

SUDBURY GIRLS AND LADIES FASTPITCH SOFTBALL ASSOCIATION

RULES OF PLAY



1. The **S.G.L.F.S.A.** Rules of Play govern House league and tournament games for Squirt/Novice and Bantam/Midget divisions.
2. **Protests** may be made immediately once time has been granted by the lead coach on the field in a calm manner and even tone and made to the plate umpire. The plate umpire may correspond with any other umpires as he chooses to consider the protest. The plate umpire may amend his decision or uphold his decision, after which it is the FINAL decision. No protest will be considered if it is communicated in an overly irate tone. **Umpires' decision is final.**
3. No rulebooks or rule papers allowed on the field during the game.

4. Players

- Unlimited defensive substitution of all the players is permitted.
- Player may enter and exit the game defensively at any time and in any position.
- All registered players will bat in rotation every game.
- Teams must start each game with no less than 7 players. If a team is short players, you can recruit from the division directly lower, if available. The recruited player must be suitable to play in a higher division and consent must be obtained by a parent/guardian if the player is under 18 years of age. All substituted players must be approved by opposing coach.
- If a player arrives late, they may be added to the bottom of the lineup and may be added in at any time during the game.
- In the event of an injury or illness resulting in a player being removed from the game, there shall be no "out" when the player is due to bat and they are skipped over. If the player later recovers to the point they can play, they can re-enter the game and bat in their original spot in the order.
- In the event a player is ejected from a game, an "out" shall be recorded each and every time the player's spot in the batting rotation comes up.
- **A Courtesy runner will only be granted to the base runner as a result of an injury at the time of the play. The Courtesy runner will be the player that is deemed to be last runner out.**
- A coach may use a Courtesy runner for the catcher to allow the catcher to suit up for the next inning upon 2 outs being recorded.
- Players will play in the defensive spots that are assigned to them by the coach. Coaches are encouraged to play all players as equally as possible over the course of the season.

5. Ejections

Any coach and or player ejected from a game as a result of their conduct must leave the ballpark within five minutes. Failure to leave within 5 minutes will result in the disqualification of the entire team. If a coach or player is ejected they must seek the S.G.L.F.S.A. Division Convener's

approval after serving a one game suspension in order to coach or play the next regular seasons game.

Fans and parents are to refer to the S.G.L.F.S.A.'s code of conduct that was signed at registration.

6. Game

- The plate umpire will keep the official time and will call out the official start time with the first pitch.
- A game suspended by the umpire because of rain or darkness will be considered a regulation game if 3 innings (or 2 ½ if the Home Team is ahead) have been completed.
- Pitching and baseline distances will be as published in the 2017 Softball Canada Rulebook.
- An infield ball is permitted only while the pitcher is warming up.
- **The mercy rule is in effect for all games and divisions (a maximum of 5 runs per half inning, 6th inning or last inning is considered open inning).**
- NO sunflower seeds allowed out in the field during a game. Sunflower seeds are allowed when player is on the bench.

HOUSE LEAGUE

- Regular season game duration: No new inning after 105 minutes (1.45hr) or 6 innings, whichever comes first
- Home teams are to be decided by S.G.L.F.S.A. regular season schedule. The home team must provide bases and game ball.

TOURNAMENT

- Round Robin game duration: no new inning after 75 minutes or 6 innings, whichever comes first. Maximum 90 minutes per Round Robin game.
- Prior to every Round Robin game, a coin toss will determine home or away team

7. Pitching Rule

- No limit to the number of innings pitched or batters pitched to by a pitcher in any division.
- The correct pitching distance must be adhered to for the safety of the pitcher, shorter pitching distances will not be granted in any division.
- All pitchers under the age of 18 **must** wear a pitching mask approved by the association.
- Pitchers will not be removed for hitting batters.
- Distances used by the S.G.L.F.S.A. are in accordance with Softball Canada:
 - Mite – 30 Feet
 - Squirt/Novice - 38 Feet
 - Bantam/Midget - 40 Feet
 - Midget/Ladies – 43 Feet

8. Stealing

Stealing is allowed, after the ball leaves the hand of the pitcher in Squirt and Bantam Division. Runners are allowed to steal Home on a passed ball or wild pitch.

9. Lead Off Rule

Runners may leave the base when the ball leaves the pitcher's hand for Squirt and Bantam Divisions.

10. Dropped third strike

A dropped 3rd strike; catcher must have ball in glove for batter to be deemed out.

11. Infield Fly Rule

In effect

12. Equipment / Batting Helmets / Ball / Home Plate

- All batters will wear a batting helmet with straps done up while at bat and on base. Players under the age of 18 must wear a batting helmet with a cage.
- Pitchers under the age of 18 must wear a league approved pitching mask.
- No jewelry or wrist band/elastics worn on wrist.
- No metal spikes permitted.
- Full length or mid-length black ball pants are to be worn; skin on legs must be covered and protected. No shorts allowed.
- Catchers are required to wear C.S.A. approved face protection, chest protector and shin guards.
- All ball caps must be worn with peak facing forward.
- All bats must meet Softball Canada requirements.
- S.G.L.F.S.A. will use the 11" Ball - Softball Canada Standard (Cor .47) for the Squirt Divisions and the 12" Ball - Softball Canada Standard (Cor .47) for the Bantam Divisions.
- The regular 17 inch Home Plate will be used.

13. Bunting

Bunting is allowed in all divisions.

14. Base Runner Advancement

After a fairly hit ball, the advancing of runners is not considered over when the ball returns to the infield.

15. Overthrows - Out of Play

All runners, including the batter-runner will be awarded 2 bases, based on the position of the runners when the ball is thrown.

16. Scores/Standings

HOUSE LEAGUE

Scores will be kept for each game but not submitted. House League play is for fun and development only. House League standings are not considered for tournaments.

TOURNAMENT

- Scores will be kept for each game
- 2 points for a win
- 1 point for a tie
- 0 points for a loss
- Runs for and against will be calculated up to the 3rd completed inning.
- If the home team is leading or gets ahead in the bottom of the 6th or last inning the game is over.

Tie breakers for standings:

- a) head to head... if still tied
- b) runs for and against... if still tied
- c) flip of a coin

Semi Finals and Finals

If the game is still tied after the 6th inning, the International Tie Breaking rule will be in effect with no time limit.

INTERNATIONAL TIE BREAKING RULE:

- a) Last batter out starts on second base.
- b) If game is still tied, last two batters out will be placed on second base and third base.
- c) If still tied repeat same process as indicated in rule b
- d) If still tied the teams will have a rock paper scissors game to decide who will win the game and ALL players must participate. No coaches are allowed to participate.

17. Cheering

Positive cheering only. The conduct of the team, its spectators and the coaches are the responsibility of the team coaches. In the event of harassment or derogatory remarks originating from the players, coaches or fans, the umpires will issue warnings. If these warnings are not heeded, it will lead to the ejection of the individual(s) involved, and the umpire may call the game awarding the non-offending team with a default win.