

Sherwood Park Ladies Fastball

Playing Rules 2025

Rosters

1. All players/coaches on a team's roster must be registered with Softball AB.
2. The maximum number of players in the lineup is dictated by the number registered with Softball AB.
3. The minimum number of players to start and end a game is 8; otherwise, the game is considered a forfeit.
4. Ejection of a player does not impact this rule. The team can continue to play provided there are 8 players.
5. If a game is played with 8, the 9th position in the lineup is recorded as an automatic out. A 9th player may enter a game at any time with notice to the umpire/opposing team.
6. Substitution Method: Each team can choose either the 'standard' or 'unlimited' method of substitution, but must announce their intent to the umpire and opposing team before the start of the game. Once decided upon, the team must abide by the respective rules of each. A game can occur with each team using a different method, or both using the same.
 - a. **STANDARD SUBSTITUTION:** Teams must list the players who will bat and play defence on the scoresheet (a maximum of 10, including a defensive player). The starting players may be taken out of the game once and may re-enter the game once. Teams can make changes during and between innings if they choose and must notify the opponent accordingly.
 - b. **UNLIMITED SUBSTITUTION:** Teams may list all players on the score sheet. This number may exceed 9; however, only nine players may play defence at one time. Each player listed on the score sheet must bat. Unlimited exit and re-entry apply, but teams can only make defensive changes between innings (except if necessitated by injury).

Game Length, Start Time & Forfeitures

1. Games are scheduled for **1.75 hours**; no new innings after **1.5 hours**.
2. Start times will vary based on diamond assignments, and/or the night of play:
 - a. **Double headers Sunday: 5:00-6:45 and 7:15-9:00.**
 - i. **No new innings after 6:30 and 8:45.**
 - b. **Single games Thursday: 7:00-8:45.**
 - i. **No new inning after 8:30.**
3. Games may end in tie scores with a single point awarded to each. No tiebreaker rule in effect.
4. Games shall commence within 15 minutes of posted time, or the late team forfeits. Teams may agree to play an exhibition game to take advantage of the field allotment and umpires; however, the game is officially recorded as a forfeit. All forfeitures will be recorded as 10 runs for the winning team and 0 runs for the losing team.
5. Should the situation arise when both teams are in a forfeit situation, the game will be considered a tie with a score of 1-1.
6. The WINNING team is responsible for communicating (email or text) the results to the league scheduler.

Rainouts

1. If the weather is questionable, a rainout will be declared by 4:00 pm on game day.
 - a. Sherwood Park games declared by **Wye (Loretta or designate)**
 - b. Tofield games declared by the **Triggers** representative.
2. League rep will notify the umpire assignor (via text message).
3. Rainouts will be played for double points at the next scheduled meeting.
 - a. If a rainout is not declared by 4 p.m., the teams must show up as scheduled for a game time decision. If it begins to downpour or lightning at the diamond, the umpire will call the game if conditions become unsafe. Due to our limited time slots for rescheduling, teams should be prepared to play in light rain.

Postponements

1. Postponements will only be considered when both teams have agreed upon a rescheduled date/time/location.
2. Requests to postpone must be confirmed with the league scheduler prior to noon, ensuring adequate time to notify the umpire assignor to avoid incurring umpire costs. Requests after noon will be considered forfeitures.
3. Schedule changes (postponements) will be assessed a \$25 fee (deducted from team performance bond).

Cancellations

1. All cancellations (except those caused by weather) will result in the forfeiture of points for the team requesting the cancellation.
2. The cancelling team will be assessed a \$25 fee (deducted from the team performance bond).
3. **If Air Quality Index is 7 or higher, games will be canceled by Loretta.**

Mercy Rule

1. After 2.5 or 3 complete innings of play, there is a difference of 15 or more runs.
2. After 3.5 or 4 complete innings of play, there is a difference of 10 or more runs.
3. After 4.5, 5, 5.5 or 6 complete innings of play, there is a difference of 7 or more runs.
4. Teams may choose to play out the time limit if they agree; however, the official score will be that at the end of the inning where the mercy rule was applied.
5. The decision to extend play is that of the teams, **not** the umpire.

Runs Scored per Inning

1. The maximum runs scored per inning by one team is 7 for every inning except for the last, which is unlimited. Usually, this means the 7th inning is unlimited unless the game is shortened due to time or any other constraint (which doesn't require an immediate stoppage in play, i.e. weather). In the event of a shortened game, the final inning declared by the umpire will be the unlimited inning. E.g. the umpire calls a time limit, which makes the 5th inning the final inning instead of the 7th, then the 5th will be unlimited.

Courtesy and Substitute Runners

1. A courtesy runner may be used for the catcher and pitcher to speed up the game when there are 2 outs. The second out player will replace the base runner IF the offensive coach chooses to use the courtesy runner.
2. In the event of an injury, if necessary, a substitute runner may be inserted to a maximum of 3 times per game/per team. The substitute must be the player who was last out (unless also injured); if so, then the 2nd last out will be the substitute.

Uniforms and Equipment

1. Teams are not required to follow uniform regulations outlined in Softball AB Operating Rules however, similar jersey colors are encouraged.
2. Metal spikes or shoes with detachable cleats are not permitted.
3. Helmets are required while batting and running the bases. A protective helmet is one that is fully enclosed with ear flaps, a foam liner, and a peak. The helmet must fit properly.
 - a. Minor aged players must abide by the Softball Canada rules for helmets.
4. All players and coaches must wear shoes with enclosed toes.
5. Catchers are required to wear the appropriate glove, helmet, chest protector, mask with attached throat protector and shin guards when playing defense. All equipment must fit properly.
6. Pitchers are not allowed to wear a glove that is (or adorned with) the same color as the ball.
7. Each player's responsible for ensuring any jewelry is non-hazardous and safe for play. The umpire may ask that it be removed or covered if considered a distraction or unsafe.

Misc Rules

1. Age of Players: There is no minimum or maximum.
2. Obstruction: a defensive player affects or prevents a batter from swinging at a pitched ball or hinders a runner's progress; the umpire may award an extra base if deemed obstructive.
3. Illegal Bats: refer to Softball Canada regulations
4. Batter's Box: Batters must keep one foot in the box between pitches. A strike will be awarded for a violation.

5. Passed Ball 3rd Strike: If the catcher is right-handed, the defensive player can play either bag at first base. If the fielder is playing the orange bag, the runner must yield.
6. Defensive Conferences: conferences are limited to 3 per game. A 2nd conference with the pitcher results in replacement.

Home Team Responsibilities

1. The home team is the first team listed on each scheduled game.
2. Diamond set up as follows:
 - a. Pitcher's plate = 43' from home plate
 - b. Pitcher's circle is an 8' radius from the center of the pitcher's plate.
 - c. 1st base = 60' from home plate and must be a double base (orange outside the baseline).
 - d. 2nd base = 84' and 10.75" from home plate
 - e. 3rd base = 60' from home plate
3. Home team is to supply 2 game balls (red dot) to the umpire at the start of each game; one new regulation and one good/used regulation ball.