

BRAMPTON GIRLS SOFTBALL ASSOCIATION



Houseleague Rules and Guidelines

These rules are used for the Brampton Girls Softball League.

Divisions are available at the U7, U9, U11, U13, U15, U17, and U23 age groups where applicable.

The BGSA will follow all Softball Canada current playing rules other than specified within this document.

Revised March 2025

Amendments to the playing rules may be made at House League meetings provided:

- A. The proposed rule change (along with rationale) is forwarded to all Convenors & VP of Houseleague for review prior to the meeting.
- B. At the discretion of the VP House League as issues are flagged through play.

Table of Contents

Table of Contents	2
<u>League Play</u>	3
1. Regular Season	3
2. Tiebreakers (standings)	3
3. Playoffs	3
4. Tie Games in Playoffs	4
<u>Playing Rules</u>	4
5. Playing Field	4
6. Base and Pitching Distances	4
7. Equipment	5
8. Game Rules & Regulations	5
9. Player Guidelines	6
10. Max innings pitched	6
11. Pitching Regulations	6
12. Call-ups/Substitutes	7
13. Defaults/Forfeit	8
14. Weather Rules	8
15. Delay/Suspension of Play	9
16. Cancellations	9
17. Rescheduling games	9
18. Umpires	10
19. Umpire's Judgement	10
20. Protests	10
21. Ejections/Suspensions	10
<u>League Rules that are not part of Softball Canada</u>	11
22. Batting	11
23. Stealing	11
24. Overthrows	11
25. Age-Specific Exceptions (U9 &U11)	11
Process flow for Coaches' questions and concerns (other than protests and rain-outs)	15
Appendix – Additional Forms	16

League Play

1. Regular Season

- 1.1. Teams will be awarded a Win (2 pts), Loss (0 pts) or Tie (1 pt) for all games scheduled by the BGSA. Teams that forfeit games will receive a loss while their opponent will receive a win by the score of 7-0. In the event of a double forfeit (both teams forfeiting), both teams will receive a loss of 7-0.
- 1.2. At the completion of the regular season schedule the team with the most points will be considered the Pennant Winner.
Any teams tied in the points standings will be separated by following the tie-breaker rules mentioned below.
- 1.3. Exhibition Tournaments will not count towards regular season points standings.

2. Tiebreakers (standings)

- 2.1. In the event of a tie in the regular season standings for playoff results, the respective order of finish will be decided as follows:
 - 2.1.1. Head-to-Head comparison. Results of games the tied teams played against each other (wins, losses, ties). If there is still a tie, then:
 - 2.1.2. Total runs AGAINST divided by games played between teams involved in the tie. Lowest differential advances. If there is still a tie, then:
 - 2.1.3. Total runs FOR divided by games played between the teams involved in the tie. Highest differential advances. If there is still a tie, then:
 - 2.1.4. Total runs AGAINST divided by all games played. Lowest average will be placed higher in the standings. If there is still a tie, then:
 - 2.1.5. Total runs FOR divided by games played. Highest average will be placed higher in the standings. If there is still a tie, then:
 - 2.1.6. Coin flip.

3. Playoffs

- 3.1. On the completion of the regular schedule, round robin games will happen, and then based on results a Day of Champs will be held to determine the Division Champion.
 - 3.1.1. Note that playoff games may fall outside the agreed upon "game nights" and most likely will involve a weekend tournament.
- 3.2. All teams within a division will participate in the playoffs (Day of Champs) and be guaranteed at least one playoff game depending on the format chosen (division formats may vary).
- 3.3. Playoff format to be determined and reviewed by the House League VP prior to the start of each regular season. (ie single, round robin, knockout, double knockout etc.) and a schedule distributed to teams prior to the end of the season.
- 3.4. Final team standings will not be determined until the end of the regular season.
- 3.5. All players will receive a participation award in the U7/U9 divisions at the conclusion of the championships.
- 3.6. There shall be no protests during playoffs.

4. Tie Games in Playoffs

- 4.1. No playoff games can end in a tie.
 - 4.1.1. All non-medal playoff games for U13 and above shall be timed. No new innings can start after 1 hour, 25 minutes (if the home team is winning the game is over, if the home team is losing and bats and takes the lead by 1 run the game is over). All games end with a “drop dead” deadline of 1 hour, 40 minutes). If the inning is not yet completed; and the home team has tied the game, the game score will revert back to the last completed inning; if the home team takes the lead by 1 the game is over and scored as a home win; if the home team is trailing and has not yet started/completed their at- bats, the game score will revert back to the last completed inning.
 - 4.1.2. All championship games (gold medal) for U15 and above divisions shall be 7 complete innings.

If the game is tied after 7 complete innings (7th is open) and the score is tied, the International Tie-breaker rule will be used.

 - 4.1.2.1. Player maximums (pitching, positional rotation) are reset.
 - 4.1.2.2. Each team will start their next at-bat with a runner on second and nobody out. The runner will be the last person to have batted the previous inning.
 - 4.1.2.3. Each half inning shall not exceed 4 runs for each team.

Playing Rules

Softball Canada Official Fastpitch Rules used in all instances unless otherwise noted herein.

5. Playing Field

- 5.1. The home team shall provide the bases, game balls and the official scorekeeper.
- 5.2. The home team shall be responsible for placing the bases and the pitching rubber, at the proper distances, before the start of the game.
- 5.3. The double base will be used exclusively at 1st base.

6. Base and Pitching Distances

6.1.

<u>DIVISION</u>	<u>BASE DISTANCE</u>	<u>PITCHING DISTANCE</u>	<u>BALL SIZE</u>
U7 T-BALL	40'	N/A	9"
U9 MINOR MITE	45'	25'	11"
U11	45'	31'	11"
U13	55'	35'	11"
U15	60'	40'	12"
U17	60'	43'	12"
U23	60'	43'	12"

- 6.2. Batter's Box Measures 1.0m (3') by 2.2m (7') on each side of home plate. Inside lines should be 15 cm (6") from home plate. Front line shall be 1.2m (4') from a line drawn through the centre of home plate. Lines are considered inside the box.
- 6.3. Pitching Circle shall be 8' in radius measuring from center of pitcher's mound.

7. Equipment

- 7.1. Players must supply their own helmets. Face masks and mouthguards are highly recommended.
- 7.2. It is mandatory that all pitchers wear face masks.
- 7.3. Chinstraps are mandatory and shall be always secured properly under the chin.
- 7.4. Bats must comply with current Softball Canada standards. If unsure, ask the Umpires for judgement. **Note: The penalty for using an illegal bat is the batter will be called out. (<https://softball.ca/programs/umpires/approved-bats>)**
- 7.5. The game umpire reserves the right to eliminate any equipment from game usage on his/her opinion that is deemed unsafe.
- 7.6. A player should wear the complete team-issued uniform, in addition to proper running shoes/cleats. No metal cleats, or hard plastic spikes similar to metal cleats, are allowed in any division at any level of house league play.
- 7.7. As per softball rules, exposed jewelry deemed unsafe by the umpire cannot be worn. Medical alert bracelets or neck-chains are exempt. Play will be stopped until the player either removes the jewelry in question or tapes it.
- 7.8. Players are not to have cell phones, iPods, or other technology to be present/used in the dugout or diamond once the game has started.

8. Game Rules & Regulations

- 8.1. Games start times are 6:20 and 8:20 unless otherwise scheduled.
- 8.2. Coaches and players should arrive at least 30 minutes before game time to allow for player warm-up and diamond setup. 2nd game teams must warm up outside the diamond.
- 8.3. Prior to the start of the game, batting lineups must be exchanged between official scorers.
- 8.4. A team consists of nine players: pitcher, catcher, 1st, 2nd, 3rd base, shortstop and three outfielders.
 - 8.4.1. Exception: U13 consists of ten players (four out fielders).
 - 8.4.2. The fourth outfielder must play as an outfielder – no Rover.
- 8.5. To start a game, teams require a min of 7 players for U13-23, and 6 players for U7-U11 at official start time (up to 10 minutes after start)
- 8.6. If a team is unable to field a minimum roster due to insufficient players, see Call-ups & Substitutes under Player Guidelines to best avoid defaults/forfeitures.

8.7. Mercy Guidelines per team at-bat

8.7.1. Innings 1 - 4

DIVISON	U13	U15	U17	U23
MAX RUNS	4 RUNS	5 RUNS	5 RUNS	5 RUNS

8.7.2. Innings 5-7

DIVISON	U13	U15	U17	U23
MAX RUNS	8 RUNS	10 RUNS	10 RUNS	NO LIMIT

8.8. Season games will last no more than 7 complete innings.

8.9. No new innings can start after 1 hour, 25 minute). All games end with a “drop dead” deadline of 1 hour, 40 minutes. If the inning is not yet completed; and the home team has tied the game, then the game is recorded as a tie; if the home team is leading, the game is scored as a home win; if the home team is trailing and has not yet started/completed their at- bats, the game score will revert back to the last completed inning.

9. Player Guidelines

- 9.1. All players must be listed on the game scoresheet and bat in the subsequent order.
- 9.2. Players arriving late must be allowed to play and are added to the end of the batting order.
- 9.3. If a player(s) leaves the game early for any reason, the team will not be penalized in the batting order and the absent player will be skipped in the rotation.

10. Max Innings Pitched

- 10.1. U13 – U17: No player may exceed 2 consecutive and 3 total innings pitched per game. A pitcher may only pitch a fourth inning if it is the seventh inning of the game. In the case where a team is short players and no call up opportunities existed the 2 coaches can agree to allow an exception to be made.
- 10.2. U23: No maximum.
- 10.3. Note: All innings are treated equally. i.e. If a pitcher has already thrown her maximum number of innings, she is ineligible to pitch.

11. Pitching Regulations

- 11.1. At the beginning of each game the starting pitcher is allowed 5 warm-up pitches. Between innings, or when a change in pitcher occurs, the number of warm-up pitches is at the discretion of the umpire usually 3 to a maximum of 5.
- 11.2. If a pitcher hits two batters in one inning the pitcher cannot pitch for the remainder of the inning (U15+). If the pitcher hits a fifth batter at any point in the game, she will be deemed ineligible to pitch for the remainder of the game. In both instances she is eligible to play

elsewhere in the field. All pitchers will be charged with an inning pitched if a single pitch is thrown, at the discretion of the umpire.

- 11.3. Only one charged “coach conference” per pitcher is allowed per inning. If a second conference is charged, the pitcher must be substituted for the remainder of the inning.
- 11.4. A pitcher substituted during an inning, cannot re-enter during the same inning (unless substitution was due to an injury)
- 11.5. Anyone warming up a pitcher must wear a catcher’s mask at all times.

12. Call-ups/Substitutes

- 12.1. During heavy periods of team absenteeism, concerted efforts should be made to complete a roster with younger players or share rosters in order to ensure games are being played!
- 12.2. Call-ups/Substitutes rules apply for both the regular season and playoff games.
- 12.3. Once at the diamond, if a team is unable to field a minimum roster due to insufficient players, a 10-minute grace period will be extended to find an appropriate call-up or to borrow a substitute.
- 12.4. If a team does not have the required min players after a 10-minute grace period, or falls below the minimum threshold during the game (injury, absenteeism) there are two options;
 - 12.4.1. **Option 1: Call-ups**
 - 12.4.1.1. Call-ups must play in a lower division within the house league or interlock. Call-overs (sharing between same division, same association teams) WILL NOT be permitted.
 - 12.4.1.2. A team may only call up enough players for the purpose of fielding a 10-player team and not to purposely “boost” a team’s ability or to sit weaker players.
 - 12.4.1.3. If the call-up is invited to play and arrives at the diamond, she must be allowed to play.
 - 12.4.1.4. If during the course of the game, the team can now complete their roster with designated team players, the call-up will continue to play.
 - 12.4.1.5. Subject to the following rule, call-ups absolutely may not pitch. (Encourage player development within your team and division).
 - 12.4.1.6. Call-ups may pitch in the U17 and U21 Division, including playoff games.
 - 12.4.1.7. Call-ups are eligible for playoff games and must adhere to all call-up stipulations.
 - 12.4.1.8. Call-ups are a player privilege solely at the Coaches discretion, and coaches should look to alternate their call-ups and provide opportunities for other girls.
 - 12.4.2. **Option 2: Borrowed Players**
 - 12.4.2.1. If call-ups are unavailable and the opposing team has more than 9 players, teams should borrow substitutes from their opponent in order to play the game. (This ensures families travelling great distances are rewarded with games played and girls are provided necessary development and fitness.)

- 12.4.2.2. Borrowed players must come from the opposing team, designated by the opposing coach.
- 12.4.2.3. The lending coach will choose players at their discretion but will make efforts not to lend the same player(s) in consecutive games, or exclusively.
- 12.4.2.4. Opposing team can lend players for both defensive and offensive if desired, but they may also lend for defensive only (player will still bat offensively for her own team).
- 12.4.2.5. Opposing team must lend players for fielding. Both team coaches will need to come to an agreement to lend players for batting.
- 12.4.2.6. As late opposing players arrive, borrowed substitutes will be returned to their home team.
- 12.4.2.7. The games involving borrowed substitutes are considered "legal" results and recorded.

13. Defaults/Forfeit

- 13.1. There are four circumstances in which games may be forfeited:
 - 13.1.1. A team is unable to field the required number of players.
 - 13.1.2. A team refuses to play a scheduled game (including rescheduled rainout dates)
 - 13.1.3. The home team does not post the scores to the designated website within 7 days (sending scores to the convenor for the purpose of having the convenor enter the scores will be treated as a forfeit)
 - 13.1.4. A player, coach, or fan who has been ordered by an umpire to leave the park and refuses to do so within a reasonable period of time will result in a forfeiture of the game by the offending team. (See Ejections)
- 13.2. Coaches and players are required to be at the scheduled diamond at the scheduled time unless otherwise instructed by the league/convenor who has been in direct contact with the league/town regarding possible field closures. (see Weather Rules)
- 13.3. Only when call-ups and balancing the teams is not possible will the offending team Default the game. The intent should always be to play a house league game.
- 13.4. Default/Forfeits will be scored 7-0 in the standings for the winner.
- 13.5. If both teams are unable to field a team due to insufficient players, both teams default and each will have a 0-7 loss recorded in the standings.
- 13.6. In all Default/Forfeit situations, coaches should hold an impromptu practice for attendees.
- 13.7. All Defaults/Forfeits must be reported to the appropriate convenor by both teams.

14. Weather Rules

- 14.1. Teams should assume the game is to be played and arrive at the diamond ready to play.
- 14.2. Softball is an outdoor sport and can be played in less-than-optimal climate conditions. Safety is the determining factor and coaches, umpires, associations, and the Towns will make the necessary precautions to ensure safe playing conditions for all and at all times.

- 14.3. If both teams have the minimum required players for the game, Rain delay/ Cancellation rules are applicable. If one or both teams do not have the min players, see default/forfeit.

15. Delay/Suspension of Play

- 15.1. Once at the diamond, Rain Delay/Suspension or Play Resume/Cancellation will be solely at the discretion of the umpires.
- 15.1.1. Softball Canada uses the 30/30 rule for lightning: 30-30
Rule: Determine the threat of lightning in your area.
- 30 Seconds: Count the seconds between seeing lightning and hearing thunder. If this time is less than 30 seconds, lightning is still a potential threat. Seek shelter immediately.
 - 30 minutes: After the last lightning flash, wait 30 minutes before leaving shelter. Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure the threat has passed.
- 15.1.2. When the field conditions become unplayable during a rain delay; the umpire in consultation with the coaches will determine if the diamond is unfit to resume.

16. Cancellations

- 16.1. The decision to cancel a game is made one of two ways;
- 16.1.1. VP HL or Division Convenor with consultation of VP may cancel a game in the event of bad weather/unplayable fields if they notify the convenors/teams well in advance of scheduled game time (by 5:30 for early starts and 7:45 pm for late games)
- 16.1.2. The Umpire will delay/cancel the game on-field at the scheduled game location.
- 16.1.3. Coaches cannot arbitrarily cancel games due to weather under any circumstances. Such incidents will be reported to the teams' home Association.
- 16.1.4. If play has started, and a game cannot be completed prior to the bottom of the third, the game will be ruled "DNP," and will be rescheduled.
- 16.1.5. If play has started in the bottom of the third and the home team is leading, the game is recorded as a home win; If the home team is trailing and has not completed their at-bat, the game will be ruled "DNP," and will be rescheduled.
- 16.1.6. Starting in the fourth, if the home team is trailing and has not yet started/completed their final at-bats, the game score will revert back to the last complete inning. If the home team has taken the lead during this at bat, the score is recorded as a home team victory, whether the inning is complete or not. If play has not started at the time of the cancellation, no score will be recorded in the standings and the game is ruled a DNP "did not play," and will then be rescheduled.

17. Rescheduling games

- 17.1. Every attempt will be made to reschedule games that have been cancelled.

18. Umpires

- 18.1. The umpire should inspect the playing field and boundaries, equipment and clarify association-specific ground rules at the beginning of each game. Coaches should ensure that all association and division rules are clear to the umpires.
- 18.2. Decisions to suspend/continue/cancel play are made at the scheduled game time, at the scheduled diamond.
- 18.3. The umpires shall determine when play is suspended/delayed/canceled due to unplayable/unsafe field conditions; (see weather rules) or injuries.
- 18.4. Such decisions are indisputable.
- 18.5. If an umpire does not show up by game time start, each team shall provide one coach umpire.
 - 18.5.1. One team coach shall be the plate umpire and one team coach shall be the field umpire. Teams may choose to alternate between plate and field, but it is not mandatory.
 - 18.5.2. Should the umpire arrive after game start, the umpire shall resume his/her duties.

19. Umpire's Judgement

- 19.1. In case either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action.
- 19.2. Coaches can request counsel with the umpire to get clarification of the rule as applied.

20. Protests

- 20.1. There shall be no protests, the umpire's judgement is final.

21. Ejections/Suspensions

- 21.1. Each team's coach will be accountable for their behaviour and that of their respective supporters.
- 21.2. Any persons, players, coaches, managers or supporters, ejected for any reason must immediately leave the playing area, and park.
- 21.3. Umpires have the authority to eject/banish any disorderly person(s) from the playing area.
- 21.4. All ejections will be reported by the umpire to the necessary association authority.
- 21.5. All ejections will be reviewed by the necessary association authority and may result in further disciplinary action.

League Rules that are not part of Softball Canada

22. Batting

- 22.1. U13; no dropped third strike rule. The batter is out and the ball is live.
- 22.2. U13; No infield fly rule.

23. Stealing

- 23.1. **U11 - U13**
 - 23.1.1. May make their attempt to advance (steal) as the ball crosses the plate.
 - 23.1.2. Cannot steal home on a pitched ball (including wild pitch or throw back to pitcher) If ball is put in play via hit by batter or throw by catcher, runner may advance at their own risk
 - 23.1.3. Cannot advance to second base on a walk.
- 23.3. **U15 & Above**
 - 23.3.1. May make their attempt to advance (steal) as the ball leaves the pitcher's hand.
 - 23.3.2. Can steal home.

24. Overthrows

- 24.1. When the ball is in play and overthrown beyond the playing area boundaries, all runners are awarded 2 bases from their last legally held base at the time the ball was thrown.
 - 24.1.1. U13 Exceptions
 - 24.1.1.1. U13s will receive one base only.
 - 24.1.1.2. U13 base runners may only steal one base at a time.
 - 24.1.1.3. U13 base runners must be hit home.
- 24.2. On a wild pitch within the playing boundaries, base runners can advance at their own risk.
- 24.3. If the ball goes under/over or lodges in the backstop, the ball is dead and runners are awarded one base only. This rule does not apply to U13.

25. Age Specific Exceptions

- 25.1. **U9**
 - 25.1.1. Pitching - Inning 1, 4, 5 - the coach/parent will pitch.
 - 25.1.2. Pitching - Inning 2,3 - the first player pitcher pitches to first 3 batters
 - 25.1.2.1. The second player pitcher pitches to the next 3 batters (pitcher should have been warming up on the sidelines.
 - 25.1.2.2. One defensive coach will be on the field, near the pitcher, to assist and encourage the pitcher.
 - 25.1.2.3. When a player is pitching, a walk will be granted after 3 balls. However, in order to give each player a chance to hit the ball, the defensive coach (already on the field) will pitch one hittable ball to the batter. If the player does not hit the ball, she is awarded first base as per the walk. If the player hits the ball, all regular rules apply as per a batted ball.

- 25.1.2.4. If a pitcher throws 3 strikes, before throwing 3 balls, the batter is out and their turn at bat is over.
- 25.1.2.5. Walks and strikeouts are only in effect when the player is pitching.
- 25.1.2.6. The player/pitcher must pitch with at least 1 foot on the pitching rubber.
- 25.1.2.7. A hit batter (not slowly rolling on the ground) will be awarded first base. (Apply the ball 3 rule to bat again)

25.2 The Pitching Coach

- 25.2.1. Pitches to his/her own team from approximately 3 feet in front of the pitching rubber, marked with a line in the dirt. The ball is pitched to offer the batter the maximum opportunity to hit it. In order to keep the game moving, a maximum of 4 pitches per batter is allowed.
 - 25.2.1.1. Must not play a hit ball. A defensive player, playing in the area normally occupied by the pitcher, will play balls that are hit near her or the pitching coach. If the ball should hit the pitching coach for any reason, the umpire will call time and any play is automatically dead. A “no pitch” will be charged to the pitcher, and the batter will return to bat assuming the count of pitches she had prior to the no pitch occurrence. If at the discretion of the umpire, there is intentional interference with the defensive play by the pitching coach, he/she may be asked to leave the game. EXAMPLE: Not getting out of the way of the player in the pitching circle or blocking view between 1st and 3rd base.
 - 25.2.1.2. Must make every attempt to not interfere with the play. After the pitch, the pitching coach should move to a position outside the rim of the circle towards 2nd base.
 - 25.2.1.3. Ensures that the catcher is in a safe catching position before the pitch.

25.3 The Catcher

- 25.3.1. Will return the ball to the pitching coach or pitcher (whoever is pitching).

Game Play

- 25.3.2. After the batter has hit the ball in fair territory, the umpire will signal a stop in play when:
 - 25.3.2.1. Ball is hit into the air as a pop fly and caught by a defensive player. All runners return to their bases. (There are no double plays or tagging up.)
 - 25.3.2.2. Ball is hit to an infielder who runs and touches a base.
 - 25.3.2.3. Ball is hit to an infielder who throws overhand to a base.
 - 25.3.2.4. Ball is hit to an outfielder who must throw towards the infield to make a play, either in 1 throw or in a subsequent throw from an infielder.
 - 25.3.2.5. Infielder tags a runner for an out.
- 25.4. The umpire will instruct the runners as to which base is awarded, based on the location of the runners in relation to the half-way point between bases at the time of the “stoppage in play” event.
- 25.5. Coaches will not physically assist any runner while the ball is in play. In the event he/she does, the umpire will give one warning before next time calling the runner out at the same time of the infraction.

- 25.6. The inning will continue until 8 batters have had their turn at bat. When the 8th batter comes to the plate, the offensive coach will announce to the home plate umpire, "LAST BATTER". If the coach fails to call "LAST BATTER", the last batter will be replayed.
- 25.7. An out made on the 8th batter, before she attains first base safely, or on a caught fly ball, will end the inning, and no runs will score. If a play is not made at 1st base and the ball has not gone out of bounds, then the defensive player must make a play at home plate. Runners must touch home plate to score a run. If the 8th batter hits the ball on the ground or in the air, the inning will end when the catcher receives the ball and touches home plate. Bowling the ball to the catcher is not allowed. All runs will score until the ball is thrown to the catcher. If the 8th batter strikes out or flies out, the inning is complete and no runs score. **** Note:** *if a team has only 8 players, the second batter will start the order for the 2nd inning, the 3rd batter for the 3rd inning etc to ensure a different last batter for each inning.*
- 25.8. The maximum number of runs per inning is 9. Runners coming home must step on the plate to score.
- 25.9. No additional bases will be awarded on an overthrow of any base by any defensive player, except in the case of a ball hit by the last batter. On the last batter, if the ball crosses the "out of play" line as a result of a defensive play, then all runs shall be counted as having scored.
- 25.10. No stealing bases, lead offs, sliding into bases or home plate. No bunting.
- 25.11. The batter cannot advance to 1st base on a dropped 3rd strike.
- 25.12. If a base runner is hit by a batted ball from the 1st to 7th batter, the runner is out. The batter is awarded 1st base, and all other runners return to their bases occupied at the time of the pitch unless forced to the next base. If a base runner is hit by a batted ball by the 8th / "last batter", the runner is out, and no runs are scored.

25.13. **U11 SPECIFIC RULES**

25.13.1 Pitching

- 25.13.1.1. Pitchers must wear a face shield at all times while playing this position.
- 25.13.1.2. Pitchers must pitch windmill or at least half windmill. No underhand or LOB style is permitted
- 25.13.1.3. Pitchers may pitch a maximum of 2 consecutive innings.
- 25.13.1.4. A maximum of 3 innings per pitcher in the game is permitted.
- 25.13.1.5. No pitching substitution is permitted once an inning has begun except in the event of an injury. (Rule regarding consecutive innings still applies.) If 2 or more pitchers are used in 1 inning (due to injury) each pitcher is credited with pitching 1 inning.
- 25.13.1.6. Immediately after the 4th walk by a pitcher in any inning, the pitcher will move to a fielding position next to the pitcher's plate and the batting team will supply a coach to pitch (as in minor league). Another player will pitch the remainder of the inning until 3 outs are recorded or 5 runs have scored. Coach pitching rules as per minor league will be effective. (no stealing, 4 pitches per batter).
- 25.13.1.7. A hit batter is considered a walk. ****Note-** *In discussion with the coaches, the convenor will assess the progress and after the mid-season, may direct that the pitcher will remain in the game pitching until the end of the inning. There will be no*

substitutions.

25.13.1.8. The coach, when on the field, shall step aside after pitching the ball to allow for the defensive pitcher to field the ball. (See U9 Rules)

25.13.1.8. When the coach is pitching there is no bunt

Process flow for Coaches' questions and concerns (other than protests and rainouts)

If a coach has a concern about any matter concerning his or her team, the following process should be followed in bringing the concern to the attention of the BGSA:

1. The coach will send an email to the Convenor of the Division (whether U13, U15 or U17). The email should outline the question or concern in sufficient detail to allow the Convenor to fully understand the situation. If the question or concern is a result of something that occurred in a game, the coach should bring the matter to the attention of the Convenor within 48 hours of the game being played.
2. If the matter is non-controversial and within the Convenor's expertise (e.g. a question about playoff dates), the Convenor should answer in as short a timeframe as possible. Usually, it can be assumed that the coach's question or concern will be shared by other coaches, so it is best practice for the Convenor to provide his or her answer to the entire list of coaches on the Division.
3. If the coach's question or concern is regarding an interpretation of the BGSA Rules, assuming the correct answer is not obvious, the Convenor should refer the question to the Umpire-in-Chief for the association convening the Division. Again, once the Convenor has obtained an interpretation from the Umpire-in-Chief, the answer should be distributed to all of the Division's coaches.
4. If the coach is concerned about a controversial matter, regarding the conduct of the opposing team or its coaches/parents at a game, in addition to gathering the facts from the concerned coach, the Convenor should also reach out to the other team's head coach to get any other facts that might bear on the Convenor's decision. Once the Convenor is satisfied that he/she has all the relevant facts, he/she should send out a decision on the matter as soon as possible. Once again, this decision should be distributed to all Division coaches, so that every team can have the same understanding of things. The Convenor should consult with another BGSA Convenor or the VP HL, if the issue is particularly difficult to reach a decision on.
5. If a coach does not agree with the Convenor's decision, the coach should bring the matter to the attention of the VP HL for a final decision.
6. All decisions rendered by a Convenor should also be forwarded to the House League committee, so there is a general league-wide understanding of how the Rules and other matters are being interpreted across all Divisions.

Appendix – Additional forms

1.1 Player Rating Sheets

The rating sheet is completed at the end of the season and used as the primary tool for the teams to be made for the next season. All coaches must read and thoroughly understand Section 1.0 -Player Rating Process.

1.2 Accident Forms

Remove and make extra copies to have accident forms with you at all times.

1.3 Line-Up Sheets

Remove and make enough copies to see you through the regular season and playoffs.

1.4 Favourite Positions

Information is to be gathered from each player. This form will be used by the coach and the convenor to ensure that players are rotated fairly.

1.5 Player History Forms

These forms are used to give the coach additional information pertaining to the player's medical status. Remove and make enough copies for your team. Keep these forms confidential as they contain sensitive personal information.

1.6 Diamond Problem/Condition Report

This form is used to report any problems with the diamonds. This includes unsafe backstops, broken benches, poor field maintenance, or unsafe home plates. BGSA is charged for diamond usage, therefore we must ensure they are maintained and safe for play. This form should be submitted to the division convenor, or an email sent as the problem is identified.

1.7 Fair Play Agreement

This form is used to reinforce the Fair Play concept explained in Section 3.2 of the Coaches' Guide. Photocopy as many forms as you need.

NOTE:

THESE FORMS MUST BE SIGNED BY ALL PLAYERS/COACHES and returned to your convenor by the 3rd week of play.

1.0 - Player Rating Process

The rating process is very important to ensure an accurate appraisal of each players' abilities. This rating sheet is the primary tool used to put teams together. Each coach must complete a Player Rating Sheet (Form 1.1) at the end of the regular season and deliver it to their division convenor prior to Day of Champs. The division convenor will provide guidelines at the beginning of the playoff season to assist in rating players. By using the coach's fair and accurate assessment of each player, teams will be more balanced, making the game more enjoyable for all.

General Guidelines

When assessing players' skills, attitude, or baseball knowledge, make sure that you are comparing them against all the players in the division, not just the players on your team.

- Rate the players correctly in each category. A player may have a great attitude and good baseball knowledge but is lacking in skills. Make sure that each area is rated according to the guidelines noted below.
- Rate pitchers and catchers carefully as they are particularly important (refer to guidelines below).

Rating Categories

Attitude and baseball knowledge contributes to the overall performance of any baseball player. Players with an intuitive feel for the game, and a great attitude, can generally outperform a skilled player who doesn't use her talents effectively. Consider the statements below to evaluate players, using a rating from 1 (Poor) to 5 (Excellent).

- Base Running:** Are they one of the fastest runners in the division or slower than most? Can they slide effectively and use this skill on a regular basis? Are they a smart base runner, watching for coaching signals or looking for opportunities to steal and advance a base?
- Fielding:** Are they better at catching the ball than other players in the division? Are they effective at line drives, long fly balls and grounders? Do they move quickly and position themselves to catch the ball or are they caught out of position? Do they know where to make the play after catching the ball?
- Throwing:** Do they have good fundamentals in throwing the softball? Can they throw across the diamond or hit the cut-off player with accuracy or is this a struggle? Do they have a quick release?
- Hitting:** Are they consistent at the plate in getting hits or working the count to gain a walk? Do they have a good sense of the strike zone at the plate, or do they swing at bad pitches or get out on called strikes? Do they have good fundamentals – a balanced stance, solid swing using the legs and hips and are they prepared when they step into the batter's box?
- Softball Knowledge:** Do they have less knowledge, the same or more knowledge than the average player at this level? Do they have a good grasp of the rules or know why certain coaching moves are made?

Rating General Skills

Players are rated from 1 to 5 based on the criteria below. Half scores are allowed if the coach feels that a player's rating should fall roughly between categories. Remember to rate your players against all of the league players within your division, not just your team.

1 = Poor	Beginner, needs lots of work to improve skills	Generally, 90% of the players at this level are better.
2 = Below average	Knows the basics but is weak, needs practice	Generally, 60-70% of the players at this level are better.
3 = Average	Demonstrates all the skills and uses them some of the time	Generally, this player is roughly equal in ability to the average player at this level.
4 = Good	Very good player, has the skills and demonstrates them most of the time	Generally, this player is better than 60-70% of the players at this level.
5 = Excellent	Outstanding player, knows all the skills and uses them constantly	Generally, this player is better than 90% of the players at this level.

Rating Pitchers and Catchers

For obvious reasons, pitchers and catchers are particularly important to rate correctly. Please use the following guidelines in addition to the rating guidelines noted above.

PITCHERS

1 = Poor	Beginner, few strikeouts, high percentage of walks per inning	Does not handle stress well
3 = Average	1-2 strikeouts per game, less than 2 walks per inning	Handles stress on par with most other pitchers.
5 = Excellent	In the top 10% of pitchers, 1-2 strikeouts per inning, less than 1 walk per inning	Excels in stressful situations.

CATCHERS

1 = Poor	Beginner, inconsistent on throws to the bases, does not call plays to the infield	Does not handle stress well
3 = Average	Fairly consistent on throws, calls some plays in the infield	Handles stress on par with most other catchers.
5 = Excellent	In the top 10% of catchers, throws consistently to every base, calls out plays	Excels in stressful situations.

PLAYER RATING SHEET

DIVISION _____

TEAM _____

COACH _____

NAME	YR/BIRTH	FIELDING	THROWING	BASE RUNNING	HITTING	PITCH	CATCH

1= POOR	Beginner-needs lots of work to improve skills	Generally 90% of the players at this level are better
2= BELOW AVERAGE	Knows the basics but is weak - needs practice	Generally, 60-70% of the players at this level are better.
3=AVERAGE	Demonstrates all of the skills and uses them some of the time	Generally, this player is roughly equal in ability to the average player at this level
4=GOOD	Very good player. Has the skills and demonstrates them most of the time	Generally, this player is better than 60-70% of the players at this level
5=EXCELLENT	Outstanding Player. knows all the skills and uses them constantly	Generally, this player is better than 90% of the players at this level.

All coaches must read **Section 1.0 Player Rating Process in the BGSA Houseleague Rules and Guidelines** and refer to the BGSA Guidelines for Rating Players before completing this Form.

PERSONAL ACCIDENT REPORT

Please print in ink - Submit 1 Copy to Division Convenor who will forward to VP Houseleague

LOCATION: (Name of park): _____ DATE: _____

NAME OF INJURED PERSON _____ AGE: _____

ADDRESS: _____ PHONE: _____

EXACT TIME OF ACCIDENT: _____ AM/PM

EXACT LOCATION OF ACCIDENT: (Diagram on reverse) _____

TYPE OF INJURY: _____

CAUSE OF INJURY: _____

ACTIVITY INDIVIDUAL INVOLVED IN: _____

FIRST AID ADMINISTERED BY WHOM: _____

NUMBER OF PARTICIPANTS AT TIME OF ACCIDENT: _____

WITNESS OF ACCIDENT: _____ PHONE: _____

ADDRESS: _____

NOTIFIED THE FOLLOWING:

- | | | | |
|------------------------|---------|--------|-------------|
| 1) AMBULANCE | YES ___ | NO ___ | TIME: _____ |
| 2) FACILITY MANAGER | YES ___ | NO ___ | TIME: _____ |
| 3) PARENTS OR RELATIVE | YES ___ | NO ___ | TIME: _____ |
| 4) CONVENOR | YES ___ | NO ___ | TIME: _____ |
| 5) POLICE | YES ___ | NO ___ | TIME: _____ |
| 6) OTHER _____ | YES ___ | NO ___ | TIME: _____ |

REPORTED BY: _____

Print Name

Signature

FOLLOW-UP: _____

THIS ACCIDENT REPORT MUST BE SUBMITTED WITHIN 24 HOURS AFTER ACCIDENT. IF ADDITIONAL INFORMATION IS REQUIRED, PLEASE USE REVERSE SIDE.

FIELDING LINE UP SHEET

TEAM: _____

BATTING ORDER PLAYER NAME	1	2	3	4	5	6	7	x
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								

LEGEND:	1 FIRST BASE	2 SECOND BASE
	SS SHORT STOP	3 THIRD BASE
	RF RIGHT FIELD	LF LEFT FIELD
	CF CENTRE FIELD	C CATCHER
	P PITCHER	X SIT OUT

FAVOURITE POSITIONS

DIVISION: _____
TEAM: _____

DATE: ____ / ____ / ____

(D/M/YR)

PLAYER NAME	POSITIONS PREFERRED		
	1 ST CHOICE	2 ND CHOICE	3 RD CHOICE
1)			
2)			
3)			
4)			
5)			
6)			
7)			
8)			
9)			
10)			
11)			
12)			
13)			

Coaches must complete this form for all players on their team and hand it into their convenor by the 3rd game of the season. This form will be used by the convenor, along with the coaches' game line-up sheets, to ensure that players are rotated fairly.

PLAYER MEDICAL HISTORY - Please Print in Ink

NAME: _____ AGE: _____ BIRTHDAY: ____ / ____ / ____
D M YR

ADDRESS: _____ POSTAL CODE: ____ - ____

HOME PHONE: _____ PARENT WORK PHONE: _____

CELL NUMBER: _____

FAMILY DOCTOR: _____ PHONE: _____

HEALTH CARD NUMBER: _____

DENTIST: _____ PHONE: _____

MEDICAL HISTORY	PREVIOUS INJURIES – Indicate Date	LAST TETANUS SHOT
EPILEPSY []	HEAD _____	3 Years or Less []
DIABETES []	NECK _____	3 to 5 Years []
HEADACHES []	BACK _____	5 Years or More []
	JOINTS _____	

MEDIC-ALERT Yes No

ALLERGIES (nuts and food, bee stings, etc) _____

MEDICATIONS _____
(Include allergy medicine):

RELEVANT MEDICAL INFORMATION (including items such as asthma, hearing aids, etc.)

HEIGHT ____ FT ____ IN WEIGHT ____ Lbs

Parents Signature _____

CITY OF BRAMPTON –

PARKS AND RECREATION DEPARTMENT SPORTS INCIDENT/COMPLAINT REPORT

Reported By: _____ **Date:** _____

_____ **From:** Brampton Girls Softball Association **Phone:** _____

_____ **Location of Incident or Complaint:** _____

_____ **Details of Incident or Complaint**

(names, conditions, playability, lining, general maintenance etc.)

<p>Please Return To: Division Convenor who will forward to VP Houseleague</p>	<p>Office Use Only:</p> <p>Received:</p>
---	---

<p>Action Taken:</p>

If your concern is immediate, please contact City of Brampton at telephone number 300.

FAIR PLAY AGREEMENT

Player & Parent - I agree to...

- Always play by the rules.
- Never argue with an official. When a call is disputed, I will let the coach or team captain handle it.
- Remembering that I am playing because I enjoy the sport. Winning is fun, but so are many other things about the game.
- Work at achieving my personal best and not get discouraged if it is not the best. There will always be better and lesser players than me.
- Show appreciation for good players and good plays, even by opponents.

Control my temper and not be a show-off.

- Play fair, at all times. Cheaters cannot be proud of their accomplishments.

Player Signature:

Date:

Date:

Parent Signature:

Coach - I agree to...

- Remind my players that a medal or a trophy is not the only measure of success.

Encourage my players and offer only constructive criticism.

- Instruct my players to follow both the letter and the spirit of the rules.
- Teach my players that officials are an important part of the game. They and their decisions should be respected at all times.
- Encourage sportsman-like behaviour.
- Give every participant a chance to play and learn skills.

Remember that my actions speak louder than my words.

Signature: _____ **Date:** _____