

## 2009 W.C.S.A. RULES (Edition 3)

*Should these rules be found to be in conflict with the rules plus addendum as stated by the Softball Canada Rule Book, these rules shall take precedence. Note: there may be some repetition.*

### Pre-game

- 1.0) ALL games begin with prayer.
- 2.0) Each team must supply at least one umpire.
- 2.1) Umpires are responsible to umpire the games they are scheduled for, or, if you are unable to umpire a game, it is your responsibility to find suitable replacements for the game (not the league's responsibility). In the case of a rained out or rescheduled game, the umpires are still responsible for the rescheduled game, though it is the scheduled team's responsibility to sufficiently notify the umpires of the rescheduled date.
- 3.0) Minimum number of players to begin a game will be 2, 3 of which must be female.
- 3.1) Female to Male Ratios will be strictly enforced!

Min. # Of Women	# in Batting Order
3	9-12
4	13-16
5	17-20
6	21-24
7	25 or more

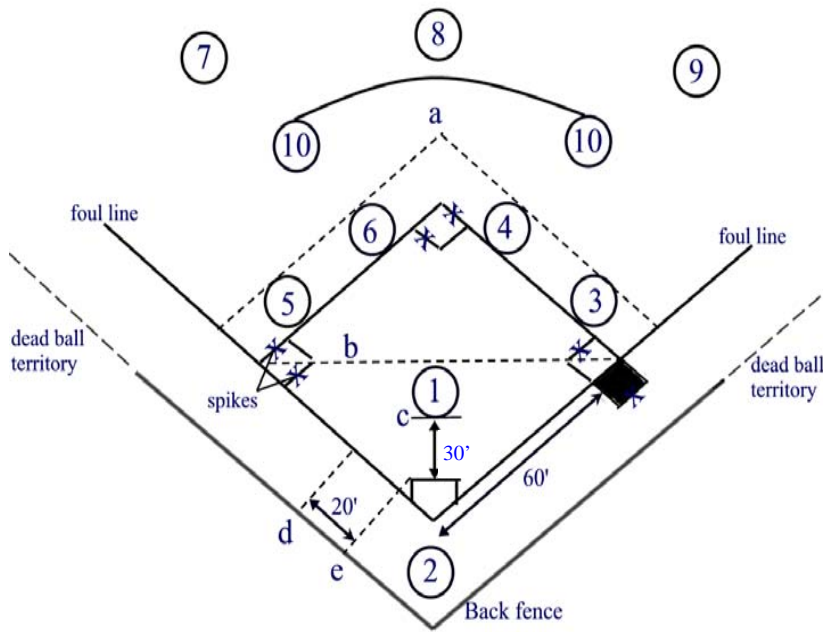
- 3.2) If a team has more than 9 players but does not have the minimum 3 women, the team will not be allowed to play and the game will

be forfeited to the other team providing they have the proper ratio.

- 3.3) Substitutions are allowed. If, for example, a team has 17 players but only 3 women, the team will only be allowed to put a maximum of 12 players on the team batting line-up list, leaving 5 men on the bench. If the team so desires, these 5 men may be introduced later into the game (i.e. after 4 innings) provided that 5 men previously in the batting line-up list, be removed to keep the maximum number of players to 12. Any substituted players (male or female) may not re-enter the game as a batter once substituted for. They can still field.

EXCEPTION: In the case where an injury occurs any player of the same sex who was previously substituted for earlier in the game may be re-brought in with the consent of the other team.

NOTE: Any injured player(s) taken out of the line-up without a substitution shall have no penalty. If the injured player is a female, and the female-male ratio specified in 3.1 is upset, the remaining females shall rotate hitting in her spot beginning with the first available female who hits before the player who got injured. Should this result in a female being scheduled to hit but is on base, that batter or that at bat (as



### Positions

- 1) Pitcher
- 2) Catcher
- 3) 1st Base
- 4) 2nd Base
- 5) 3rd Base
- 6) Shortstop
- 7) Left Fielder
- 8) Centre Fielder
- 9) Right Fielder
- 10) Rover(s)

### Lines

- a) Infield Line  
(outfielders & rovers)
- b) Player's Line  
(infielders)
- c) Pitcher's Line  
(minimum distance 30ft)
- d) Commitment Line  
(20 ft from safe line)
- e) Safe Line  
(maximum width 2 m)

the case may be) will be skipped.

**CLARIFICATION ON NOTE: No outs should ever occur for an injured player.** An injured female which upsets the ratio shall be called as follows:

a) A batting order for the injured player's line-up spot shall consist of the remaining females in the line-up starting with the female who hits previous to the injured in the order opposite to that on the current line-up.

b) Should a female be on base but is either scheduled to hit in this spot or in her normal batting position, she shall be substituted for on the base path, and go up to bat. The substitution shall be the last female who got out.

**3.4)** Substitute runners for injured batters are allowed only after the batter has made it to first base and the play is over. The substitute must be the last out of the same sex. Other injured runners may also be substituted for once the play is over. A maximum of three such substitutions per game are allowed. Neither injured player needs to necessarily be removed from the game (as this is not strictly considered a substitution).

**3.5)** You may not field less than 9 players (with a minimum of 3 females) at any time. Should this occur (even in the case of injury) the game will be forfeited to the other team.

**3.6)** No more than 3 males may bat consecutively.

**4.0)** Team uniforms highly encouraged.

**5.0)** We encourage players not to wear any jewellery during the game in order to avoid injury to self or others. Jewellery includes watches, rings, necklaces, earrings, pins, bracelets and all hair accessories that are not made of cloth or elastic. Non-jewellery items such as medical bracelets or other medical devices which have any metal in it will be okay as long as they are taped down, or such as possible to remove threat from protrusions, sharp edges, etc.

**6.0)** Bases must have two spikes on either end of the base, and it is recommended to use the two-part spike (not the T-spike). Game bases will be provided by the league.

**7.0)** Home Plate Umpire has the final say on positioning of bases and lines as well as the defining of ground rules pertinent to the playing field.

General criteria to be followed for ground rules: Dead Ball area shall be the area beyond the imaginary extensions of the fences, or where other objects could become an obstruction. Objects such as light poles and trees which are close to the playing field should have fair guidelines to avoid potentially dangerous attempts to field the ball near them while the ball is in flight. Any ball, which hits an object, shall usually be deemed in play and treated as if it has hit the ground.

**8.0)** Teams that do not have the proper equipment or minimum number of players to start a game will be given a 15 minute grace period from the scheduled start time.

Teams that still are not ready will forfeit the game to the opposing team provided they have the right number of players and equipment (if Home Team). The final score of a forfeited game will be 7-0, which must be entered on the score sheets and signed by the Umpires and score keeper(s).

If both teams are not ready to play after the 15 minute grace period, the Umpire will not be required to stay any longer and therefore consider the game to be cancelled with no score recorded and no points awarded. Both teams will be given a loss. The game may or may not be rescheduled depending on the reasons for lack of attendance and the availability of playing fields. Final decision will be rendered by W.C.S.A. If games are delayed (i.e. teams still playing on the field) the Umpire will begin the 15-minute grace period from the time the field becomes available.

Note: It is the responsibility of the Umpire to enforce these rules to ensure the game starts and finishes within the allotted playing time (1:45 after the scheduled start, finish 15 minutes prior to next scheduled game).

### Game Time

**9.0)** A complete game consists of 7 innings. In the event that a game is stopped due to hazardous playing conditions (i.e. rain, lighting, darkness, high winds, hail storm, earthquake, flooding, etc.), 4 completed innings will be considered a complete game (or 3-1/2 in the event that the home team is winning). The Home Plate

Umpire has every right to stop a game regardless of score or inning if in the Umpire's judgment the safety of participants (i.e. players and spectators) is in jeopardy. In the event a game is stopped before 4 innings are completed the game will not be considered complete and a rescheduled game if possible will be arranged. If playing conditions improve after a stoppage in play, the Umpire may allow play to resume if in the Umpire's judgment, safety will not be jeopardized and the next game on the schedule will not be delayed (i.e. Umpires will stop the game before the next scheduled game begins regardless of score or inning).

If a game is stopped (after 4 innings are complete) during an inning and there is no resuming play the final score will be that of the last completed inning. For example, if 6-1/2 innings are played and then stopped, the score of the game will be taken from the last complete inning which would be the 6th inning unless the team 2nd at bat has scored more runs in their half of the 7th inning.

**10.0)** 2 rovers will be allowed to field bringing the total number of defensive players to 10 (i.e. 6 men and 4 women). They may be male or female but if a team uses both rover positions, there must be at least 4 women playing on the field.

If a team only has 3 women on the field, one rover can only be used (i.e. 6 men and 3 women, total 9 players). Rovers and outfielders cannot be positioned in the infield (i.e. on second base) at the start of play. They must be

in the outfield (see infield line). They may only come into the infield after the ball is put into play. See diagram on front page.

- 10.1)** Player's Line: This line is drawn from 1st base to 3rd base and no infielder with the exception of the pitcher and catcher may be in front of this line until the ball is hit. See diagram on front page.
- 10.2)** All infielders must start each play in the same designated spot relative to the other infielders that they started the inning in (i.e. third baseman must be closer to third than the shortstop). However, outfielders and rovers may change positions amongst themselves in the same inning.
- 11.0)** Each team is responsible for pitching to themselves. The pitcher must keep one foot on or behind the pitching line, which is drawn by the umpire, at all times (minimum distance 30 feet). The pitcher must be within 1m either side of the imaginary line from home plate to second. Any batted ball which hits the pitcher before any fielder has had a chance to play it shall be declared out. The pitcher must also make a concerted effort to avoid interfering with the play else interference could be called.
- 11.1)** Each batter will have 4 pitches to hit the ball. If the ball is not put into play at the fourth pitch, the batter is out.
- 11.2)** Each team may have as many pitchers as they wish, as long as the substitution of pitchers is quick. A maximum of one warm

up pitch is allowed, with the exception of the beginning of each inning where it will be to the umpire's discretion. If a pitcher has left the field during the play, the ball returned to the infield with all play sufficiently stopped will warrant a stoppage of play.

- 12.0)** No bunting or chopped balls will be allowed. A bunt is any contact between the bat and the ball, which doesn't involve a full swing. A chopped ball is a ball that is hit directly down onto the ground with a full downward swing in order to make the ball act like a bunted ball. If in the judgment of the Umpire a player takes a full swing and it is not a deliberately chopped or bunted ball though it acts like one, the umpire will let the play continue and runners may advance. Players who bunt or chop a ball will be called out and the ball is dead. Runners may not advance.
- 12.1)** A batter's feet must remain within the imaginary batter's box at the time of an attempted swing (i.e. a batter stepping on or in front of home plate at the time of the swing will be immediately called out, play is dead!)
- 13.0)** A "POP-UP" in foul territory behind the batter will be considered a fly-ball and an out when caught if it reaches a minimum height of 10 feet over the persons' head. It is a foul tip otherwise as stated.
- 14.0)** Batters who throw their bats will automatically be called out. The umpire will then warn both teams that the next player or players

who throw their bats will be called out and ejected from the game for dangerous play.

- 15.0) Leadoff rule:** Runners may only depart from their respective base at the moment a pitched ball has made contact with a fully swung bat. (i.e. A runner(s) anticipates the batter to hit the ball & takes their foot off their respective base, however the batter swings & completely misses the ball, the runner(s) will be immediately called out.)
- 15.1)** Runners may slide into any base except for and around home plate. On playing fields where back fences are in close approximation to home plate, umpires may allow runners to slide over the safe line for purposes only to slow down and to avoid collision with the fence or back catcher.
- 15.2)** Runners may slide head first or feet first. However, in the case of a feet first slide, the runner must keep his/her feet as close to the ground as possible in order to prevent injury to any other players. If in the view of the umpire, the slide was intended to injure another player or to break-up a possible double play, the runner will be ejected from the game.
- 16.0)** Play is considered to be over when:
- Umpire calls TIME, FOUL BALL, or DEAD BALL.
  - Runners have stopped advancing and the ball is in the infield in the control of a defensive player and then Time is requested.

c) Runners have stopped advancing and the pitcher is given the ball by a defensive player in the INFIELD. The infielder must call "pitcher" before throwing the ball to the pitcher. If the infielder does not call pitcher, then the pitcher does not have to catch the ball and the play will resume. (Pitchers do not have to catch a ball that is thrown to them from the OUTFIELD). If a pitcher has left the field during the play, the ball returned to the infield with all play sufficiently stopped will warrant the stoppage of play.

- 17.)** A maximum of 2 time-outs may be called during the game. Only coaches may call time-out.
- 18.0)** There will be a 7 run mercy rule enforced in the first 6 innings of every game. Each team will only be allowed to score a maximum of 7 runs per inning regardless of the number of outs. Both teams will be allowed to score as many runs as possible in the last inning of the game (i.e. if the game drags on too long, an umpire may declare the next inning (e.g. 6<sup>th</sup> inning) the last inning) and extra innings if necessary.
- 19.0)** Umpires will not tolerate dangerous play. Persons engaged in such activity will be warned to stop but if in the umpire's judgment it was deliberate and it caused injury, no warning will be given and the persons would be automatically ejected from the game. Further action may be

pending upon review by the W.C.S.A.

- 20.0)** No smoking, alcoholic beverages, or illicit drugs are allowed at any games or activities related to the W.C.S.A. If this is during a game, there will be an automatic ejection. Any further action will be pending review by the league.
- 21.0)** Fighting will not be tolerated. Persons involved will be ejected from the game and be automatically given a 2 game suspension. Further league discipline will be at the discretion of the league.
- 22.0)** Swearing, or, if in the umpire's judgment, anything said in spite, excessive anger, any language, any phrase used in vain, or any extreme unsportsmanlike behaviour which could be either procured as the intention to swear or as a threat to other players, is an automatic ejection.
- 22.1)** Players who heckle other players will be given one warning and if the heckling continues, the player will be ejected. (i.e. On a fly ball to the outfield, we often hear people shouting at the fielder to drop the ball). That type of behaviour is unsuitable for our league. We are here to build each other up and not to bring each other down.
- 22.2)** Governors and Coaches are responsible for the behaviour of their teams and their teams' spectators.
- 22.3)** Players are not allowed to make verbal calls of the plays (i.e.

safe/out) prior to the umpires making the call. This is rude and can influence the umpire's decision. If any player is found doing so the team is given a warning and the next player on that team to do likewise will be ejected. Since the spectators are the responsibility of the team, any spectators found violating this rule will be warned and if the rule is violated again the team whom the spectator is associated may cause the team to forfeit their game. If you have any questions for the umpires please tell your coach or governor since only they may direct inquiries to the umpires (other than normal appeals during a play)

- 23.0)** All ejected persons (with the exception of unintentional throwing of the bat) may no longer participate in any manner with the softball game, but may continue to be present at the game and participate in the post game activities.

But, if they disrupt the game in any manner, the umpire may request the offender to leave the grounds. If, after giving ample warning, the offender fails to leave the grounds, the game may be stopped and forfeited to the opposing team regardless of score or inning. The final score will be 7-0 on the score sheet.

### Post-Game

- 24.0)** All persons who participate in the softball game must also attend post game mixers (unless pre-game devotion is planned). Any pardons from devotions must be addressed to both team's coaches,

governors, and to the umpires. Teams that do not abide by this may forfeit the game or have further action as determined by the league.

- 25.0)** Please completely fill out scoresheets, (i.e. time, teams played, umpires, final scores, incidents)

- 26.0)** Final team standings will be based on total number of wins. If there is a tie between two teams with identical records, the tie breaker is the score of the game played between the two teams. (head-to-head result)

If there are two teams, and no clear victor can be determined by head-to-head competition, then the total number of defensive runs given up, divided by the number of innings played on defence, is computed for each team involved in the tie. The team with the lowest "run differential" will advance.

If the two teams are still tied, the number of defensive runs given up, divided by defensive innings played will be re-computed using just the teams involved in the tie.

If a three-or-more-team tie exists and one team has defeated all of the other teams tied through head-to-head competition, that team will advance.

If there are three or more teams tied, and no clear victor can be determined on head-to-head competition, then the total number of defensive runs given up, divided by the number of

innings played on defence, is computed for each team involved in the tie. The team with the lowest "run differential" will advance.

If a three-or-more-team tie still exists, the number of defensive runs given up, divided by defensive innings played, will be re-computed using just the teams involved in the tie. However, if a two way tie exists after advancing a team, refer to two way tie above.

NOTE A: If a team only plays part of a half-inning on defense before the game is ended, that partial inning will count as a full half-inning for the purpose of computing run differential.

- 27.0)** A double forfeit will result in a 0-0 score with no wins awarded.

- 28.0)** In consideration for the environment and to the Parks & Recreation Department, please dispose of all of your garbage and help keep the parks clean. If you have any questions, or if you would like to help out on committee, feel free to contact the organizers of the W.C.S.A.

### Registration

- 29.0)** There is no player registration deadline for play in the regular season.

- 30.0)** In order for a player to be eligible to participate in the play-offs, they must have their registration form submitted to the league by mid-season (by the Mid-season event).