless called for 9 PM under lights.
- .10 All re-scheduled league games MUST be made up at least one week prior to the date of the playoff tournament is scheduled to begin. Throughout the season, home team must give visiting team 2 alternate makeup dates. If those two dates are not acceptable by the visiting team, a forfeit will occur. Be sure to check the visiting team schedule before offering the two dates.**

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- .11 Postponed games are to be arranged by the home team. If the home team is unable to provide diamond time the game may be played at opposing team's diamond. Any postponed game that is not played in accordance with Rule .10 above, then the game will be forfeited to the non-offending team. If both teams are at fault and the game cannot be played in accordance with Rule .10, then a loss is recorded against both teams.**
  
- .12 If insufficient notice of cancellation is provided to the home team to permit the home team to cancel the Umpires to avoid paying for their services, then the offending team will be required to cover the Umpire costs for the re-scheduled game. Failure of the offending team to cover costs will result in a forfeit to the home team.**
  
- .13 Score books are to be signed at the end of the game by the coaches for each team.

### 6. Player Rules

- .1 Any player playing in another league at Tier 1 or inter-provincial level during the current season is ineligible to play in Huron Perth League.
  
- .2 Competitive Players and Competitive Pitchers**
  - .1 Tier 2 pitchers or pitchers pitching in a competitive league, during the current season, are ineligible to pitch in Huron Perth League but can play any other position.**
  
  - .2 Tier 2 / competitive players that do not pitch in their leagues are eligible to pitch in Huron Perth League.**
  
  - .3 The number of active Tier 2 / competitive players on any team is restricted to 2 players. It is assumed that these players intend to play a complete season with their Tier 2 / competitive team. Players who occasionally play on Tier 2 / competitive teams on a "call-up" basis are not considered to be Tier 2 / competitive players.**
  
  - .4 A competitive league is defined as a league that uses the Softball Canada substitution rules and lists only nine batters in the line up.**
  
- .3 Players playing in another house league during the current season are eligible to play in Huron Perth League with no restrictions on the number of players. A house league is defined as a league that permits unlimited substitution in the field, all players bat and a mercy rule is used.
  
- .4 Teams must declare to the league executive any player that will be playing in another league during the current season, they must provide the name of league they will be playing in and a contact person for the league. This can be identified on the team list submitted to the league.
  
- .5 Registered players in Huron Perth League may play on any team for the purpose of playing in invited tournaments outside of Huron Perth League. Players playing on tournament teams do not have to be declared to the league executive.
  
- .6 Any team using an overage player\*, a player under suspension, unregistered player, an ineligible pitcher or an undeclared player will forfeit all games the player has played in. There may be some registered overage players for specific reasons. These players will be sanctioned by the league, cannot play as pitcher or catcher and also must be identified at the beginning of each game.

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.7 All players must play a minimum of five league games to be eligible to play in playoff games.

### .8 Affiliates

The intent of player affiliation is to ensure a sufficient number of players will be available to play the games as scheduled and reduce the number of re-scheduled games due to absent players.

**.1 A player may move up, as required, from the team signed with, to play with a team in the next higher age division if both teams are registered in Huron Perth League. Players may affiliate with one team only within Huron Perth League.**

.2 Players may register with one team only i.e. all teams must register a minimum of 9 players excluding affiliates. In all instances, a player's commitment will be to their signed team.

.3 Co-ed affiliation is permitted for Squirt and under age divisions where co-ed teams exist and where no co-ed teams exist, then coaches must agree to co-ed affiliation.

.4 Co-ed affiliation may be lateral for Squirt and under age divisions, i.e. mite girls to mite boys if coaches agree.

.5 To qualify for playoffs with a team, the affiliate must play five game's in the Huron Perth League.

.9 Teams may field a team with a minimum of eight players. If playing with eight players, the ninth spot in the batting lineup is an automatic out.

### 7. Late Player Entries into Games

.1 Players who are listed on the lineup and are not present at the start of the game are to be crossed off their position in the lineup. Subsequently, if the player arrives after the start of the game the player may be inserted at the bottom of the lineup with no penalty to the team.

.2 Any player arriving after the start of the game, even if they were not originally listed in the game lineup, may be inserted at the bottom of the lineup at any point in the game with no penalty to the team.

.3 The opposing team score keeper must be advised of any late player entering the game.

### 8. Equipment & Safety

.1 All bats and balls must meet Softball Canada approval criteria.

.2 Home teams are to provide one new and one good used ball of same colour for each game.

.3 Metal spikes cannot be worn by any division.

.4 All catchers are required to wear a mask with a helmet, throat protector, appropriate glove, chest protector, shin guards and athletic support with cup (for boys and girls). All of this equipment is to fit properly.

.5 All offensive players on the field (batters, base runners and on deck players) must wear an approved helmet with the strap fastened under the chin.

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- .6 **No jewelry of any type may be worn by players while participating in games especially jewelry that pierces the body. Players refusing to remove jewelry will not be permitted to play. Medical alert bracelets and necklaces are not considered jewelry.**

### 9. Player Registration & Insurance

- .1 Each team must submit a list of players and year born to the Secretary Treasurer at the scheduling meeting. Cost per team is \$65.00. A late fee of \$20.00 per team will be applied to team lists submitted after that date. \$10.00 fee if team is insured in own centre – proof of insurance should be submitted to treasurer.
- .2 Players may be added to the list until May 31<sup>st</sup>. If no list is received by that date the team will not be permitted to play in the league. A minor moving into the area after June 1<sup>st</sup> can be eligible to play if the league is notified.
- .3 To meet insurance requirements **ALL PLAYERS, COACHES AND HELPERS NAMES** must be submitted to the insurance company.
- .4 Any player added to a team must be registered with the league and cannot play until the league has confirmed insurance coverage for that player.
- .5 The league will purchase both liability and accident insurance coverage.

### 10. Tournament Convenor and Maintaining Division Standings

- .1 A Convenor is to be established for each division the night of the scheduling meeting.
- .2 **The primary duty of the Convenor is to arrange and hold the season ending playoff tournament. The date of the tournament should be established the night of the scheduling meeting and in any case it must be established and communicated to all teams no later than June 15<sup>th</sup>. Three weeks notice must be provided, as a minimum, to all Teams if there is change in the Tournament date.**
- .3 **Other duties include producing a schedule of all division games and distributing it to all teams within the division and establishing standings by maintaining a record of game results throughout the season. The Convenor may delegate these duties to another centre if a volunteer agrees to perform them.**
- .4 **The home team is responsible for calling in game scores weekly to the Convenor or to the centre volunteering to maintain the standings.**
- .5 **If no one volunteers to be Convenor or to maintain standings then no trophies will be awarded in that division. If as a minimum, standings are kept then playoffs may be held for the division. If neither playoffs nor a playoff tournament are held then no trophies will be awarded in that division.**

### 11. Trophies

- .1 **Trophies awarded at the conclusion of the previous season are to be returned no later than the scheduling meeting the following year.**

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- .2 Teams are responsible for engraving trophies. The engraving will consist of the team name, age category and year that the trophy was awarded. The engraving should match previous engravings as closely as possible.

### 12. Protests

- .1 Any dispute or written protest will be settled by the executive committee. All protests must be accompanied by a cheque in the amount of \$50.00 payable to Huron Perth League.
- .2 All rules of protest outlined in Softball Canada Rule Book must be adhered to or the protest will not be considered valid and therefore denied.

### 13. Pitching Distances/Safe Base/Other Rules

LEAGUE	PITCHING DISTANCE (in feet)	Base Line (in feet)
Junior	42	60
Midget Boys	46	60
Midget Girls	40	60
Bantam Boys	42	60
Bantam Girls	40	60
Pee Wee Boys	40	60
Pee Wee Girls	38	60
Squirt Boys	35	55
Squirt Girls	35	55
Mite Boys	30	45
Mite Girls	30	45

- All league divisions are required to implement the use of a SAFE BASE. A SAFE BASE is double base at first, rectangular, 1 5"x30", 1/2 white, fastened in foul territory.

#### NOTE!

- If a pitched ball is bunted, hit to the infield, and/or dropped third strike and the batter/base runner fails to use the orange portion of the SAFETY BASE on his/her first attempt at this base, if a play is made, the batter/base runner is out.
- If a batted ball touches any part of the white base, it is a fair ball. In order for it to be foul, it must hit totally on the orange portion.
- After the first attempt at first base, only the white portion of the safety base is to be used by the batter/base runner. If the batter/base runner rounds first base on a walk, or a hit through the infield or directly to the outfield, either the white or the orange portion of the safety base may be used. He/she must return to the white portion of the first base when tagging or when returning after having left first base.
- A defensive player must use ONLY the WHITE portion of the safety base at ALL TIMES.

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Other	Mites	Squirts	PeeWee/Bantam/Midget
Dropped 3 <sup>rd</sup> strike	automatic out	automatic out	ball is in play
Lead-offs	ball crosses the plate, 3 <sup>rd</sup> base runner may only advance on a hit ball	ball crosses the plate	ball leaves the pitcher's hand
Ejected Player	no automatic out in batting order	no automatic out in batting order	no automatic out in batting order
Injured Player	may re-enter in batting order	may re-enter in batting order	may re-enter in batting order

### 14. Playoffs and Playoff Tournament Rules

#### .1 General Requirements

- playoffs must provide a positional advantage for teams finishing higher in the standings
- provide fair opportunity for teams to contend for A and B trophies
- guarantee at least 2 games for all teams participating in tournaments
- be setup to ensure highest position teams are not likely to meet until the championship games
- league rules apply to playoff tournaments and playoffs unless modified by following rules

#### .2 Rules

##### .1 Playoffs (non-tournament)

- .1 If there is no playoff tournament being held then a playoff can be held following highest plays lowest format. Playoffs cannot be held if regular season standings have not been kept throughout the season.**
- .2 The four top position teams during the regular season qualify for the playoffs. All other teams are eliminated from further play.**
- .3 If any of the top 4 teams are tied with another team in the standings and the tie cannot be broken by their season series results, then the teams must play one game to finalize playoff positions. This game will be considered the final game of the regular season and must be played within five days of being notified of that requirement. The game can be played at the first available diamond. The home team will be determined by a coin toss regardless of where the game is played.**

**Note - Ties will be broken based on the following criteria;**

- 1<sup>st</sup> - Winner of regular season series between tied teams.**
- 2<sup>nd</sup> - Most runs scored in season series between tied teams**

- .4 The playoffs will consist of a 1 game preliminary round and a best of 3 championship round. The preliminary round must be complete within 5 days of the final league game and the championship round must be complete within 7 days of the final game of the preliminary round. The championship series may be extended beyond the 7 day criteria provided both coaches agree.**

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- .5 The preliminary round game and games 1 and 3 (if necessary) of the championship series will be held at the higher position team's diamond.
- .6 The team hosting any game of any round must provide at least 2 dates to the visiting team on which the game can be played. Once a date is agreed on, any team failing to field a team on the agreed date will automatically forfeit the game. Teams may appeal to the league executive to settle scheduling disputes. League decisions are final.
- .7 All playoff games must be 7 innings for Peewee and above and 5 innings for younger age categories. All games may be shortened when one team has a sufficient lead that the opposing team cannot exceed or tie it by scoring the maximum of 7 runs in every remaining inning.

### .1 Playoffs (non-tournament) (cont'd)

- .8 Softball Canada tie breaking rule will apply for playoff games.
- .9 Where an odd number of teams exist in the preliminary playoff round, the highest position team during the regular season will automatically advance to the championship round.
- .10 The "A" Champ trophy is awarded to final playoff winner and the "B" trophy is awarded to the runner-up. Medallions are awarded on the agreement of the 2 remaining teams with the cost equally shared between them.

### .2 Playoff Tournaments

- .1 Tournaments are to be non-profit (excluding booth). The team hosting the tournament must provide the other coaches with a cost breakdown before entries are paid. Entry fees are to be paid when requested by the Convenor no later than July 1<sup>st</sup> provided a breakdown has been provided.
- .2 Tournaments are to provide a similar opportunity as playoffs to determine A and B champs. Consolation / C Round may be included.
- .3 Trophies are awarded to A and B champs and medallions will be awarded, **as a minimum, to the A Champ, A Runner Up and B Champ.**
- .4 Higher position team will be the home team in all tournament games.
- .5 Regular season standings must be used to determine opponents for first games played. The first place team will be given an advantage of playing the lowest position team within their group or tournament as a starting game. Opponents for other starting games are to be determined following the pattern of next highest plays next lowest. Opponents for following games are determined by game results.
- .6 Where a consolation round is included, teams are relegated to this round after having been eliminated from A and B rounds first. Depending on the tournament setup, at least two games with a loss of the second game or two losses are required before a team is relegated to the C round or eliminated from further play.

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- .7 For age categories Peewee to Midget, the A & B championship games must be seven innings with no time limit. Preliminary games may have 5 inning limits or 1 hour and thirty minute time limits.
- .8 For age categories Mite & Squirt, the A & B championship games must be at least 5 innings. Preliminary games may have 4 inning limits or 1 hour and 15 minute time limits. **Tournaments in this age category should be arranged to limit the number of games played on any one day to 4 games. Additional games may be played provided coaches agree.**
- .9 Teams forfeiting more than 5 regular season games will be ineligible for playoff tournaments.
- .10 Tournament Types
  - .1 Standard A & B Tournament
    - .1 All teams are in contention for the A championship and are relegated to the B category by losing their starting game.
    - .2 Losing the second game of the tournament will result in elimination from the tournament or relegation to the C round.
    - .3 Play continues with winning teams advancing to A and B finals and losing teams eliminated from A/B contention.
  - .2 A & B Seeded Tournament
    - .1 Teams are placed into A and B categories based on regular season standings.
    - .2 Teams play within their categories with winning teams advancing to the championship games and losing teams relegated to the C round or eliminated from the tournament. At least 2 games must be played within each category before elimination or relegation to a C round.
  - .3 Double Knockout Tournament

**This tournament format is not recommended for Squirts and Mites divisions due the extensive number of games involved to complete this tournament**

    - .1 All teams are in contention for the A and B trophies.
    - .2 Two losses are required to be eliminated or relegated to the C round.
    - .3 Play continues until two teams meet in a final game. One team will have no losses and the other will have one loss.
    - .4 If the team with no losses wins in the first game then that team will be declared A Champ and the runner up declared B Champ. A win by the other team will result in playing an additional game to declare champions.
- .11 Variations on the Tournament Types are permitted based on the number of teams playing in the tournament. League review of tournaments may be requested by any participating team.
- .12 Only league teams and eligible players on league teams can participate in playoff tournaments.
- .13 **In extreme weather conditions, sufficient breaks between games should be planned in the tournament schedule to ensure the player's health is not harmed.**