

## **PLEASE NOTE THESE HOUSEKEEPING RULES:**

Every team/centre is responsible for its own insurance. Proof of this insurance MUST be sent to the league secretary at the beginning of each season.

\$100 bond per centre must be paid at the scheduling meeting. This bond money will be used throughout the season if forfeits occur or money is not paid for league expenses. Bond money requests expire one year after team leaves Huron-Perth league.

Each team MUST pay \$20 per team to enter the league. This money must be paid at the scheduling meeting. If you are unable to attend the scheduling meeting, the payment must be paid before teams start their league play. If not paid, teams could be stopped from playing games.

Team lists with names and birthdates must be sent to the league secretary at the beginning of each season. Extra players' names can be included throughout the season.

\*\*\*\*\* Huron-Perth minor Fastball League has a website:

<http://www.huronperthfastball.ca/>

Coaches, please send your schedule / information / contacts / directions to Rob Dearing [rob@totalcs.ca](mailto:rob@totalcs.ca) so this website can be used efficiently for everyone involved in the league. Rob has created a form for the website to send in scores. This should make it easier for everyone entering scores.

## **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.

2012 – JUNIORS AND MIDGET DIVISIONS JOINED TOGETHER:

- .1 **Junior/Midget Girls:** All players must be under 21 years of age prior to Jan 1<sup>st</sup>.  
Players are 16 to 20 years old.
  
- .2 **Bantam Girls:** All players must be under 16 years of age prior to Jan 1<sup>st</sup>.  
Players are 15 to 16 years old.

- .3 **Pee Wee Girls:** All players must be under 14 years of age prior to Jan 1<sup>st</sup>  
Players are 13 to 14 years old.
- .4 **Squirt Girls:** All players must be under 12 years of age prior to Jan 1<sup>st</sup>  
Players are 11 to 12 years old.
- .5 **Mite Girls:** All players must be under 10 years of age prior to Jan 1<sup>st</sup>  
Players are 9 to 10 years old.
- .6 **Pre-Mite Co ed:** All players must be under 8 years of age prior to Jan 1<sup>st</sup>  
Players are 7 to 8 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 Peewee, 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 Huron Perth will follow 2018 Softball Canada rules for Midget/Junior. League will re-address in 2019.

## **5. Game Rules**

- .1 Batting cages will be mandatory on all batting helmets for minor age players (this includes all players under the age of 18).

- .2 a. PeeWee 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.
  - c. Bantam and Midget/Junior – the mercy is 15 after four innings.
- .3 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.
- .4 All age divisions will list ALL players on the batting order and there will be unlimited substitution in the field.
- .5 Midget, bantams and peewees will use a 12 inch ball. All other teams will use an 11 inch ball.
- .6 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.
- .7 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.
- .8 Midget/Junior, 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. (unless mercy rule is in effect) (Rule: 5.c)
- .9 For mite, advances will not be allowed on an overthrow. Only one base stolen will be allowed per play.

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.

- .10 All league and playoff games are to be started no earlier than 7 PM unless called for 9 PM under lights.
- .11 All re-scheduled league games MUST be rescheduled within two weeks. If home team fails to schedule, forfeit will occur. 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.
- .12 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.
- .13 If insufficient notice of cancellation is provided 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.
- .14 Teams cancelling games must contact other team via phone if text or email has not received a reply/affirmation.

## 6. Player Rules

- .1 Competitive Players and Competitive Pitchers
  - .a The number of active PWSA (Competitive Players) on any team is restricted to 2 players. They must have played in the Huron Perth League for the past two years and can play any position including pitcher.
- .2 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.
- .3 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.

- .4 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.
- .5 Any team using a player under suspension, unregistered player, an ineligible pitcher or an undeclared player will forfeit all games the player has played in.
- .6 There can be 2 registered overage players per team. 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. Overagers can not be PWSA players. The Midget/Junior division does not allow any overagers. \*Any change to this rule must be verified by league.
- .7 All players must play a minimum of five league games to be eligible to play in playoff games.
- .8 Pitching Rule –Squirt and under can only pitch 4 innings/ or 12 outs per game.

#### .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.

Teams may field a team with a minimum of eight players.

## **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.
- .6 No exposed items (including jewelry) judged by the umpire to be distracting to opposing players may be worn or displayed. If so the umpire will require the item to be removed or covered.

## **9. Player Registration & Insurance**

- 1 Each team must submit a list of players and year born to the Secretary Treasurer at the scheduling meeting to keep on file for playoffs and possible protests. Cost per team is \$20.00 for league fees due at the scheduling meeting. This is to be paid to the Secretary Treasurer. A late fee of \$20.00 per team may be applied to team lists submitted after that date. This year each team/centre will purchase

- their own insurance. The Secretary Treasurer will have information available if you would like to use the same insurance company as other seasons.
- .2 Players may be added to the list until June 1st. 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 teams need to purchase both liability and accident insurance coverage.
  - .6 Proof of team insurance MUST be sent to the league secretary at the beginning of the season.

#### **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 reporting game scores weekly.
- .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**

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

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.

Medallions will be ordered by the league and the cost of these medallions will be included in the playoff tournament cost.

## **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.

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/Midget Girls	43	60
Bantam Girls	40	60
Pee Wee Girls	38	60
Squirt Girls	35	55
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 TIME



Other	Mites	Squirts	PeeWee/ Bantam/Midget
Dropped 3 <sup>rd</sup> strike	automatic out	automatic out	ball is in play
Lead-offs	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	automatic out in batting order	automatic out in batting order	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
Pitching	One player not more than 12 outs	One player no more than 12 outs	

## **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 and guarantee at least 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.

.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.

.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 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.

.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 1hour 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.

### **.3 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.

.10 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 if necessary.

.11 Only league teams and eligible players on league teams can participate in playoff tournaments.

**.12 In extreme weather conditions, sufficient breaks between games should be planned in the tournament schedule to ensure the player's health is not harmed.**