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## TOTTENHAM-BEETON DISTRICT MINOR SOFTBALL RULES 2022

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*Except for the below rules all other rules are as per the Softball Canada Rule Book. NOTE: Blastball & T-ball rules are listed separately on the website.*

*We ask all Coaches to make it clear to all participants and their supporters that show of abusive behavior towards all Umpires is absolutely contrary to the Association's 'Policy of Good Sportsmanship'.*

### **Section 1: Pre-game responsibilities**

1. The home team is responsible for setting up the diamond which includes installing the pitching rubber and the bases.
2. Distances:

<b><u>Division</u></b>	<b><u>Pitching</u></b>	<b><u>Bases</u></b>	<b><u>Ball Size</u></b>
Atom	25'	45'	10"
Mite	37'	55'	11"
Peewee	42'	60'	12"
Bantam	44'	60'	12"

3. Ground rules, including the out of bounds lines are to be established prior to the start of the game between Umpires and Coaches.
4. Each team will supply the opposing team with a copy of the lineup prior to the start of the game.

### **Section 2: General Rules**

1. A team must be able to field a team of seven (7) players at the start of a game otherwise the game is forfeit with a score of 5 - 0. If both teams have less than seven (7) players, then the game shall be declared a tie with a score of 5 -5.
2. All bats used in a game must be marked with the acceptable certification stamps or ones that are supplied by TBDMSA; otherwise the bat could be declared illegal and removed from the game. All legal bats are those that comply with Softball Canada Rules. No wooden or cryogenic bats are allowed. Coaches and Parents are advised to check the list of illegal bats on the Softball Canada website prior to purchasing a bat for their child.
3. Score updates: It is both the Home and Away Team's Coaches responsibility to advise their League Conveners of game results within 24 hours. Scores will be posted on the website.
4. Play is complete and time is called by the Umpires when the Pitcher has full control of the ball and is back in his/her pitcher's circle (8' radius) and no further action is taken.  
If a game is cancelled due to the weather, it is the home team Coach's responsibility to notify their League's Convener and the Game/Umpire Scheduler at least 60 minutes before game time. Make up games must be rescheduled within two (2) weeks of cancelled game by the home team or will forfeit to visitors. Practice nights will be used for make-up games.

5. All games will commence at the designated start time as per the schedule on the website. Due to a game delay a minimum of three (3) innings will constitute a full game. The score will stand as of the last full **inning**.
6. In case of rain or other issues causing a delay of game a minimum of three (3) innings will constitute a full game. The score will stand as of the last full inning.
7. All team members shall bat in the order designated at the beginning of the game on the Score Sheet. Batting out of order is an appeal play which may be made by the defensive Coach team only.
  - a) If the batting order error is discovered while the incorrect batter is at bat, the correct batter may take his place, assume any balls and strikes and any runs scored or bases run while the incorrect batter was at bat shall be legal.
  - b) If the error is discovered after the incorrect batter has completed his turn at bat but before there has been a pitch to another batter, the player who would have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.
  - c) If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have been called out have lost their turn at bat until reached again in the regular order.
  - d) Any latecomers above the minimum number of players will be added to the end of that batting lineup.
8. If a bat is thrown in a dangerous manner, the Umpire shall have the discretion to record the batter as an out and base runners shall not advance.
9. Players, Coaches, Assistant Coaches and staff only to be in the dug-out.
10. One Coach, two Assistants limiting to 3 staff per game, however all team staff must sign Code of Conduct for Coaches and Board Members
11. Each team will have their own scorekeeper that is not part of the coaching staff.
12. Abusive language by a coach/player or spectator may result in said person being ejected by the Umpire as per Softball Canada rules.
13. Anyone catching for a pitcher MUST wear a proper face mask.
14. No Lead offs, if a runner takes his/her foot off the base the Umpire will call them out.
15. Maximum numbers of runs in per inning is five (5).
16. **If a regular season game is late in starting that shortens the time of play as all games must be completed in 1 hour and 25 minutes time slot.**
17. **Coaches will ensure that every player will sit out one (1) inning before a player sits out two (2) innings unless for disciplinary purposes.**
18. Pitchers may not intentionally walk a batter at any time.
19. Windmill pitching is allowed as per Ontario Softball Rules.
20. No warm up balls on the field after the first inning. New pitcher will get 5 pitches while returning pitchers will get 3 pitches.
21. At the end of the regular season play positions in the standings will be determined by:
  - Total points
  - Record against each other
  - Runs for/against ratio
  - Play off inning(s) or game (time permitting).
22. In both regular season and tournament play forfeited games, be they intentional or otherwise cannot be used to enhance the position of the forfeiting team nor undermine the position of any other team in the division. If such an event should occur the

schedule shall be suspended and realigned until it is determined that no other team, other than the forfeiting team is negatively affected by the forfeiture.

23. Any game under protest should be made to the Convener following the rules in the Softball Canada Rulebook. The Coach registering the protest must acknowledge on the scoresheet along with their name and signature before the Umpire signs that the game is under protest. A \$50.00 protest fee will be in effect. A ruling as to that game will be made, should the protester win he will then be reimbursed.
24. The Softball Canada Rulebook either in book form or from devices cannot be brought onto the playing field under any circumstances. The person doing so will be ejected from the game.
25. Any player that is ejected from a game for any reason may not play the next scheduled game. (Ejections should be recorded on the game sheet and reported by email to Divisional Convener who in turn will inform the Board).

### Section 3: Uniforms

1. A player must wear a full uniform which is supplied by TBDMSA and consists of baseball hat, ball shirt (Atom-Bantam). If a player isn't able to wear a full uniform for reasonable reasons it is the responsibility of the player to notify his/her Coach prior to the start of the game. The Coach will notify the Convener and exceptions may be approved. No short pants are to be worn at practices or games. Players must wear long athletic pants.
2. If a player goes up to bat not in full uniform or his/her shirt is not tucked in the player will be called out by the Umpire.
3. Glasses/Sunglasses are allowed as long as they are worn properly on the player's face.
4. No jewelry of any kind is allowed with the exception of medical bracelets.
5. All players, coaches and assistants must wear closed toe/heel shoes. (eg: no flip-flops, crocs, or sandals).
6. It is strongly recommended that all back-catchers wear a jock or a jill cup.
7. All back-catchers are to wear a helmet, face mask, chest protector and shin guards.
8. No player shall remove his or her helmet before entering the dugout. Premature removal of the helmet shall result in the offending player being recorded as an out. Any minor (under 18 years of age) or player acting as a coach, or entering the playing field for other reasons, MUST wear a helmet. If a helmet is not worn, the said person will not be allowed onto the playing field.
9. Pitching helmets MUST be worn by players pitching in all divisions.

### Atom Specific Rules:

1. Each team will field all players on defense. One player at each traditional infield position and additional players in the outfield.
2. An adult Coach is permitted to assist the players in the outfield, but cannot interfere with defensive plays.
3. A game may consist of a maximum of five (5) innings. If inning is not complete the final score will revert to the previous complete inning's score. A game will be considered official only when a minimum of two (2) complete innings have been played. The score from the last full inning stands.
4. An adult Coach is permitted to stand beside the Pitcher to coach the Pitcher, but cannot interfere in defensive plays. If needed, the coach may pitch the first inning of the game until the 6<sup>th</sup> game of season. Pitchers can be replaced as many times as needed in any inning. A 2 pitch warm-up will be allowed.
5. No Lead offs; If a player takes his/her foot off the bag he/she will be called out.
6. No stealing of bases at this level of play.
7. No sliding at this level of play.
8. No Infield Fly rule in effect at this level of play.
9. No Third Strike Drop rule in effect at this level of play.
10. No bunting allowed at this level of play.
11. Substitutes may be used from other non-playing Atom teams to bring the roster up to maximum 10 players. Substitute players are to wear their team's shirt, bat at bottom of lineup and cannot pitch.

### Mite Specific Rules:

1. Each team may use a maximum of ten (10) players on defense.
2. Substitutes may be used from any other Mite team not playing to bring the roster up to a maximum of 10 players. Substitute players are to wear their own Team's shirt, bat at bottom of lineup and cannot pitch.
3. If a Pitcher unintentionally hits two (2) batters in one inning, then that Pitcher must be taken off pitching for the remainder of the inning. The Pitcher may pitch again in the later innings.
4. Bunting is allowed at this level of play.
5. No Lead offs; If a runner's foot leaves the bag he/she will be called out.
6. Stealing is allowed once the ball has left the Pitcher's hand in the direction of the plate.
7. The Third Strike Drop rule is in effect.
8. There is no sliding into first base after batting. Sliding is permitted once a player has achieved first base and is returning to first base on a play.
9. Sliding to second, third and home is permitted.
10. A game may consist of a maximum of five (5) innings. If inning is not complete the final score will revert to the previous complete inning's score.
11. A game will be considered official only when a minimum of two (2) complete innings have been played. The score from the last full inning stands.
12. Infield fly rule is in effect.
13. Outfielders must start on the grass until the ball leaves the pitcher's hand.

### Peewee Specific Rules:

1. There is a maximum of ten (10) players on the defense field with the additional player being outfield rover.
2. A game may consist of a maximum of six (6) innings. If inning is not complete the final score will revert to the previous complete inning's score.
3. A game will be considered official only when a minimum of three (3) complete innings have been played. The score from the last full inning stands.
4. Stealing is allowed.
5. No Lead-offs; If a runner's foot leaves the bag before the ball leaves the Pitcher's hand in the direction of the plate he/she will be called out
6. The Third Strike Drop rule is in effect.
7. Sliding to second, third and home is allowed.
8. There is no sliding into first base after batting. Sliding is permitted once a player has achieved first base and is returning to first base on a play.
9. Bunting is allowed.
10. Substitutes may be used from non-playing Peewee teams to bring roster up to maximum 10 players. Substitutes are to wear their own Team's shirt, added to the bottom of the batting order and cannot pitch.
11. If a Pitcher unintentionally hits two (2) batters in one inning then that Pitcher must be taken off pitching for the remainder of the inning. The Pitcher may pitch again in the later innings.
12. Outfielders must start on grass until ball leaves pitchers hand.

### Bantam Specific Rule

1. There is a maximum of nine (9) players on the defense field.
2. A game may consist of a maximum of six (6) innings. If inning is not complete the final score will revert to the previous complete inning's score.
3. A game will be considered official only when a minimum of three (3) complete innings have been played. The score from the last full inning stands.
4. Stealing is allowed.
5. No Lead-offs; If a runner's foot leaves the bag before the ball leaves the Pitcher's hand in the direction of the plate he/she will be called out
6. The Third Strike Drop rule is in effect.
7. Sliding to second, third and home is allowed.
8. There is no sliding into first base after batting. Sliding is permitted once a player has achieved first base and is returning to first base on a play.
9. Bunting is allowed.
10. Substitutes may be used from non-playing Bantam teams to bring roster up to maximum 9 players. Substitutes are to wear their own Team's shirt, added to the bottom of the batting order and cannot pitch.
11. If a Pitcher unintentionally hits two (2) batters in one inning then that Pitcher must be taken off pitching for the remainder of the inning. The Pitcher may pitch again in the later innings.
12. The In-Field Fly rule in effect.
13. Outfielders must start on the grass until ball leaves pitchers hand.