

# Sports Leagues Canada - Coed Softball Rules

*All league games will be played under Softball Canada rules with the following additions / exceptions:*

## 1.0 Registration

1.1 All participants must be 18 years or older by July 1st of the current year. Participants must

1.2 complete a waiver of liability form and pay the season registration fee before the first game is played. Non-payment and submission of a signed waiver will be grounds for ineligibility. All participants solely assume all risk of injury. Sports Leagues Canada, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league.

1.3 Effect: Player must comply with the registration criteria or they will not be permitted to play.

## 2.0 Alcoholic Beverages and Recreational Drugs

2.1 Alcoholic beverages and recreational drugs are prohibited at the field any time. Effect: Anyone found in possession of alcoholic beverages or recreational drugs or found to be inebriated on the field will be removed. A second violation will result in the offender being dismissed from the league.

### Player Conduct

3.0 There is a zero tolerance for unsportsmanlike conduct.

3.1 There is to be no arguing with the officials over calls. There is no exception to this rule. The officials' calls are final!

Both team captains and umpires are to review ground rules prior to the commencement of a game.

3.2 Effect: Any player, coach or observer whose temper gets out of control over a judgment call, or who by vulgarity, intimidation or yelling confronts an official, will be warned once. If repeated, the offending person can be dismissed from the game, asked to leave the park, and/or not be allowed to continue playing the remainder of the season, depending on the severity of the infraction. Furthermore, the Umpire may terminate the game upon their sole discretion, acting reasonably, when managing unsportsmanlike conduct.

## 4.0 Game Length

4.1 A regulation game will be 7 innings, if time permits. If conditions for continued play are made

4.2 impossible, such as weather conditions, games will be considered complete if after 3 ½ innings and the home team is leading in score, or if after 4 full innings the visiting team is leading in score. No points will be awarded to games which do not complete at least 3 ½ innings, they will be rescheduled if possible.

4.3 At the Umpires discretion, a game that does not begin within 15 minutes of the scheduled time due to a shortage of players is forfeited by the team that does not have enough players.

4.4 No new inning will commence after 1hr and 15 minutes into the scheduled game time allotment. The score will revert to the end of the previous inning if the home team doesn't have an opportunity to tie or win. No time wasting allowed if you are in the lead and in the last inning.

## 5.0 Forfeits

5.1 Any team which forfeits a game due to fact that they are unable to field a team (minimum of 8 players) will be required to pay a forfeit fee of \$50.00. All forfeit fees must be paid prior to the team's next scheduled game. A team which contacts Sports Leagues Canada a minimum of 48 hours in advance of their scheduled game to communicate a possible forfeiture will not be subject to the forfeit fee. Teams forfeiting more than once in the season can be subject to a \$200.00 fine.

## 6.0 Rainouts

6.1 Due to the limited number of days available to make up postponed games, Sports Leagues Canada will endeavor to play in mildly inclement weather. If unfavorable weather or field conditions appear likely, a league staff will contact the team captains no later than 45 minutes before the scheduled game to discuss if the game is to be played (if the situation permits). If the game is postponed captains will inform their team. Note that rainouts will not be called even if it is raining, unless conditions on the field are extremely poor. If rainouts are called before the start of a game, this decision is made by Sports Leagues Canada, and is independent of whether either team can field enough players. A team cannot forfeit a game due to lack of players if a weather cancellation is called before the start of play.

## 7.0 Lineup

7.1 Generally, a team consists of 15 players, of even gender distribution.

7.2 Accurate player attendance must be kept for every game.

7.3 A team may start a game with a minimum of 8 players. If a team starts with less than 9 players and a player arrives late, that player may enter the game immediately, but must occupy the last spot in the batting order.

7.4 A team may field 10 players (4 Infielders, 4 Outfielders, 1 Pitcher, and 1 Catcher) at one time.

7.5 A team must bat a minimum of 3 female players in the batting lineup and in the field at all times (a maximum of 7 males can play in the field). If there are less than 3 females in the batting lineup, the same female can bat multiple times in the lineup. Females cannot bat back to back in the batting order, and no more than 4 male batters may hit in a row. If your only female is on base, you are required to assign a pinch runner for her so she can bat. If you have 0 females for a given game, it will result in an automatic forfeit.

7.6 Playoffs - A player must have played in 3 regular season games to qualify for playoffs

7.7 Teams are required to exchange batting line-ups prior to the start of each game.

## 8.0 Playing Rules

### *Batting*

- 8.1 Bunting, or attempting to bunt, is not permitted, and the batter will be called out.
- 8.2 Any ball hit over the right field fence will be called an automatic double.
- 8.3 Any ball hit into the left field trees, in play, will be called an automatic triple.
- 8.4 Any ball hit to centre field will be considered a live ball.
- 8.5 Any ball hit to the left/centre field which rolls to the road will be called an automatic triple.  
Any ball hit to the right/centre field which reaches the pavement (near the washrooms) will be called an automatic triple.
- 8.6
- 8.7 Any ball hit to the left/centre field which flies to the road will be called an automatic home run.
- 8.8 A foul ball hit as a third strike will be called a “strike” and the batter will be out.
- 8.9 All batters must wear a helmet when batting and running bases.
- 8.10 Eligible bats include only those bats approved by the International Softball Federation.
- 8.11 The umpire may remove any bat, approved or otherwise, if in the umpire’s sole discretion that the bat places any players in harm’s way.
- 8.12 If a team is caught altering their batting lineup mid game, they will receive an automatic 10-0 forfeit loss.

### *Base Running*

- 8.13 The batter and any offensive player who reaches base safely may wear a face mask or covering. Bases will be aligned to the “black paint” mark on the fence adjacent to the baseline.
- 8.14 Stealing a base or bases is not permitted.
- 8.15 Base runners are not permitted to leave their base until the batter has made contact with the ball. There will be one courtesy warning per game until the playoffs commence. Effect: If the runner leaves the base before contact is made with the ball, the runner will be called out.
- 8.16 Advancing a base or bases on a passed ball or wild pitch is not permitted.

8.17 If a player has an injury such that he/she is able to bat but unable to run, a courtesy runner may be requested after the player makes their way safely to base. If the player is unable to get to first base on their own accord, the player is ineligible to bat and should not be playing in the game. The player requiring a courtesy runner must be replaced with the player that was last out of the same gender.

8.18 First base players must make a play by touching the white side of the safety bag. Any runner, who is obstructed by the first base man on the orange side of the bag, will be safe.

8.19 Any runner, who obstructs the first base man on the white side of the bag, will be called out.

8.20 Players may not make any attempt to jar a fielded ball or break up a play AT ANY BASE. Base runners must slide directly into the base they are advancing to OR avoid any contact.

8.21 The infield fly rule is in effect. The infield fly rule goes into effect when the batter hits a pop fly with less than two outs, and there are runners on first base and second base or the bases are loaded. Once an infield fly is called, the batter is automatically out.

8.22 The Home Team is to establish the 3rd base commit line to be confirmed by the umpire.

#### *Home Plate*

8.23 All plays at home are force-outs.

8.24 Fielders must be standing on the home plate to get a runner out.

8.25 If a runner steps on home plate then the runner shall be called out.

8.26 If the runner passes the commit line with the catcher touching the plate (and in possession of the ball) the runner is out.

#### *Fielding*

8.27 Outfielders must remain behind the first light pole (approximately 175 feet) in the outfield until the ball is hit.

8.28 Outfielders cannot throw a batter out at first base.

8.29 A player will not attempt to catch a ball beyond the right field fence and all balls hit behind the right field fence will be called a double.

#### *Pitching*

8.30 Pitchers must release the ball within the 'Pitching Circle' which will be outlined on the field by the Home team and confirmed by the umpire. The "Pitching Circle" is to be no more than 6 – 8 feet in diameter and the front rubber is to be used as the focal point.

8.31 Pitchers must use a slow pitch arc between 6 – 12 feet above the ground and is pitched in the spirit of wanting the batter to hit the ball.

8.32 Intentional walks are not permitted (at the discretion of the Umpire). If an intentional walk is called the batter will be awarded with a fresh count (zero balls and zero strikes).

8.33 Pitchers are recommended to wear a face mask for protection.

### *Catching*

8.34 It is recommended that the catcher wear a protective mask and equipment. The enforcement of this rule will be upon the discretion of the catcher.

### *Maximum Runs*

8.35 There is a 5 run maximum per half inning. There is no maximum run limit in the last inning.

### *Cleats*

8.36 Metal Spikes/Metal Cleats are not permitted. If these items are found, players must either remove the footwear or exit the game immediately.

### *Scores*

8.37 Each team is responsible to keep a running and final score of the game.

## 9.0 Dress Code/Uniforms

9.1 Each team must wear shirts of similar color and style.

9.2 Each player takes on the responsibility to remove jewelry worn that may harm themselves or another player. The umpire will have final decision-making authority with respect to jewelry.

## 10.0 Equipment

10.1 Each captain will receive 3 softballs for the entirety of the season.

10.2 Sports Leagues Canada will no longer provide helmets or bats for games. We will however be providing bases and spikes.

10.3 Make it a priority to provide your team with essentials to stay healthy – hand sanitizer, disinfecting wipes, disinfecting spray, etc. Also, make it mandatory for players to disinfect everything that was used during participation.

10.4 AT ALL TIMES disinfect and sterilize your own personal equipment