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GOULDING PARK MINOR SOFTBALL

RULES AND REGULATIONS

EFFECTIVE 2023 SEASON

TYKE - MITE - PEEWEE – BANTAM – U25

All House League games will be governed by the rules and regulations as set out by Softball Canada, Softball Ontario, and the Ontario Amateur Softball Association (OASA) with the exception of the following Goulding Park Minor Softball House League Rules:

***ALL DIVISIONS:***

1. Parents and/or Guardians of younger players are expected to remain at the ball park during their child’s game. This is imperative as Goulding Park Minor Softball is not able to supervise or attend to the needs of any player due to injury, sickness, ejection etc.
2. Coaches are responsible for the conduct of their players during the game, both on and off the field.
3. Coaches are responsible for the conduct of the parents and fans of the players during the game. Constant disturbances will not be tolerated and umpires are authorized to eject the coach or player from the game. The Convenor may also step in to eject a parent who is behaving unacceptably.
4. Unsportsmanlike conduct will not be tolerated or allowed. At the umpire’s discretion, the offending individuals will be removed from the game.
5. It is the responsibility of the coach to see that the game sheet is filled out correctly, including both the name and jersey number of the player.
6. No smoking is allowed in or near the dugout, behind the dugout or anywhere close to the playing field. This includes e-cigarettes. As a reminder, smoking is prohibited in all Toronto parks.
7. No jewellery is allowed during the game. Watches, bracelets, rings, earrings, necklaces or any other items may not be worn during the game. A player coming to bat wearing jewellery will be called out.

Medic Alert identification may be worn, but must be covered.

1. The home team will occupy the 3rd base dugout.
2. The home team is responsible for providing the official scorekeeper. After Bantam and U25 games the home team is responsible for picking up the bases and pitcher’s slab and putting the equipment in the bag and returning it to the equipment shed.
3. Minimum of 7 players per team is required to play an official game. If 7 players are not ready at 6:30 or 8:30 to start, a 10 minute grace period will be granted. After that the team will forfeit, resulting in a 7-0 loss.

If both teams cannot field 7 players, the game will be recorded as a 0-0 tie. Neither team will be awarded points in the standings.

1. The umpires are the official timekeepers of each game.
2. The objective of every coach is to provide equal and fair playing time to all players on the team. At no time during the game should any player have sat out more than one inning more than any other player.
3. No infield or outfield warm up balls after the 1st inning.
4. Batting helmets are mandatory when a player is at bat.

**ROSTER:**

***TYKE DIVISION:***

- All players on the roster are permitted to play on the field at the same time.

***MITE, PEEWEE, BANTAM and U25 DIVISIONS:***

-A maximum of 10 players are permitted on the field at one time.

If there are more than 10 players at the game, the coach is responsible for setting up a fielding schedule so that no player is in the field more than one inning more than any other player.

If the coach is aware that players will be away in advance, players may be

called up from the division below in order to bring their roster to a maximum of 10 players. Call ups must be from the same team affiliate ( for example, Red call up players from the Red team in the lower division).

**EQUIPMENT:**

1. Each player must wear the proper House League team jersey and baseball cap, and long pants (to the ankle) to be eligible to play. No shorts or cut off pants will be allowed on the field.
2. Each player must supply their own glove.
3. The catcher must wear a face mask, catcher’s helmet, chest protector and shin pads when playing the position.
4. The batter and baserunners must wear a securely fitting batting helmet. All players must wear their baseball cap underneath the batting helmets if they are shared helmets. Players may bring their own batting helmet, as long as the helmet is approved by Ontario Softball.
5. No metal spikes are allowed on shoes.
6. Players may use their own bats, approved by OSA
7. Pitchers are required to wear helmet and facemask in Mite and Peewee divisions. In Bantam and U25, at least a facemask is required. These will be provided by the league, though personal equipment is allowed as long as it meets minimum requirements.

**GAME:**

***GENERAL:***

1. Seven innings shall constitute a complete game, time permitting.
2. All games start at 6:30pm or 8:30pm SHARP.
3. Any time the catcher reaches base or is already occupying a base with 2 outs, a pinch runner must replace the catcher, in order for the catcher to get prepared for the next inning.

***TYKE DIVISION:***

* At least 2 complete innings must be played for the game to be official.
* On the field, the 1st baseman must wear a helmet while playing the position.
* When the umpire calls “time”, the play is over. The umpire will advise any baserunners caught in between bases to head back to the previous base.
* The play is over when the fielders throw the ball to or near the pitcher.
* After 8:00pm, no new inning will be played. The home team will be required to complete their at bats and then the game will be officially over.

***MITE, PEEWEE, BANTAM and U25 DIVISIONS:***

* At least 3 1/2 innings must be played for the game to be official. The team behind in the score must bat at least 4 times.
* A maximum of 4 runs per inning are allowed to be scored, with the exception of the open inning, when there is no maximum.
* The open inning or innings will start at 7:40pm/9:40pm
* If an opening inning goes more quickly than expected, a second open inning is possible, time permitting.
* No new inning will begin after 8pm/10pm.
* No play will continue past 8:10pm/10:10pm. In a situation where the inning cannot be completed within the time limit, the score will revert to the previous full inning.
* The umpire will let coaches know the time remaining as it approaches the curfew time.
* Under curfew rules, the umpires are instructed to keep the game moving quickly. If an umpire notices a coach stalling on purpose as the curfew time gets closer, the umpire will let the convenor know and the executive committee can and will review the situation with the umpire.

**BATTING:**

* No players except the batter and the on deck hitter are permitted outside of the dugout. All remaining players must remain in the dugout.
* If a player is not in the on deck circle, and delays the game, the umpire has the discretion to call that batter out.
* Bats must not be thrown after a batter makes contact with the ball in play. The bat should be dropped and not thrown for the safety of the catcher and the umpire. If the bat is deemed to be thrown and not dropped, the umpire may issue a warning to the batter or call the batter out.
* Only 2 coaches are permitted to be outside the dugout, the 1st & 3rd base coaches.

***TYKE DIVISION:***

There is no catcher needed. The umpire will return the ball to the pitcher, but obviously will not make defensive plays.

* No infield fly rule is in effect.
* One coach is permitted to be on the field to pitch to the batters.
* The batter is out when:

A: 5 good pitches are called by the umpire without a hit

B: a fly ball or line drive is caught.

C: the runner is thrown out at first base by an infielder.

* The coach must indicate to the umpire the last batter, loudly and clearly so the defence can also be aware it’s the last batter.
* The defensive team must touch home plate for the inning to be officially over. The exception is if it is a fly ball or line drive caught. There is no play on any of the bases except home plate when the last batter is up.
* There is no touching home plate in any situation, the baserunners must run by the line set up by the umpire prior to all games.
* Every batter in the lineup must hit in every inning. If there is not an equal number of players on both teams, the team with fewer players will continue to hit starting at the top of their lineup until there is an equal number of batters for each team each inning. This rotation continues throughout the game. The team with fewer players will lead off the next inning with the batter who was on deck in the previous inning.
* There are no tag plays on the bases. All plays on the field are force plays. The defense can touch the base where the runner is heading before the runner arrives to record the out. The runner can be tagged but it is not required even if there is no force play in effect.

***MITE, PEEWEE, BANTAM and U25 DIVISIONS:***

* The infield fly rule is enforced only in the Bantam and U25 divisions.
* The batter is out when:

a: 3 strikes are called by the umpire.

In the Bantam and U25 Divisions the out is not recorded if the catcher does not hold onto the 3rd strike (unless first base is occupied with fewer than two outs).

b: a foul ball is caught by the catcher (over the batter’s head)

c: a fly ball or line drive is caught prior to hitting the ground.

d: a foul tip on strike 3 is caught by the catcher.

e: a bunt goes foul after the 2nd strike on the batter.

***BASERUNNING:***

***TYKE DIVISION:***

* No leadoffs are permitted.
* The base runner is out if he/she is more than 3 feet off the base line while running to a base.
* The safe base will be used at first base. The runner must touch the orange portion of the base if running straight through. The baserunner may only touch the white part if he/she is attempting to run to second base.
* Baserunners are not permitted to touch home plate at any time during the game. They must run towards the line set up near home plate towards the back fence. If there is any contact with home plate, the runner is out.
* No base stealing or leading off is permitted.

***MITE, PEEWEE, BANTAM and U25 DIVISIONS:***

* The safe base will be used at first base. The runner must touch the orange portion of the base if running straight through. The baserunner may touch the white part only if he/she is attempting to run to second base or is considering advancing to second base but then decides to return to first base.

***MITE and PEEWEE DIVISIONS:***

* No base stealing is permitted.
* No lead offs are permitted. Runners must wait for the batter to make contact with the ball before leaving a base. Any runner leaving earlier will be called out.
* The only exceptions are for a baserunner forced to move to the next base following a walk to a batter and for a baserunner who is not forced to move to the next base following a walk, but who, in the umpire’s judgment, steps off the base with no intention to steal.
* A baserunner is out if he/she is more than 3 feet off the baseline in order to avoid a tag by the defence.

***BANTAM and U25 DIVISIONS:***

* No lead offs are permitted until a pitched ball has crossed home plate.
* Base stealing is then permitted.
* Any runner who, in the judgment of the umpire, has left the base before the pitch crossed the plate, will be called out.

***PITCHING:***

***TYKE DIVISION:***

* The coach will pitch a maximum of 5 good pitches to each batter, as per the decision of the umpire.

***MITE, PEEWEE, BANTAM and U25 DIVISIONS:***

* A player may appear in a maximum of three innings. Once a player has thrown even one pitch in an inning, it is deemed to be an appearance.
* The pitcher must have both feet on the pitching rubber at the start of the pitching sequence.
* The pitching sequence begins when the pitcher holds the ball in his/her pitching hand with the hands apart. The hands must then come together for a least 1 second, but not longer than 5 seconds. During the pitching motion, one foot must remain touching the ground at all time. No hopping is allowed.