

MONTREALSOFTBALL.COM LEAGUE

SOFTBALL RULES MontrealSoftball.com League ALL DIVISIONS

SECTION A: CONTRACTS

1. Each team will receive 20 contracts.

All team contracts must be submitted before the first week of activity which begins May 1st. Thereafter, a modification form will be available for changes until June 15.

2. Once a player has signed a contract with a team, he must stay with that team unless both captains and league management approve a trade.

2a. Trades will only be permitted between games 4-7 inclusively for all divisions.

3. All players less than 18 years of age must have their contracts signed by their parents or guardians. Minimum age to play 16 years old.

4. Only players under contract will be allowed on the bench if in uniform.

5. A maximum of 13 players/contracts are permitted on the bench (16 for division 2).

6. In order to qualify for a game played, a player must have been present at a minimum of 4 games in a 12/14 game season for playoff qualifications. He also must have a minimum of 12 plate appearances* for a 12/14 game season.

(*Appearance includes walks, HBP, sacrifice fly). Note in a 10 game season it is 3 games, 9 appearances.

Note: for div 2 it is minimum 15 plate appearances – no minimum games played

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7. Players in the Sunday league can play for any team in the weekday league or Sunday division where they don't play and vice-versa but contracts must be signed in both teams prior to playing. Failure to sign in a player can result in a loss.

8. A player who signs in a lower division can play in a higher division but if he signs in a higher division, he can only play in lower divisions based on the player rating chart (see annex).

SECTION B: EQUIPMENT

1. All players must have the same dominant colored jersey with a different number (no taped or written numbers).

2. All teams must have "similar" (same shade) colored pants (softball/jogging pants) in order to play. No shorts or jeans are permitted.

3. All teams must have proper uniforms by June 1st. A new team will be given an extended period to June 10th.

4. The league will lend out pinnies (jersey) no charge for teams that don't comply with the jersey rule. Should they not have jerseys by June 1st or 10th, then they will be charged 10.00\$ per game.

5. Metal spikes are not permitted. A player with spikes will be automatically ejected from the game.

- All players must wear running shoes or rubber cleats.
- Rubber studs only will be permitted but they may not exceed the sole or heel by more than 2.00 cm.
- Shoes with round metal studs are not regulatory.

6. All catchers are obliged to wear a mask, shin guards (catcher or soccer) and chest protector in order to play. If he refuses to do so, then the team will be penalized with an automatic out for every inning that they do not comply with the rule.

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Catchers for the fast pitch and orthodox ball (Softball Canada - Article 6) must wear the following equipment:

- Mask
- Helmet (highly recommended)
- Chest protector
- Shin guards

7. Batters and base runners must have helmets at all times.

The wearing of a batting helmet with ear cover(s) is compulsory for fast and orthodox pitching (ASBM).

8. All composite bats must be **ASA2000 / 2004 / 2013, USA, USA SOFTBALL CERTIFIED, ISF2005, USSSA, or WBSC CERTIFIED** approved. Any bats on the non-approved list or having no identification or have been tampered with are not permitted. Prior to the game, both teams must have their bats placed in a visible area so they can be verified by an umpire or league representative.

Should a team have an illegal bat, then the bat can be confiscated or removed by an official. Should a team use an illegal bat during the game, an umpire will automatically call out and eject the batter; the bat will then be confiscated by the umpire or a league representative. The bat will be returned to the team at the end of the season or if the captain agrees to remove it from the equipment bag. Should it still be there upon verification, the player implicated and the team will face further disciplinary actions.

http://www.softballquebec.com/fr/page/a_propos/baton_reglementaire.html

Following the ejection, if a team has sufficient players to continue playing the game as stipulated by the league rules, then the game will be allowed to continue. A team falling from 9 to 8 players/hitters due to ejection, will forfeit the game. The ejected player will also be an automatic out each time his subsequent turn in the batting order is reached unless the team has a substitute. Note, the illegal bat is deemed to be in play as soon as the batter steps into the batter's box.

9. Pitchers cannot have long white sleeve jerseys or white caps unless they are part of the uniform.

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Pitchers must pitch a minimum of 12 innings and play 4 games in a 12/14 game division to qualify for the playoffs (3 games, 9 innings in 10 game season). Should the pitcher not qualify for the playoffs, a team is allowed to use without any issues, a roster player as a pitcher during the playoffs if he is deemed by the league to be of equal or less caliber than their highest caliber qualified pitcher.

Note: for div 2 it is minimum 15 plate appearances / 15 innings pitched for a player / pitcher to qualify

10. Pitcher must wear a protective mask when pitching and he can borrow one from the league if the team doesn't have one.

SECTION C: RULES OF PLAY

1. The duration of a game is a maximum of 7 innings or time limit reached of 90 minutes. For divisions that play 1h45, a maximum of 7 innings or time limit reached of 1h45 minutes. For the division 2x per week, a maximum of 7 innings or time limit reached of 2h00. In all cases, the time begins after the start of the scheduled game time; whatever the reason for the delay (rain, delay of the players, delay of the referee, maintenance problem, etc.).

No inning will start 10 minutes before the scheduled time for the end of the game.

In the event that the home team takes the lead in the game during their last at bat (or ties the game**) and the inning cannot be completed as time has elapsed, the latter (home team) wins the match (or will end in a tie**) even if the inning is not finished.

2. If time is called, the score will be determined by returning to the last complete inning played. Except in a case where in last inning home team takes the lead or ties the game, as mentioned in point 1 above.

In case of a game cancellation in progress which is not considered official, a minimum fee must be paid to the referees.

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For any game interrupted by rain and who's 3^{1/2} regulatory innings (or 4 innings) have not been played:

- There will be a waiting period of 15 minutes (maximum).
- If the game cannot be resumed, the game will be postponed to a date scheduled by the league and the game will start from the start (with the exception of playoffs, the game will continue from where left off).
- If after 3^{1/2} innings the home team leads the game and the umpire does not resume the game, victory will be given to the home team.

NEW: In case of a game cancellation in progress which is not considered official (number of regulatory innings), the minimum rate paid will be \$ 10.00 per inning (\$ 5.00 per umpire per inning).

2.a Game cancellation

In the event that the city deems that the fields are playable, no games may be cancelled by the leagues. If the league decides to cancel its activities, the games cannot be played at a later date and the referees must be paid.

In the event that the game is started, it is up to the referee to make a final decision after consulting with the league representative and team officials.

2.b Rescheduling of a game

The games postponed due to rain (or other reasons) may be rescheduled mainly on Fridays, Saturdays and Sundays. If the field is available during the week, we will be pleased to accommodate you.

3. Umpires will not start any inning if 10 minutes or less remain in the game time.

4. A team is limited to 5 runs scored per inning except innings 5, 6 and 7.

5. All official lineups and fees (\$35/team for 1h30 games, \$45/team for 1h45 games, 50\$/team for 2 hour games) must be given to the umpire (during

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meeting with captains) and the scorekeeper. Fees are higher for divisions playing 1 hour and 45 minutes or 2 hours. Any changes must be done with the official scorekeeper and he must advise the other team. **It is mandatory for a team to pay umpire fees prior to the start of the game otherwise a fine will be given by the league (\$50). The league will only refund a team under certain situations**

NOTE: umpire fees are payable also during playoff games

6. A minimum of 8 players is required to start a game. A team is awarded a 10 minute grace period at the start of the game to have a minimum of 8 players on their lineup to play. **The game must start if 8 players are present.** Should they not have enough players then they will lose by default. All players (official team contract at that point of the season) on the winning team will be awarded a game appearance and the players from the losing team who are present at the game will be awarded a game appearance.

7. To play or qualify for a game, the player must be present and register with the scorekeeper before the start of the 3rd inning (first pitch of that inning). Should he miss his turn in the lineup before the end of the 2nd inning but arrive before the start of the 3rd, the team will be penalized with an automatic out only for that presence. He can then return to his spot on the lineup. But if he doesn't arrive before the start of the 3rd and is in the lineup and had an official non present at bat, then the team will be penalized with an automatic out each time.

7.a A player needs to play 4 games for a 12/14 game season (min. 12 appearances at the plate which includes walks, HBP, sacrifices) to qualify for the playoffs. (3 games for a 10 game season, min 9 plate appearances)

7.b Pitchers must pitch a minimum of 12 innings and play 4 games in a 12/14 game division in order to qualify for the playoffs. (3 games for a 10 game season, min 9 innings)**

Note: for div 2 it is minimum 15 plate appearances / 15 innings pitched for a player / pitcher to qualify

**If the pitcher does not qualify for the playoffs, a team may use any qualified player - unless the league determines that the pitcher is not

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eligible due to his caliber. The minimum pitcher numbers are existing more for a team that has a pitcher that doesn't hit. If a team chooses to use a position player to pitch for playoffs, that player needs to be approved by league, i.e. cannot appear on pitchers exemption list.

8. Stealing is permitted only when the ball crosses the plate (except division 2). A player will be out should he leave beforehand. Stealing home plate is not permitted in divisions 7,8,9,10 at all times.

Stealing and bunting is not permitted for the team leading by a 10 point difference in the game. If the runner does attempt to steal and touches the base, he will be called out. Once the differential is less than 10 then the team leading will be re-permitted.

9. There is no mercy rule in any division but if the losing team would like to call the game they may do so. The final score is from the point when the game was called.

10. On all close plays at the plate, all runners must slide. Failure to do so can result in an automatic out (umpire's discretion). This applies only to the divisions not having the commit line rule and must follow the ruling in the annex provided to the captains.

11. If the catcher blocks the plate, the runner can be safe (umpire's discretion). **This applies only to the divisions not having the commit line rule**

12. Once the ball is in the pitcher's glove and on the mound or rubber, stealing is no longer permitted. If at that point a player attempts to steal or leads off any base, he will automatically be called out.

13. Fast pitch is permitted by the following criteria:

- No 360 degree arm rotations.
- No whip or slingshot motion.
- Pitcher's foot remains on a portion of the rubber while in motion.
- The distance from the pitcher's plate and home plate will be 42 feet and the bases will be 65 feet.
- Restrictions on throwing a fastball apply to orthodox (softball) pitching.

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- The windmill is illegal.
- The half-windmill can be tolerated but needs to be controlled.
- The pitcher cannot bend his elbow above his head.
- Once on the mound, the pitcher may start his motion as soon as the batter looks at him and he has both feet in the batter's box.

14. If the catcher drops the ball on a third strike, the player is automatically out.

15. All teams can field 9 players but can have 11 hitters on the rotation. Players on the lineup can rotate on the field but it must be done before the inning starts (exception: player can replace an injured player on the field). A player who is substituted out cannot return to the game. All substitutions must be given to the scorekeeper.

16. A team may have a designated hitter for the pitcher position ~~but he cannot play in the field. Should a pitching change occur, the DH will always bat for the player in the pitching position. For more details, please read the annex attached (DH rule)~~

17. A team may have a designated runner at the start of the game for a player unable to run (max 2 in a game) due to an injury or other reason. **This hitter is forced to stop at all times on 1st base, except if a ball is hit over the fence. This rule also applies to pinch runners during the game and team can use a maximum of 2 pinch runners/designated runners per game overall combined.**

The last out is designated as the pinch runner for a batter/runner.

Note: a pinch runner can steal a base in the following play

18. Women will not be permitted to play in the men's league.

19. If a batter is hit by a pitch, the umpire will decide if the batter takes his base. A batter must attempt to avoid being hit by a pitch at all times.

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20. Any player who cannot hit in his usual spot due to injury won't be an automatic out (the player can be replaced by a substitute player OR his name can be removed from line-up)

21. A safety base will be placed at first base. The runner going to first must step on the orange part of the base to avoid contact with the opposing player. If he does not, the umpires may call him out for interference (possible suspension). A fielder must step only on the white part of the base to put out the runner otherwise the runner is safe. He must also avoid collisions with the runner otherwise the umpire may award the runner the base due to interference and can eject the player.

22. If the catcher is on base with 2 outs, the team must call time and replace him with the last out (optional in the playoffs).

23. If a team has 9 players and one of the players is ejected, the opposing team will be awarded the win. A team cannot continue the game with 8 hitters if they started with 9. The team can replace him with a substitute but cannot continue with 8 hitters only. The only time a team can continue a game with 8 hitters is if the ninth hitter is injured. Also, a team can start a game with 8 hitters but if they lose a player due to injury or an ejection, they will lose the game by default (game is still considered official for player qualifications and statistics).

24. For all other rules which are not mentioned in this book, www.montrealsoftball.com leagues will apply Montreal Softball Association rules.

25. A team may put in a protest if they believe the ruling was not applied correctly or if the opponent is playing with an illegal player or equipment. Teams can protest only on the application of specific rules and not on an umpire's decision.

PROCEDURES

Any protest notice must be made by the captain only and given to the scorer (also notify the umpire) at the time of the infraction before play resumes. An amount of \$ 60.00 must accompany the protest before 11:00 p.m. on the evening of the

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match. It is the responsibility of the team placing the protest to provide evidence of the misinterpretation of the ruling.

If the protest is won, the sum of money is returned to the team who lodged the protest. If the protest is lost, the decision-making body keeps the deposited money.

26. For the weekday league, all teams must be prepared to play 2 games per week during the playoffs. Under extreme circumstances, a third game may be played during the same week.

27. Tie breaking rule standings:

- 1.Points
- 2.Wins
- 3.Head-to-head record
- 4.Differential runs head-to-head
- 5.Overall differential runs
- 6.Coin flip

28. All stats may be found on the www.montrealsoftball.com website.

SECTION D: CODE OF CONDUCT

1. All suspensions involving umpires and officials will be determined by the Montreal Softball Association.

Any member who is expelled from the game is automatically suspended. He must serve his suspension in the league where he was expelled before he can return to the activities of the A.S.B.M. *

- a) First offense: the member is suspended for 1 game.
- b) Second offense: the member is suspended for 3 games.
- c) Subsequent offenses: the member is suspended indefinitely and is referred to the appropriate management.

Any member who is expelled for harmful and dangerous conduct will be suspended indefinitely and will be referred to the disciplinary committee of the A.S.B.M.

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2. All other suspensions will be decided by the league owners, managers and the Montreal Softball Association

3. If the benches clear, there will be team fines as follows:

INSTIGATORS – \$ 100.00

DEFENDERS – \$ 50.00

UNDETERMINED – \$ 75.00 EACH

4. League managers/timekeepers must be respected at all times. Any contact, threats or verbal abuse will lead to severe suspensions.

5. If a fan or individual gets involved in an altercation of any kind, the team will be fined 100.00\$ and be placed on probation. Furthermore, the game will not start until the individual leaves.

6. The www.montrealsoftball.com leagues can expel a team at any time if the code of conduct is not respected. No refund will be issued if a team is expelled.

7. A TEAM MUST NOTIFY MONTREAL SOFTBALL OF A CANCELLATION A MINIMUM OF 48 HOURS PRIOR TO GAME TIME INDICATED ON THE SCHEDULE.

Regardless the notification, a team will receive a default loss and is liable to pay the fine indicated below. The league reserves the right to have the game rescheduled under extreme circumstances.

If a team forfeits three times, they will need to pay the fine and will be expelled from the league.

If a team does not have enough players to start a game and loses by default, they will be obliged to pay the following fines prior to their next game otherwise they won't be able to play:

A) 1st loss by default: 120.00\$ fine.

B) 2nd loss by default: 150.00\$ fine.

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C) 3rd loss by default: 250.00\$ fine and possible expulsion from the league.

Each team that won by default, will be given 50.00\$.

SECTION E: ALCOHOL

In the event of non-compliance with the alcohol regulations during a match, an umpire has the authority to expel the offending player(s) and end the game. The umpire must be paid in full and the match cannot be resumed.

Any individual or collective member may not consume alcohol, drugs or tobacco during the course of a match.

The umpire is not responsible for managing consumption in the stands. However, a player who appears on the field under the influence of alcohol or drugs is automatically ejected from the match.

Although we have extracted certain elements, we invite you to take the time to read the management document to ensure compliance with the rules.

Whenever the letters A.S.B.M. are used in these rules, they mean Association de Softball et Baseball a Montreal.

Any complaint concerning the referees, grounds, coaches (team manager), etc. must be made via the "Complaint" section of the website www.asbm.ca no later than 48 hours after the game in order to speed up and improve the processing of this complaint.

GOOD LUCK TO ALL TEAMS!!!!