



## Newmarket Minor Softball Association



### **ALL SOFTBALL CANADA AND NEWMARKET MINOR SOFTBALL ASSOCIATION RULES OF PLAY SHALL APPLY.**

**The following rules apply to ALL HOUSE LEAGUE DIVISIONS unless otherwise specified.**

- 1. All UMPIRES/DECISIONS ARE FINAL.**
- 2. NO RULE BOOKS ALLOWED ON THE FIELD DURING A GAME.**
- 3. All players must be registered with the Newmarket Minor Softball Association (NMSA).**
- 4. All safety equipment supplied must be worn. Catchers must wear shin pads, chest protectors and face masks with throat guard and helmet. In addition, all catchers are required to wear the appropriate athletic support with cup (jocks for male and appropriate Jill jocks for female). The association strongly recommends that all players wear appropriate athletic support. Batters/base runners must wear helmet with chin strap under the chin. If a player chooses to wear his/her own appropriate equipment it must be NOCSAE/CASA approved and it must be in good condition. NSMA will not be liable in case of injury.**
- 5. All games are to be scheduled start at 6:45 pm (9:00 pm late games). A minimum of 7 players are required to play. Failure to field seven players by 6:45 (or 9:00) will result in forfeiture of the game and is called by the umpire. Once the forfeiture is set it stands and if so desired, an exhibition game may be played. In the case of both teams forfeiting, no points will be awarded.**
- 6. LENGTH OF GAME**
  - a) Games have a 2 hour time limit from scheduled start time. If game is not finished by 2 hours or dark, the score will revert back to the last complete inning. The number of innings played is determined by time.**
  - b) All games, except for bantam boys and above, to be 5 innings in duration, subject to curfew. Only the fifth inning is open. No new inning to start after 1 ½ hours (90 minutes) from the scheduled start time.**
  - c) All games for bantam boys and above are to be 7 innings, subject to curfew. Only the seventh inning is open. No new inning to start after 1 ¾ hours (105 minutes) from the scheduled start time.**
- 7a) The home team coach will assign an official scorekeeper who will keep the score for both teams. Since the home team is the official scorekeeper it is the responsibility of the visiting team's scorekeeper to verify the score.**
- 7b) In order to ensure continued updates to divisional standings and players' participation both teams coaches or their designates must drop off their respective score sheets to the division convenor by 5:00 pm, Friday of the week the game is played.**

**NOTE:** Any player who misses more than 1/3 of the regular season will not be eligible to play in the Closing Weekend. Any medical exceptions must be applied for and approved by three members of the Board of Directors plus the applicable division Convenor one week prior to the Closing Weekend.

**8.** Only one (1) designated coach from each team may discuss any problems with the umpire(s) throughout the course of the game, i.e. no parents. The coach must be identified prior to the start of the game. It is the coach's responsibility to control the parents and ask them to abide by the rules and respect the umpires. Time may be called only after the play is completed.

**9.** All team members present for the game shall bat. A batting order consisting of the first and last names, and numbers shall be entered on the official score sheet. Any players who arrive late (after the first pitch) **MUST** be added to the end of the batting order when they arrive.

**10a)** The home team is to supply the plate umpire if an umpire has not been provided. The visiting team is to supply the base umpire if an umpire has not been provided. If umpires are provided by the Association, they must be used. Face masks to be supplied and worn by all plate umpires. If necessary, a coach may umpire.

**10b)** If game is not played as a result of no umpire, then no points are awarded.

**11.** Proper footwear must be worn during all games. No sandals, thongs or metal cleated shoes. Rubber cleats are accepted. Bare legs are not allowed.

**12.** Call-ups shall be drawn from the IMMEDIATE LOWER DIVISION only to a complement of nine players providing the call-ups are not scheduled to play at the same time. It is the intent of NMSA to provide equal opportunity to all players. Call-ups must be designated on the score sheet and may pitch no more than one inning or part thereof. A player should not be called up more than five times in the regular season. You may not call up carded rep players to play house league. Once a player is called up the call up must play and play equally with the rest of the players on the team.

**13.** Coaches will not be responsible for transportation.

**14.** In the event of a rained out game, each team will be awarded a tie (a single point). After the game has started and it rains, it is up to the umpire's discretion whether the game is continued. If game has not been canceled by the convenor by 6:00 pm (8:00 pm for late games) your team must show at the diamond or risk forfeiting the game.

**IT MUST BE REMEMBERED THAT SAFETY CONDITIONS ARE THE KEY.**

## **Completed Game Rule**

5 inning game – 3 innings if called by the umpire

- 2 ½ if home team winning

7 inning game – 4 innings if called by the umpire

- 3 ½ if home team winning

**15.** No smoking by players, coaches or umpires on the playing field or the benches during the game.

**16.** No bat throwing, it is an automatic out and the ball is dead.

**17.** Lead-offs are allowed after the ball leaves the pitcher's hand.

**18.** Coaches are required to limit the “daring” between the runner and the catcher on the third base line.

**19.** Coaches are required to make sure their catchers are outfitted as quickly as possible before the beginning of each inning. A pitcher will be allowed 5 warm-up pitches initially and 3 warm-up pitches for each reappearance.

**20.** Unreasonable delays could result in forfeiture of the game on umpire's decision.

**21a)** A pitcher may pitch a maximum of 3 innings per game but no more than 2 consecutive innings or parts thereof in a 5 inning game.

**21b)** A pitcher may pitch a maximum of 4 innings per game but no more than 2 consecutive innings or parts thereof in a 7 inning game.

**21c)** A pitcher may only make two (2) appearances pitching in the same inning. This constitutes one (1) inning pitched.

**22.** The batter can run on a dropped 3rd strike if 1st base is unoccupied and less than 2 out, or any time there are 2 out.

**23.** Full player uniforms are provided and must be worn by all players and numbered shirts should be visible when batting. All coaches must wear NMSA regulation shirts as provided. All players and coaches must wear their team shirts tucked in. Any player or coach wearing a sweater that has been defaced or altered will not be allowed to play.

**24.** Exposed jewelry such as wrist watches, bracelets, any type of earrings, neck chains, or any other items judged dangerous by the umpire may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. Any exposed jewelry may be considered legal if adequately covered by a soft material, taped, and approved by the umpire.

**Note:** Players that are asked to remove jewelry and refuse to do so will be ejected from the game.

**25.** In case of a tie in the standings at the end of regular season play, the time will be broken as follows:

- a) The record between the two teams including,
  - (i) The team with the most wins, in head to head play
  - (ii) Total runs scored in all games, between both teams.
- b) The most wins in league play.
- c) Coin toss.

**26.** On any overthrow, the runner will be awarded 2 bases from the time of the throw.

**27.** All players must be scheduled to play a minimum of 3 innings in a 5 inning game, and a minimum of 4 innings in a 7 inning game. Coaches must have a chart indicating scheduled positional play for all players and such chart must be presented to the home plate umpire if requested. When questioned if the chart is not presented the challenging coach is presumed correct. Failure to produce a players chart, when requested, may result in forfeiture of the game.

**28.** A Player Coach coaching in a younger age division is not required to wear a helmet at first and third base.

**29.** All coaches under the age of 18 must have successfully completed the Player-Coach program for the current year.

**30.** Blood Rule: All cuts must be covered and a change of clothes must be made if necessary. Reasonable time will be allowed.

**31.** Pitching Rule:

- a) Both male and female pitchers must have both feet in contact with (but not off the side of) the pitcher's plate.
- b) A pitcher's pivot foot must remain in contact with the ground (or even with the plane of the ground if there is a hole in front of the pitcher's plate).

**32.** No game will be rescheduled if not played (in all divisions).

**33.** Infield fly rule is in effect for all divisions unless otherwise specified.

Softball Canada defines an infield fly as follows: An Infield Fly is a fair ball (not including a line drive nor an attempted bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second and third bases are occupied, before two are out. The pitcher, catcher and any outfielder who positions himself in the infield on the play shall be considered infielders for the purpose of this rule.

When it seems apparent that a batted ball will be an Infield Fly, the umpire shall immediately declare "INFIELD FLY: IF FAIR, THE BATTER IS OUT" for the benefit of the runners.

The ball is alive and runners may advance at the risk of the ball being caught, or retouch the advance after the ball is touched, the same as on any fly ball. If the hit becomes foul ball, it is treated the same as any foul.

If a declared infield fly is allowed to fall untouched to the ground, and bounces foul before passing first or third base, it is a foul ball. If a declared infield fly falls untouched to the ground outside the baselines, and bounces fair before passing first or third base, it is an infield fly.”

**34.** For plays at all bases the runner should slide if the defensive player has the ball or is about to receive the ball. If the runner remains on his feet and deliberately, with great force, crashes into the defensive player the runner shall be declared out. The ball is dead and all other runners must return to the last base touched at the time of the collision. If the act is determined by the umpire to be flagrant the offender (runner) shall be ejected from the game.

#### **ADDITIONAL RULE EXCLUSIVE TO MITE BOYS MITE GIRLS AND SQUIRT GIRLS**

1. On a dropped third strike the batter is automatically out and the ball remains alive.

#### **ADDITIONAL RULES EXCLUSIVE TO MITE BOYS & GIRLS**

1. Each player, with the exception of pitchers, shall play in his/her assigned infield position for at least 1 complete inning in the infield within the first 3 innings. Failure to abide by this rule may result in forfeiture of the game.

2. Lead offs are allowed after the ball crosses the plate.

3. No infield fly rule.

4. On a dropped 3rd strike, the batter is automatically out and the ball remains alive.

5. A walked batter cannot advance past first base (girls only) until the next pitch

#### **ADDITIONAL RULES EXCLUSIVE TO 5-PITCH**

1. When your team is up to bat, one coach at first base, one coach at third base, and one coach in the dugout with the players coming up to bat.

2. Eleven defensive players are permitted on the field each inning, with a maximum of 6 players in the infield.

3. Offensive Pitcher:

a) The pitcher of the team hitting the ball, shall be a player from his/her own team, and will be known as the Pitcher.

b) The Pitcher shall wear a helmet, with the chin strap done up.

c) The Pitcher shall be substituted when he/she is to be a batter in the “on deck” circle.

d) The Pitcher may pitch a maximum of 3 innings per game, but no more than 2 consecutive innings or parts thereof.

e) The Pitcher may only make two (2) appearances pitching in the same inning. This constitutes one (1) inning pitched.

**4. Batter:**

a) The batter is allowed a maximum of 5 pitches or 3 swings in which to hit the ball.

b) If the batter has not hit a fair ball within 5 pitches or 3 swings, then the batter will be called out.

**5.** On any overthrow, the base runner will be awarded 2 bases from the time of the throw.

**6.** Sliding is permitted.

**ADDITIONAL RULES EXCLUSIVE TO COACH PITCH**

**1.** Each game will consist of 5 innings.

**2.** Maximum of five (5) runs per inning or three (3) outs.

**3. Coaches:**

a) Each team shall have 3 coaches.

b) Coaches are encouraged to allow the batter to position him / herself in the batter's box.

c) Coaches may not physically assist base runners while the ball is in play.

Penalty: The base runner is out, the play is dead and all other players must return to their original base.

d) In an attempt to speed up play, it is suggested that coaches take no longer than four (4) minutes to set up their team defensively.

e) Defensive coaches must be behind "out of play" area or in the dugout area.

**4. Players:**

a) Each player must be scheduled to play a minimum of 3 innings in a 5 inning game. No player may sit out 2 consecutive innings. No player shall be allowed to play the same infield position more than twice in a game.

b) No player can be positioned closer than twenty eight feet from the home plate until after the ball is hit.

**5.** There exists an 8' diameter pitching circle with the centre being the pitching rubber at 28' from home plate.

**6. Offensive Pitcher:**

- a) The pitcher of the team hitting the ball will be known as the “Pitcher”.
- b) The Pitcher must pitch from the front half of the pitching circle.
- c) The umpire shall call pitch 1 and so on as the Pitcher pitches the ball.
- d) The Pitcher must pitch to his/her own batter.
- e) When pitching, the Pitcher cannot purposely interfere with the play of the ball.  
Effect: If interference occurs by the Pitcher, the batter is called out and the ball is dead.
- f) If the Pitcher is hit by a batted ball, the ball will be called dead and no base runner can advance. The batter will return to bat with the same count as before the pitch.
- g) The Pitcher must not interfere with the defensive players either verbally or physically.  
Effect: The ball is dead. Base runners cannot advance, and the batter returns to home plate with the pitch counted.
- h) The Pitcher must not assist the offensive team in any way, other than to pitch the ball.

**7. Defensive Pitcher:**

- a) The Defensive Pitcher plays the pitcher position for the fielding team.
- b) The Defensive Pitcher must wear a helmet with the chin strap done up.
- c) The Defensive Pitcher must stand within the back half of the pitching circle until the ball has been hit.
- d) Once the batter has hit the ball, the Defensive Pitcher may leave the pitching circle and field the ball.
- e) The Defensive Pitcher may field the ball but cannot make an unassisted out in the batter at first base. He/she may tag a player at any other base, including home plate.

**8. Batter:**

- a) There is no strikes or balls.
- b) There is no bunting. A bunted ball is considered a dead ball.
- c) The batter must attempt a full swing at the ball.
- d) A foul or dead ball is considered a pitch (unless otherwise specified). Base runners may not advance.

**9.** To stop the play, the Defensive Pitcher must, in the opinion of the umpire, have control of the ball within the 8’ circle. Once the Defensive Pitcher has control of the ball within the 8’ circle, all base runners shall stop on the base to which they were going. Base runners are in jeopardy until reaching a base.

**10.** An overthrow is a play in which a ball is thrown from 1 fielder to another to retire a runner who has not reached or is off base, and which goes into foul territory BEYOND THE BOUNDARY LINES of the playing field, or becomes blocked.

**11.** When the ball is thrown or goes into foul territory beyond the boundary line because it is being returned to the Pitcher, it is not an overthrow. It is a dead ball. All play stops. Runners may not advance past the base they were going to.

**12.** No stealing. No lead-offs. The base runner may not leave the base until the ball has been hit by the batter. A runner leading off is automatically out. All play is dead. All other players,

including the batter, maintain their original position prior to the lead-off occurring. The count on the batter remains the same.

**13.** No rolling the ball. An attempt must be made to throw the ball.

**14.** No infield fly rule.

**15.** The home half of the final inning must be played to completion if time and weather permit, regardless of the score.

**16.** When your team is up to bat, one coach shall be at first base, one coach at third base, and one as Coach Pitcher.

**17.** All defensive players are permitted on the field each inning, with a maximum of 6 players in the infield.

**18.** The Pitcher of the team hitting the ball will be known as the “Coach Pitcher”, and all previously mentioned “Offensive Pitcher” rules shall apply to the Coach Pitcher.

**19.** The same Coach Pitcher shall pitch the entire inning.

**20.** The batter is allowed a maximum of 5 pitches in which to hit the ball. If the batter does not hit a fair ball within 5 pitches, then the batter will be called out.

**21.** On any overthrow (beyond the boundary lines), the ball is dead. Runners may not advance past the base they were going to. All play stops, and the ball is returned to the Pitcher.

**22.** No Sliding. The player is out. The ball remains alive.

### **ADDITIONAL RULES EXCLUSIVE TO T-BALL (ALL DIVISION)**

#### **1. Coaches:**

a) When your team is at bat, your team must have three (3) separate coaches – one coach at first, one coach at third and one at home plate. The coach at home plate must position him/herself behind the screen before the pitch is made and must stay out of the playing area until the ball is dead.

Effect: Rule is to ensure that home plate coach is not the first or third base coach and the home base coach does not interfere with the play.

b) Coaches may not physically assist base runners while the ball is in play.

Penalty: The base runner is out, the play is dead and all players must return to their original bases.

c) When your team is in the field, two coaches may verbally assist the players. Coaches may not physically assist players in making a play on the ball. Penalty: All base runners are safe and advance to the base they were going to plus one base.

Note: In an attempt to speed up play, we are suggesting that coaches take no more than 4 minutes to set their team defensively. (This can be done if one coach takes the infield and the

other coach takes the outfield). When a team is at bat, it is suggested that no more than 30 seconds be taken to set a batter.

**2. Fielding Positions:**

- a) Includes pitcher, catcher, first second, third and shortstop
  - b) Infielder may not be positioned closer than thirty feet from home plate until after the ball is hit.
  - c) No player may play the same infield position for more than one inning in any game.
- Coaches: Must have a chart prior to the start of the game, which indicates each player's position each inning.

**3.** The pitcher and first base player must wear a helmet with the chin strap done up.

**4.** The designated umpire shall establish a batter's box and the batter must remain within the designated area until after the ball is hit.

**5.** Play automatically begins when the umpire calls "pitcher pitch" and the pitcher subsequently makes an underhand motion (pitch) to home plate. If a batter hits the ball prior to the pitch, play is dead.

**6.** The ball must travel a distance of 14 feet to be considered a fair ball.

- a) If the ball fails to cross the 14 foot line, it is considered a strike.
- b) If a fielder plays the ball on or inside the 14 foot circle, the ball is dead, no strike and the runners must stay at the base they were at.

**7.** The pitcher may field the ball but cannot make an unassisted out on the batter at first base (he/she may tag a player at any other base, including home plate).

Effect: To make the pitcher throw the ball to first base.

**8.** No rolling the ball. An attempt must be made to throw.

**9.** No lead-offs; no stealing bases. A lead-off occurs when a base runner leaves a base before the batter swings at the ball. The runner leading off is automatically out. All play is dead. All other base runners and the batter maintain their original positions prior to the lead-off occurring. The count on the batter remains the same.

**10.** No infield fly rule.

**11.** No sliding – automatic out.

**12.** Play stops when:

- a) Ball hit or thrown to outfield is brought/thrown across the 10' line. The 10' line is ten feet behind the base line.

OR

Ball hit to infield is thrown past the foul line on a throw to first or third base.

b) All base runners have reached the base where they were going. Base runners are in jeopardy until reaching a base.

Effect:

a) On any throw past the foul line at first or third base, no additional bases are allowed. Base runners may only advance to the base to which they were going at the time the ball crossed the foul line (not at the time of the throw).

b) On a throw to the outfield (in fair territory), base runners may advance until the ball is brought/thrown across the 10' line.

c) On a throw that remains in the infield, runners may advance until either the ball is thrown home or overthrown past the foul line on a throw to first or third base.

### 13. NO NEW INNING TO START AFTER 8:00 PM OR 1 ¼ HOURS.

#### **ADDITIONAL RULES – SENIOR T-BALL**

1. Each game will consist of 5 innings.
2. Maximum of five (5) runs per inning or three (3) out.
3. Each batter must attempt a FULL swing at the ball. Failure to make a full swing will be considered a strike. No bunting.
4. Every player must play a minimum of two (2) innings in the infield.
5. A foul ball is a strike even if it's strike 3.
6. Team playing the field can call a maximum two (2) time outs per inning.
7. The home half of the final inning must be played to completion if time and weather permits.

Effects: Regardless of the score intention is to complete 5 full innings for Senior T-ball.

#### **ADDITIONAL RULES – JR. T-BALL**

1. A complete game will be one hour in length. The first half hour will be team practice. The last half hour will be a game where each team will bat through the order once.
2. The number of players coming to bat each inning will be determined by the team fielding the most players. Each player bats at least once each inning. There will be a continuous batting order throughout the game.
3. Each batter must attempt a FULL swing at the ball. The batter can only be called out after he or she hits a fair ball.

**4. Last Batter:**

- a) The offensive team must announce to the defensive team when the last batter is at bat.
- b) The last batter, and all base runners on base when the last batter comes to bat, can only be put out at home plate by the catcher touching home plate with possession of the ball.
- c) On an overthrow to the catcher after the last batter has hit a fair ball, the batter/base runners advance two bases from the last base touched.  
A BALL IS CONSIDERED OVERTHROWN ONLY WHEN IT LEAVES THE PLAYING FIELD.
- d) If the bat is thrown by the last batter, the ball is dead, no runs will score and the inning is over.
- e) If there is a collision between the batter or a base runner and a fielder after the last batter has hit a fair ball, the batter and the base runners advance two bases from the last base touched.

**PITCHING AND BASE DISTANCES**

| Division     | Pitching Distance | Base Distance |
|--------------|-------------------|---------------|
| Jr. T-Ball   | 30'               | 40'           |
| Sr. T-Ball   | 30'               | 40'           |
| Coach Pitch  | 28'               | 42'           |
| Five Pitch   | 28'               | 42'           |
| Mite Girls   | 28'               | 45'           |
| Mite Boys    | 28'               | 45'           |
| Squirt Girls | 33'               | 55'           |
| Squirt Boys  | 33'               | 55'           |
| Novice Girls | 36'               | 60'           |
| Pee Wee Boys | 38'               | 60'           |
| Bantam Girls | 38'               | 60'           |
| Bantam Boys  | 42'               | 60'           |
| Midget Girls | 40'               | 60'           |
| Midget Boys  | 46'               | 60'           |

**CHAMPIONSHIP TOURNAMENT RULES**

1. ANY PLAYER WHO MISSES MORE THAN 1/3 OF THE REGULAR SEASON WILL NOT BE ELIGIBLE TO PLAY IN CLOSING WEEKEND. ANY MEDICAL EXCEPTIONS MUST BE APPLIED FOR AND APPROVED BY THREE MEMBERS OF THE BOARD OF DIRECTORS PLUS THE APPLICABLE DIVISION CONVENOR ONE WEEK PRIOR TO THE CLOSING WEEKEND.

2. NO INFIELD WARM UP before game.

3. All teams should be ready to play 15 minutes before scheduled time. This includes completion of player positional chart and line-up for the Official Scorekeeper and the teams in the dugout areas.

4. In the event of rain or other situations, all coaches must make themselves available to the Convenors and all players should make themselves available to the coaches.

5. The Home Team will be determined by the flip of a coin. The team with the higher standing will call the coin toss.

**6. Call-ups:**

A team may call on a player from an immediate younger division to make up a maximum of 9 players only. This must be done by arrangement with the coaches involved and when possible the players should be called from an eliminated team (a division below). If 9 regular team members are present at the beginning of the game, the call-up may not play. If a regular member shows up after the start of the game, he/she will be substituted in where the call-up was and the call-up shall be removed from the game.

**7. Length of Game:**

Regular season length of game rules (see rule 6 – LENGTH OF GAME in general rules section) apply with the following exceptions:

a) There will be no tie games:

If a game which has been completed according to regular season length of game rules is tied, extra inning(s) will be declared and played until the tie is broken.

According to regular season length of game rules, a game is considered complete if:

i) No additional innings can be played as 5 innings (or 7 innings for Bantam Boys and above) have been played OR it is after 1 ½ hours (1 ¾ hours for Bantam Boys and above) from scheduled start time

OR

ii) 2 hour time limit has been reached.

NOTE: That if an inning is not completed at the 2 hour time limit and the score is tied at the end of the previous inning, the inning is to be completed. If the score is still tied, extra inning(s) will then be declared and played until the tie is broken.

Any new inning which is played only because the game is tied is considered an extra inning and is to be played as follows (except for Junior T-Ball):

**Offensively:**

- Batting order remains the same.
- The first batter in the first extra inning is the batter whose name follows that of the last player who completed a turn at the bat in the preceding inning.
- Each team begins its turn at bat with the player who is scheduled to bat last in that half inning being placed on second base.
- There will be a maximum 10 run limit in all divisions.

**Defensively:**

- All defensive player rules shall apply (e.g. pitcher appearances) but a new game is starting.
- For Junior T-Ball, extra innings will be played as follows (applies only when Junior T-Ball is a competitive division):

· Each team will have the opportunity to put any three runners on base and any batter to represent the last batter, at the plate.

· If the game is still tied, this process is repeated using four different players.

b) Final championship games will be played to completion.

c) If a final championship game or any tied game must be stopped due to darkness or weather, a time and location will be designated for completion of the game. When the game continues, it will start off exactly where it was stopped with all players maintaining their positions.

**8.** Any protest must be solved at the time the game is being played. The decision of the Umpire is final and no protests will be accepted after the conclusion of the game. Decisions on protests will be made by the Umpire-in-Chief of the park, Park Convenor and Diamond Convenor. Judgement calls made by an umpire cannot be protested.

**9.** No protests will be accepted as a result of games being called because of darkness. Unreasonable delays could result in forfeiture of the game on umpire's decision.