

Community Softball League Rule Amendments 2009

Diamond Set-up and Pitching Distances

DIVISION	AGES*	DATE OF BIRTH	BASE DISTANCE	PITCHING DISTANCE	BALL SIZE Core .47
MITE	8-9	2008, 1999	45 feet	30 feet	11"
SQUIRT	10-11	1998, 1997	55 feet	35 feet	11"
NOVICE	12-13	1996, 1995	60 feet	38 feet	12"
BANTAM	14-15	1994, 1993	60 feet	40 feet	12"
MIDGET	16-18	1990, 1991, 1992	60 feet	40 feet	12"
JR/JUV'	18-23*	1990, 1989, 1988, 1987, 1986, 1985* *(max. 4 overage players per team born in 1985)	60 feet	43 feet*	12"

**NOTE: All ages PRIOR to January 1st, of the current year (2009).*

ELIGIBILITY

The Community Softball League is for house league players only and is meant to be an enjoyable learning experience for all of its participants. CSL is based on providing a house league experience for teams and players from London and the immediate surrounding areas as an alternative to playing on a competitive team. We offer a full season schedule, including playoffs, with the idea that it will meet the need for play. It is intended that each team commits to our program, NOT in conjunction with OR in preparation for other leagues of play or competitions (qualifiers or finals).

1. Any player in the league may participate in a maximum of five* (5) competitive games as a call up player. Any player having participated in six* (6) competitive league games will no longer be eligible to play in the CSL. * A Tournament will count as 1 game.
2. Any CSL team using an ineligible player will forfeit all games that the player was involved in after she became ineligible.
3. The Area Convenor is responsible for keeping, and providing on request, a list of all league players being used on competitive teams including the number and dates of competitive games in which they have played.
4. No new players may be added after June 30th and only players registered to CSL and listed on submitted team rosters will be allowed participation in the playoff series. A complete and final list of CSL players' names and birth dates must be submitted to CSL by July 1st.

PLAYING RULES

Softball Canada playing rules will apply in all divisions. The Softball Canada rules may be amended, deleted or added to by the operating rules of the Community Softball League. Any amendments, deletions or additions will be found in the following rule amendments:

1 GAME TIME

- Games will be forfeited 15 minutes after the scheduled start time found on the game schedule if the team or teams are not ready to play. It would be wise to have teams there at least 20 minutes prior to game time so line-ups can be exchanged

Games will have a time limit of:

1 hour and 30 minutes at Mite, Squirt, and Novice levels,

1 hour and 45 minutes at Bantam, Midget and Junior levels

from the time of the first pitch. NO inning will start after that time has elapsed. An inning started is to be finished. The umpire will be the official timekeeper and will inform both scorekeepers of the official start time early in the game (first inning). The score at the end of the last completed inning will count in the standings.

1.3 The umpire may and can start the game earlier than scheduled if both teams are ready to start.

2 NUMBER OF INNINGS

A full game consists of:

Mite level: 5 innings

Squirt, Novice, Bantam, Midget and Junior levels: 7 innings

In case of rain/darkness

Mite level: 3 innings

Squirt, Novice, Bantam, Midget and Junior levels: 4 innings

The umpire may call the game earlier due to rain, lightning and/or darkness that may create a safety concern. If the minimum number of innings have been played, the game will be considered complete. The score from the last complete inning played will be the official score and will count in the standings. Any game not completing the necessary number of innings at the time the game was suspended/called will be rescheduled and played as new game.

3 NUMBER OF PLAYERS

3.1 A game will be forfeited if either team cannot field a team of at least 8 players, 15 minutes after the scheduled game time or during the course of the game. There will be no out counted for an absentee 9th player.

3.2 Substitute players may be borrowed from a **younger house league** level CSL team to make a team of a **maximum** of **11** players. Exception: MITE ONLY may borrow players from any other MITE team (NOT including the opposing team for that game).

3.3 Borrowed players (including Mite) cannot pitch.

3.4 One team may call up the same player from a lower division (or other Mite division) a maximum of five times (see Eligibility 2).

3.5 Borrowed players will be a regular part of the batting order and defensive positioning on the

diamond.

3.6 MITE ONLY - An extra "Rover" player may be used in the outfield only. The Rover player may only be inserted at the **beginning** of an inning or game.

3.7 Coaches must notify the opposition coach 24 hours prior to the scheduled game time if they are unable to field a team and reschedule the game. ****Teams are encouraged to borrow players rather than reschedule or forfeit.****

4 RESCHEDULED GAME

4.1 Schedule changes are to be reported to CSL scheduler/scorekeeper, within 7 days of the original game date, by the home team

4.2 Within 7 days of the original game date, the home team coach is responsible for making arrangements for playing that game before the end of the regular season. Refer to Playoffs on Miscellaneous Page.

5 SCORES

5.1 The coach of EACH team must report the results of the game within 48 hours of the completion of the game. Please see your schedule information package for website and/or contact information.

5.2 Any games that are tied at the curfew will be considered complete and each team will be awarded 2 points.

5.3 Games will be scored as follows:

Win (including by forfeit): 3 points

Tie: 2 points

Loss: 1 point

Not played: 0 points

6 MERCY RULE

The game will be considered complete and the score will become official if after 5 complete innings for the visiting team and 4 ½ innings for the home team if there is 10 point difference or if either team is ahead by 15 runs after 3 complete innings.

The game may (and should) continue for practice.

7 PITCHERS

MITE, SQUIRT, NOVICE AND BANTAM

7.1 A minimum of 2 pitchers must be used in a regulation game.

7.2 A pitcher can pitch 2 consecutive innings for a total of 4 innings in a regulation game.

7.3 One pitch to a batter is considered an inning pitched. If a pitcher is replaced in an inning and returns in the same inning, she will be charged with pitching 2 consecutive innings.

7.4 A pitcher who has pitched 2 consecutive innings cannot pitch again until one complete inning

has passed.

7.5 Coaches and/or team scorekeepers are responsible for keeping track of the number of innings the opposing pitcher has pitched. If a pitcher erroneously pitches in 3 consecutive innings, or for a 5th inning, the pitcher will be immediately removed from the pitching position for the remainder of the game but will be allowed to play in any other fielding position. A warning to the coach will be given and if this player returns to pitch, the coach will be ejected.

7.6 At MITE or SQUIRT levels, an illegal pitch will be ruled as a "No pitch".

MIDGET AND JUNIOR/JUVENILE

7.7 There will be no restrictions on the number of innings a pitcher may pitch in Midget and Junior/Juvenile. Upon the coach's second visit to the mound in the same inning, the pitcher must be removed for the remainder of that inning.

ALL LEVELS

7.8 Both feet must be on (touching) the rubber to start the pitch. Hips must be square to 1st and 3rd base. The pivot foot must drag along the level of the ground (ie. no hopping/replants) as per Softball Canada rules.

7.9 At the umpire's discretion, any pitcher who hits a batter with a pitch three times in the same inning will be pulled. The pitcher may play any other position in that inning. The pitcher may return to the pitching position in the next inning based on the number of innings already pitched.

8 BATTING ORDER

8.1 The batting order will consist of all players present at the start of the game.

8.2 Late comers will be added to the bottom of the line-up.

8.3 All players in the line-up are to play a minimum of 2 innings in defensive positions (an exception MAY rarely result in a game of less than 4 innings.)

8.4 Any player who must leave the game before completion will be scratched from the line-up without any penalty to his or her team (no out recorded for her turn at bat). However, if she is the 8th player and must leave before the completion of the game, the game must be forfeited.

9 HELMETS

9.1 Batting helmets must be worn by all batters, runners, on-deck batters and minor age base coaches.

9.2 Deliberately removing the helmet on the diamond while the ball is in play is an automatic out.

9.3 To ensure the safety of all the batters and base runners, the batting helmet chinstraps must be done up at all times, at all levels.

10 INFIELD FLY

NOTE: The Infield Fly rule states, "An infield fly is a fair ball (not including a line drive or an

attempted bunt) which can be caught by an infielder with ordinary effort, when first and second bases are occupied, before 2 are out... The ball is alive and runners may advance at the risk that the ball will be caught or they may retouch and advance after the ball is touched, the same as on any fly ball." -Softball Canada Official Guide and Rule Book

The infield fly rule will NOT apply to the Mite and Squirt divisions.

11 THIRD STRIKE

The third strike rule will NOT apply to the Mite and Squirt divisions.

12 BASE STEALING

12.1.1 Novice, Bantam, Midget and Junior

Players may steal a base after the ball leaves the pitcher's hand.

12.1.1 Mite and Squirt

Players may steal a base after the pitch has crossed home plate.

12.2 Mite only

12.2.1 Runners may NOT steal from 3rd to home. One steal per pitch, per player is allowed (ie. If catcher throws to second and the runner has stolen from 1st to 2nd, that runner may not continue to 3rd).

12.2.2 After a pitch and all play have stopped and the catcher is throwing the ball back to the pitcher, the ball will be dead. Anyone stealing on the pitch will be allowed the base, except from 3rd base to home

12.2.3 If a pitched ball goes out of bounds, no base will be awarded. The runner must return to the base they were on.

12.3 Bases will be awarded to all base runners on overthrows out of bounds as per Softball Canada rules (except Mite from 3rd to home).

13 5 RUN RULE

Mite only: The inning is over when 3 outs are made or when 5 runs have scored

14 7 RUN RULE

Squirt and Novice only: The inning is over when 3 outs are made or when 7 runs have scored.

15 UNIFORMS

15.1 For the players' safety, long baseball pants must be worn during games at the Mite, Squirt and Novice levels. BASEBALL uniform shorts may be worn by individuals at the Bantam, Midget and Junior level. No other shorts will be allowed. Shirrtails are to be tucked in at all times.

15.2 Only baseball style hats/visors may be worn. "Same team" baseball hats are not mandatory

and will be the decision of the team coach. Any baseball hat (including visors) worn, must be in good taste and worn in the proper manner (peak forward and down).

16 MISCELLANEOUS

16.1 The home team will supply umpires, one new ball, one good ball and the bases and pegs. A safety bag should be used at 1st base.

16.2 The umpires will identify out of bounds to both teams during the pre-game rules meeting.

16.3 No smoking and/or liquor shall be allowed on or near the benches or playing and practice areas by either players or coaches (Please also see Rule #21).

17 PROTESTS

Keep in mind, while practising and playing, that you are participating in a house league situation and any problems that arise should be resolved in a friendly and diplomatic fashion.

17.1 Any protest will be heard by a committee of 3 people, consisting of the CSL president (or appointed by the president if necessary) and 2 neutral members/convenors of the CSL. The decision will be final.

Protests must be identified to the home plate umpire at the time of the infraction and the umpire must take note of it and notify the other team of the protest being made. The coach requesting the protest will also notify their convenor and the CSL president within 48 hours of the protested game.

17.2 Only Softball Canada and CSL playing rules can be protested.

17.3 A non-refundable fee of \$25.00, payable to the Community Softball League, is due at the time of the protest.

18 JEWELLERY RULE

ALL jewellery, except for Medic Alert bracelets/necklaces must be removed. Medic Alert jewellery must be taped.

19 COURTESY RUNNERS

A courtesy runner may take the place of an injured base runner or batter. Please let the umpire and the opposing team know, at either the beginning of the game or at the time of the injury, that you will need to use a courtesy runner. Both the courtesy runner and the original runner are eligible for further participation in the game. The last out prior to the player being substituted for, will be the courtesy runner. The injured runner/batter may advance to 1st base ONLY (if the hit is a double, triple or home run, the runner must stop at 1st base).

20 WARMING UP A PITCHER

Any person that is warming up a pitcher either on or off the playing field must wear a catcher's mask. If the catcher is not wearing a mask, the pitcher will be ejected from the game as per Softball Canada rules.

21 UNSPORTSMANLIKE CONDUCT

It is our responsibility to set a good example and be a positive role model for our players. As such, the umpire will warn/eject any coach, parent and/or player who fails to comply with this conduct. The umpire may stop the game if necessary. Foul language, unsportsmanlike behaviour of any kind and/or any conduct deemed detrimental to the CSL **will not be tolerated**. Any situation of such behaviour should be reported to your convenor or the CSL president.

No inebriated or inappropriate spectator, coach or player will be tolerated. Coaches should take the initiative to speak to any spectator conducting themselves in an inappropriate manner. The umpires have the authority to eject spectators, parents, coaches and/or players if necessary. The umpires have the authority to call a forfeit to the offending team if necessary. The police should and will be called in extreme situations. The CSL will remove a team from the league if it is deemed necessary.

No disrespect and/or unsportsmanlike conduct toward the umpires/players/coaches will be tolerated.

In order to keep the integrity of this league, to create a positive and fun experience for our children, there will be a **Zero Tolerance Policy** in effect.

Suspensions

The CSL reserves the right to suspend or expel any team, coach, or player for unsportsmanlike conduct or conduct deemed detrimental to the CSL. When a team is suspended, the scheduled games will be forfeited to the opposing teams. Teams using suspended coaches or players shall automatically forfeit the games in which the suspended persons participated. Such teams/players will NOT be eligible for a refund.

MISCELLANEOUS PAGE

1. SCHEDULES

- BE sure to always check the schedule for location, time, etc. of all home and away games. You may have a week with no games or a week with two games. The location of a team's game could be different from game to game.
- Inclusion into the Community Softball League means CSL games and finals take priority over others. Rescheduling within the regular season will be accepted but should not interfere with the completion of the season.

3. PLAYOFFS

- It will be necessary for each association to provide assistance during the playoffs.

ALL TEAMS

Final Standings will be available after all scores have been received and tabulated.

Playoff games **may** be divided over 2 weekends (Aug. 21-23 & Aug.14-16):

*Note: It may be necessary to rearrange divisions assigned to these dates.

Season rainouts are to be played WITHIN the regular season.

All scores are to be received by **Aug. 8**

Tiebreakers (by approval only): Aug. 9th to 11th

It may be necessary to run the first round of playoffs throughout the week before playoffs.

Playoff Weekend: **TBA**

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HAVE A HEALTHY, HAPPY, AND SAFE SEASON!!