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The official rules of the MGSA will be the Softball Canada rules except as amended by the MGSA and set out herein. Changes for 2017 are shown in *italics* and <u>underlined.</u>

By-Law 1 – Registration

- a) The team entry fee will be established at the first regular meeting of each year.
- b) All AreaAssociations are to pay entry fee, verify the number of teams in each division, and confirm diamond availability by the April date set by the Executive. Entry fees are due at the first Executive meeting following this date. Penalty: A fine of \$100 will be assessed to an Area Association that exceeds this deadline.
- c) All teams must submit a team roster to the MGSA Registrar prior to May 15. Penalty: A fine of \$100 will be assessed to an Area Association that exceeds this deadline. <u>All</u> <u>member leagues will electronically distribute the MGSA Social Media Policy and Code</u> <u>of Conduct to their respective players, by May 15. The Discipline chair will be copied,</u> <u>as proof that MGSA families have been notified. If leagues chose, they can blind copy</u> <u>recipients to protect the privacy of information. Failure to do so will result in a find of</u> <u>\$50.</u>





- d) Players may be added to rosters prior to July 1st. An updated roster must be filed with the MGSA Registrar and the Division Convenor. Rosters are frozen as of July 1st. No player may be added to a roster after that date without MGSA Board approval.
- e) All players playing in the MGSA must be registered or they are ineligible players. This includes call-up players.
- f) Proof of age is required for all players registered with the MGSA and must be submitted to the MGSA Registrar.
 - The MGSA shall accept as proof of age:
 - i) Province of Ontario Birth Certificate or Notice of Birth Registration,
 - ii) Birth Certificate from another Province or the United States of America,
 - iii) Province of Québec Baptismal Certificate (up to December 31, 1993),
 - iv) Photo and birth identification cards issued by the Government of Canada to immigrant children,
 - v) Official birth date certificate from a foreign country, in English, signed by an authorized official,
 - vi) English translation of foreign country's birth registration information, signed and sealed officially,
 - vii) English translation of foreign country's birth hospital official certification,
 - viii) Driver's License issued in Canada or the United States of America,
 - ix) Passport,
 - x) Province of Ontario Photo Card,
 - xi) Province of Ontario Photo Health Card.

Players registered with the MGSA in a previous season are exempt from providing proof of age if it is already on file.

Failure to provide proof of age by July 1st will result in the player being ruled ineligible to participate in league play until such time as proof of age is provided.

- g) Each Area Association may enter any number of teams in a division subject to the approval of the MGSA Board.
- h) The MGSA Board may reject a team entry or cancel a team's registration at any time it is considered by the MGSA to be in the best interest of the MGSA.

By-Law 2 – League Divisions

a) The MGSA shall accept Area Association team applications in the following divisions:

Age Categories (2017 Season)





Division	Ages	Birth Years		
Mite	10 and under	2007&later		
Squirt	12 and under	2005&later		
Novice	14 and under	2003&later		
Bantam	16 and under	2001&later		
Midget	22 and under	1995&later		

By-Law 3 – Scores and Standings

- a) Game points will be awarded on the basis of two points for a win, one point for a tie and zero points for a loss.
- b) In the event of a tie in the standings, playoff positions shall be decided by awarding the higher position to:
 - i) The team with the best head to head record involving the tied teams.
 - ii) The team with the best win-loss record over the season.
 - iii) If still tied, the team with the lowest total runs scored against them in the season.
 - iv) If still tied, the team with the highest total runs scored in the season.
 - v) If still tied, teams drawn from a hat for their playoff position.
- c) Both teams are to submit the score to the Division Convenor and webmaster via email within seven (7) days of each game. Game sheets must be available for verification in the event of a score discrepancy or other inquiry. Each player's first and last names and her jersey number must be recorded on both teams' game sheets. Penalty: The offending team's manager or head coach will be suspended for the offending team's next scheduled game.
- d) The home team is the official scorekeeper.

By-Law 4 – League Regulations

a) The scheduled start time of league games will normally be 6:30 pm and 8:30 pm. A 15 minute grace period will be granted in the event the field is not set for play or a team does not have the minimum number of players. No new inning will start 1 hour 45 minutes after the scheduled start time. The game will end at the earlier of 2 hours after the scheduled start time, the conclusion of the inning in progress at 1 hour 45 past the scheduled start time, or when stopped by the umpire for darkness, weather or another similar reason. (Exception: if the 8:30pm game is delayed by the extended finish of the 6:30pm game, the first pitch, prior to 8:45pm, will determine curfew times, as per above.)





- b) Teams are expected to make every effort to play all games as scheduled. This includes the use of call-up players. At all times during the season games may be rescheduled due to inclement weather, poor diamond conditions or City/Town mandated closures. Each team may reschedule up to two regular season games, for reasons other than those related to weather, diamond conditions or diamond closures, subject to prior approval by Division Convenor. A minimum of 48 hours' notice must be given for cancellations not related to weather, diamond conditions or diamond closures.All games scheduled in the final two weeks may only be rescheduled due to inclement weather, poor diamond conditions or City/Town mandated closures.
- c) Rescheduling of games must be arranged through the Division Convenor. The home team coach must provide at least two dates to the Division Convenor within two weeks of the scheduled game date. The Division Convenor will confirm neither team is already scheduled to play a game on the provided dates. If there is a conflict, the Division Convenor will request one or more additional dates from the home team coach. The Division Convenor will forward the dates to the visiting team coach. The visiting team coach must select one of these dates and respond to the Division Convenor within three days. The Division Convenor will then notify the home team coach of the visiting team coach's decision. If either team's coach does not meet the deadlines for rescheduling a game, the Division Convenor will have the sole responsibility for doing so. Refer to By-Law 9 for additional information.
- d) The home team is required to provide one new game ball for all regular season games. The home team is responsible for preparing the diamond for each game. Preparation includes setting up the bases and pitching rubber and making every reasonable effort to line the diamond. **Penalty:** Failure to have the field playable will result in a forfeit by the home team.
- e) The home team's Area Association is required to provide at least one umpire 16 years or older (13 years or older for Mite and Squirt divisions). Every effort should be made to schedule two umpires. **Penalty:** Forfeit by the home team.
- f) A team trophy will be provided to the winner of each playoff series. These trophies remain the property of the MGSA and must be returned to the League President or designate prior to July 1 of the following season. **Penalty:** A fine of \$50 will be assessed to the Area Association for not returning the trophy on time. A fine equal to the cost of repair or replacement will be assessed to the Area Association if a team trophy is returned damaged or not returned.

By-Law 5 – Team Regulations





- a) A team not in compliance with the registration regulations set out in By-Law 1 shall be ruled ineligible for league or playoff games until corrective action is taken.
- b) Teams participating in league games shall play only those players whose registrations have been approved by the MGSA Registrar.
- c) Any team found guilty of using a player who is ineligible under the By-Laws will forfeit all games in which the ineligible player participated. **Penalty:** the offending team's manager or head coach will be suspended for two games. It is the responsibility of each team's manager and coaches, and the Area Registrar to ensure that only eligible players participate.
- d) Any team forfeiting four games (without just cause as determined by the MGSA Board) during the regular season will be subject to penalty. **Penalty:** a fine of \$25 per occurrence will be assessed to the Area Association starting with the fourth forfeit.
- e) If there is a change in the main colours of an Area Association from the previous year, the MGSA Board must be informed and approval obtained.
- f) The number of registered players on a team roster shall be a minimum of nine (9).
- g) In the case of a player being called up, a copy of that player's approved registration need not be produced at the game, but the opposing coach may request verification from the league. This request must be recorded on the official score sheet, duly signed by the umpire. Failure to comply with this By-Law leaves the offending team open to protest of the game by the opposing team subject to a penalty of forfeit of the game.
- h) Call ups are permitted with following restrictions:
 - i) Each team is permitted a maximum of four call ups per game.
 - ii) Each call up must be marked with "PCU" on the score sheet.
 - iii) A team's roster cannot exceed 11 players when using call ups.
 - iv) Call ups cannot pitch in the Mite to Bantam divisions. The Midget division will be allowed to use one call up pitcher per game, to a maximum of three games per team during the regular season. No call up pitchers are permitted in any playoff game. The call up pitcher must be identified to the Convenor in the game report.
- i) An Area Association may only call up players registered in that Association. An Area Association may file with the MGSA Registrar a list of eligible players to be called up from its respective T-Ball, Rookie Ball and House League Baseball (e.g. MBA <u>"House League"</u>) divisions.





j) Continued, prolonged or chronic harassment of officials or opposing team members, or conduct considered detrimental to the best interests of the MGSA by a team, player coach or manager before, during or after a game may subject the offender(s) to forfeiture of the game and any further penalty deemed necessary by the MGSA Discipline Committee.

By-Law 6 – Player Regulations

- a) Any player wishing to play for a team within the jurisdiction of the MGSA must complete the registration form provided by the Area Association that is fielding the team in question. Proof of age must be provided at the time of registering unless it is already on file with the MGSA.
- b) Once a player has registered with an Area Association, that player is not permitted to play for any other Area Association in the same playing year. **Exception:** An eligible player may be registered in both the Ladies division and the Midget division. She may play Midget for one Area Association and Ladies for another, providing the Area Association in which she is registered at Midget does not have a team in the Ladies division.
- c) It is not permitted by the MGSA to have a player registered *for a team*in PWSA, <u>MBASelect or Baseball Ontario</u>.

By-Law 7 – Team Manager and Coach Regulations

- a) Each Area Association is responsible for appointing its team manager and/or coaches. The Area Association shall:
 - i) Submit by email to the MGSA Registrar prior to the *pre-seasoncoaches*meeting the names, telephone numbers and email addresses of all managers and coaches of each team entered in the MGSA.
 - ii) Submit by email to the MGSA Registrar and Division Convenor any additions, deletions or updates to the coaching information.
- b) Team managers and/or coaches are responsible for the action and conduct of their team's players before, during and after games, and shall comply with the provisions of the MGSA Constitution and By-Laws to foster and promote the purposes and objectives of the MGSA.
- c) Team mangers and/or coaches shall be responsible for the completion and signing of notification of protests together with the Plate Umpire.





- d) A team manager and/or coach and/or official shall not actively recruit or cause to be recruited any player from outside her home association.
- e) A team manager, coach or official may be censured, suspended or expelled from the MGSA by the Protest and Discipline Committee and/or the MGSA Board if, in the opinion of the aforementioned, her actions, omissions or conduct is prejudicial to the MGSA or any team, player or game official within the jurisdiction of the MGSA.
- f) When reporting an ejection, both teams must report the following information to the Division Convenor and Webmaster via email within 48 hours:
 - i) Name and uniform number (if applicable) of the ejected person,
 - ii) Team name and number,
 - iii) Division,
 - iv) Date, time and location of the offense,
 - v) Name(s) of the umpire(s), and
 - vi) The nature of the offense.

Penalty:The offending team's manager or head coach will be suspended for the offending team's next scheduled game.

- g) The team manager or coach is responsible for appointing a scorekeeper for each game. The scorekeeper shall keep a record of the following for both teams:
 - i) Each player's first and last name and uniform number,
 - ii) Each called up player, by marking "PCU" beside her name,
 - iii) Outs,
 - iv) Runs scored,
 - v) All pitchers and pitching changes.

By-Law 8 – Protest and Discipline Committee

- a) The Protest and Discipline Committee (hereafter referred to as the "Committee") shall be comprised of the Discipline Chairperson (hereafter referred to as the "Chair"), the MGSA Umpire-in-Chief and a minimum of two MGSA Board Members. The Committee shall be appointed by the MGSA Board to hold office until the next Annual General Meeting.
- b) Each Committee member shall be entitled to one vote. The Chair shall only vote to break a tie.



- c) In the event that a member of the Committee has a real or perceived conflict of interest in the matter under consideration by the Committee, the Chair shall appoint a substitute for that member.
- d) The Chair shall report all decisions to the Board in writing at the next meeting.
- e) Each protest or disciplinary action must be dealt with at the earliest possible date.
- f) A quorum of the Committee shall be a majority of its members.
- g) The Committee shall have the authority to take action in the matter of a protest, disciplinary action or registered complaint.
- h) The Committee may, at its option, invite or decline to invite any person subject to discipline, to the meeting at which the discipline is considered.
- i) Any individual who is subject to discipline and is invited to the meeting is entitled to representation.

Protests

- j) A manager or coach wishing to protest an MGSA game based on an alleged misinterpretation of the rules must fulfil the following:
 - i) Shall request "time" be called,
 - ii) Shall register such intent to protest at the time of the incident,
 - iii) Shall inform the plate umpire of the intended protest,
 - iv) Shall request the plate umpire record the details of the protest on, and sign, each team's score sheet,
 - v) Shall sign and request the manager or coach of the opposing team to countersigneach team's score sheet.

Penalty: A manager or coach who refuses to sign the score sheets will coach will be suspended for the offending team's next scheduled game.

A protest that meets all of the above requirements may then be officially submitted to the Committee for a decision.

- k) The team lodging the protest shall file the protest in writing to the Chair, with copies to the MGSA Umpire-in-Chief and the manager or coach of the opposing team, by registered mail, hand delivery, fax or email no later than 48 hours after the happening of the event.
- A \$50 protest fee in the form of cash or a cheque made payable to the MGSA, shall accompany all protests. This fee will be refunded if the protest is upheld and may, at -Updated 2017-04-19





the absolute discretion of the Committee, be refunded or retained if the protest is denied.

m) The manager or coach of the team protested against may, at her option, file a written reply in writing to the Chair by registered mail, hand delivery, fax or email no later than 48 hours after receiving a copy of the written protest.

Ejections

- n) The umpire must ensure that any ejected player, coach, manager or team official is advised at the time of the ejection.
- o) In the case of a player being ejected, the umpire shall also verbally advise the coach or manager of both teams of the ejection at the time it happens.
- p) The umpire must record the ejection on the game sheet of each team. Failure to record it on the game sheet(s) does not nullify the ejection.
- q) The umpire is responsible for notifying her Association's Umpire-in-Chief of the ejection as soon as possible following the conclusion of the game.

Discipline

- r) In the case of a player or coach being ejected from a game, she must completely leave the vicinity of the ballpark. She will receive an automatic one game suspension to be served during the offending team's next game. Any suspended person shall not be permitted to attend any game(s) from which she has been suspended.
- s) Any coach or player wishing to appeal the automatic one game suspension shall do so in writing to the Chair by registered mail, hand delivery, fax or email no later than 48 hours after the happening of the event.
- t) The Chair, after compiling the facts, shall decide whether or not the appeal merits a special meeting of the Committee. If she believes there are insufficient grounds to merit such a meeting, she shall decline the appeal. The Chair does not have the authority to approve any such appeal. Only the Committee may do so.
- u) The automatic suspension may be delayed by the Chair provided an appeal has been properly filed by the injured party and the Chair has agreed to hear the appeal. Written confirmation of the delay in the suspension pending a hearing must be obtained by the suspended party, otherwise the suspension must be served.





- v) In such case, the Umpire shall submit a full report of such matters to the Committee and if the Committee deems further action necessary it may so act.
- w) The Committee has the authority to suspend any player, coach, manager or team official for a maximum of five games. The total of five games shall include the automatic one game suspension. The Committee shall submit any recommendation for further suspension to the MGSA Board.
- x) The MGSA Board shall review the Committee's recommendation for further suspension and may accept the recommendation as submitted, add to it or reduce it. Under no circumstances may the MGSA Board reduce the initial five games of a player's, coach's, manager's or team official's suspension.
- y) Any suspension of up to five games may be appealed in writing to the MGSA Board by registered mail, hand delivery, fax or email to the Secretary within seven days of the decision.
- z) Any decision made by the MGSA Board pursuant to By-Law 8x is final and may not be appealed.

Complaints

- aa)A person wishing to register a complaint due to the actions of any MGSA representative, umpire, player, coach or manager shall submit such complaint in writing to the applicable Division Convenor by registered mail, hand delivery, fax or email no later than 48 hours after the happening of the event.
- bb) The Division Convenor shall then advise the person(s) against whom the complaint has been made in writing by registered mail, hand delivery, fax or email no later than 48 hours after receiving the complaint. The Division Convenor shall also invite the person(s) to respond in writing by registered mail, hand delivery, fax or email no later than 48 hours after receiving notification of the complaint.
- cc) After reviewing the complaint and response(s), if any, the Division Convenor may either mediate a solution between the parties, determine that the complaint is not warranted and dismiss the matter, or refer the matter to the Committee for appropriate action.

The Division Convenor will forward a report on the action taken to the Chair for recordkeeping purposes.





Complaints under Code of Conduct or Social Media Policy

- dd)A person wishing to register a complaint regarding potential violations of the Code of Conduct or Social Media Policy shall submit such complaint in writing to the Protest and Discipline Chair by registered mail, hand delivery, fax or email no later than 30 days after the happening of the event.
- ee) The Protest and Discipline Chair shall then advise the person(s) against whom the complaint has been make in writing by registered mail, hand delivery, fax or email no later than 48 hours after receiving the complaint. The Protest and Discipline Chair shall also invite the person(s) to respond in writing by registered mail, hand delivery, fax or email no later than 48 hours after receiving notification of the complaint.
- ff) The Protest and Discipline Committee shall investigate all complaints regarding potential violations of the Code of Conduct or Social Media Policy. <u>Any alleged</u> <u>contravention of the Social Media Policy or Code of Conduct, that has been registered</u> <u>with the Discipline Chair within 30 days, will result in a hearing to be held within 7 days</u> <u>of the incident, during the season, or as soon as possible, during the off-season</u>.

By-Law 9 – Division Convenor Duties

Regular Season

- a) The Convenor shall be responsible for the day to day operation of her division.
- b) The Convenor shall keep an accurate and up to date list of managers, coaches and assistant coaches within her division, along with their telephone numbers and email addresses. The Convenor will confirm this information with the MGSA Registrar.
- c) The Convenor shall keep an accurate and up to date record of game results and standings for her division.
- d) The Convenor shall keep an accurate record of all ejections and provide the following information to the Discipline Chairperson no later than 48 hours after receiving notification of the ejection:
 - i) Name and number (if applicable) of the ejected person,
 - ii) Team name and number,
 - iii) Division,
 - iv) Date, time and location of the offense,
 - v) Name(s) of the umpire(s), and
 - vi) The nature of the offense.





The Convenor shall also ensure that the offender's automatic one game suspension is served.

- e) The Convenor shall request the coaches of a cancelled game to reschedule the game in accordance with the provisions of By-Law 4d. If a team does not comply with the applicable portion of By-Law 4d the Convenor, at her sole discretion, shall assign the date, time and location for the rescheduled game. Once the Convenor confirms or assigns the date, time and location of a rescheduled game, the game becomes a regularly scheduled MGSA game and is governed by the MGSA By-Laws.
- f) The Convenor shall act as a liaison between her teams and the MGSA Board.
- g) The Convenor shall attend all MGSA Board meetings, including coaches meetings involving her division, and issue a report on team standings and any matter of which the MGSA Board should be aware.
- h) The Convenor shall inform the Area Association President when a team forfeits its second, third and fourth game. Note: It is expected that upon receiving such notification, the Association President shall take whatever action she deems necessary to prevent further forfeits by the team in question.

Playoff Preparations

- i) The Convenor shall ensure that all managers and/or coaches of the teams in her division are provided with a copy of their Playoff Schedule prior to the start of the division's playoffs.
- j) The Convenor shall obtain a copy of the Registered Players List for her division and the immediate lower division from the MGSA Registrar.

Playoff Games

- k) The Convenor shall be present for all playoff games in her division and act as the MGSA Representative. In the event the Convenor is unable to attend a playoff game, she shall request the MGSA President appoint an alternate to attend and act on her behalf.
- I) At each game, the Convenor shall check each team's line-up against the Registered Players List. The Convenor will ensure the first name, last name and uniform number of each player is listed. The Convenor will notify the manager or coach of any player listed on the team's line-up, who is not on the Registered Players List, and will inform the manager or coach that such player is not permitted to participate in the game.
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Penalty: If a non-approved player participates in the game, the offending team will forfeit the game.

- m) Prior to game time the Convenor shall have the sole authority for deciding whether to start, delay or postpone the game.
- n) The Convenor shall rule on all protests. The Convenor may seek assistance from the Discipline Chairperson. The decision of the Convenor is final and cannot be appealed.
- o) Once a game has begun, the Convenor in consultation with the Plate Umpire has the sole authority to suspend a game due to inclement weather or unsafe conditions.
- p) The Convenor in consultation with the Plate Umpire has the sole authority to decide whether to resume or postpone a suspended game.
- q) On lit diamonds, the Convenor has the authority to permit an inning to start after 10:30 if her judgment there is a reasonable expectation for the game to be completed before curfew.
- r) If a playoff game is suspended, the Convenor shall retain both scorebooks.
- s) To ensure a playoff tournament can be completed in the allotted time, the Convenor has the authority to modify the posted schedule and impose or reduce time limits.
- t) The Convenor will present all player and team awards following the Championship Game.

By-Law 10 – Host Association Duties for Playoffs

- a) The host association will obtain a supply of game balls from the MGSA.
- b) The host association will prepare the diamond for each game. Preparation includes setting up the bases and pitching rubber and lining the diamond.
- c) The host association will obtain, at its sole cost, all required diamond permits.

By-Law 11 – MGSA Duties for Playoffs

a) The MGSA will provide the game balls to each host association for all playoff games.





- b) The MGSA will arrange for team and individual trophies to be available at the ballpark for all awards presentations.
- c) The MGSA will schedule and pay umpires for all playoff games. The MGSA, in consultation with each host association, will determine the method of umpire payment.
- d) The MGSA will assume the duties of the host association for the final weekend for Mite, Squirt, Novice and Bantam.

By-Law 12 – Financial

- a) All financial business shall be coordinated through the MGSA Treasurer. This includes all grants, levies, fees, charges, expenses, allowances, purchases, or all such related business.
- b) The MGSA will approve three signing officers the President, Treasurer and one other Executive member. All cheques must be signed by two of the three signing officers.
- c) The MGSA shall be required to maintain a minimum balance of not less than \$300 at all times. The MGSA Board must approve any balances below this level.
- d) A proposed operating budget for the upcoming year shall be set at the January meeting.
- e) All fines levied against teams or team members during the regular season are due prior to the start of the respective division playoffs or the offending team(s) will be ineligible to compete until fines are paid in full or appeal of fines is successful.
- f) All fines levied against teams or team members during the playoffs and all fines levied against anArea Association are due prior to the start of the AGM or the offending Area Association will lose all voting rights until fines are paid in full or appeal of fines is successful.

By-Law 13 – Regular Season Playing Rules

a) The pitching distance, baselines and ball size are as listed in the following table:

Division	Pitching	Bases	Ball
Mite	30'	45'	11"
Squirt	35'	55'	11"
Novice	38'	60'	12"





Bantam	40'	60'	12"
Midget	43'	60'	12"

- b) The double base must be used for all games.
- c) All softball bats are legal as long as they are in accordance with Softball Canada size requirements.
- d) Players are allowed to wear rubber cleats. No player or coach may wear steel cleats. Pitchers may wear metal toe plates provided there are no metal cleats attached.
 Penalty: ejection from the game.
- e) Batting helmets must have an approved face cage attached. For Mite, Squirt and Novice, batting helmets must have chinstraps, which shall be worn properly under the chin.
- f) Exposed jewellery such as wristwatches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game.Medical alert bracelets or necklaces are not considered jewellery. Penalty: A player refusing to remove or cover jewellery after requested by the umpire, will be removed from the game and ruled ineligible
- g) All players must wear identical shirts and pants / shorts. Caps or visors are optional but if worn, must be worn properly. Visible bandanas are prohibited. Coaches must wear a team issued shirt.**Note:** all other provisions of the Softball Canada uniform rules still apply. **Penalty:** Any coach or player deemed to not be in uniform is subject to a \$25 fine per occurrence, levied to the Association.
- h) A regulation game shall consist of seven innings (six innings for Squirt, five innings for Mite). If a full game cannot be completed, a game will be considered regulation if four innings have been played (three innings for Mite and Squirt) or 90 minutes of playing time have elapsed. A game that is tied at the end of regulation will be recorded as a tie. No extra innings will be played. Play will stop and the game will be over if the visiting team has completed its turn at bat and the home team is ahead when a game reaches the "no new inning" time. The score at that point will be the recorded result.
- A per inning mercy rules are as follows: Mite: Innings 1-4; *four* run mercy. Inning 5 has *six (6)* run mercy; Squirt: Innings 1-4; five run mercy. Innings 5 and 6 have eight (8) run mercy; Novice and Bantam: Innings 1-5; five run mercy. Innings 6 and 7 have ten (10) run mercy;





Midget: Innings 1-4; five run mercy. Innings 5, 6, and 7 are open. A game is to be considered valid and over as soon as one team is ahead by 15 or more runs after four or more complete innings (three or more complete innings for Mite and Squirt). The home team will not complete its turn at bat if the 15 run (12 for Mite) difference is reached in the bottom of the fourth or subsequent inning (third or subsequent inning for Mite and Squirt).

- j) Teams must have a minimum of eight players (seven players for Squirt and Novice, six players for Mite) by game time, including the 15 minute grace period, and at all times during the game. There are ten defensive players in Mite. All players in attendance at the game will bat. The batting order will be made at the beginning of the game and will only include players present at the game. If a rostered player arrives late at any time during the game, she will be added to the bottom of the batting order.
- k) There is unlimited defensive substitution. No player will sit out for more than two consecutive innings, except in Mite where no player will sit out more than one consecutive inning and no player may sit out a second inning until all players have sat out once. In Mite, a player cannot play the same position in two consecutive innings. In the Mite division a pitcher may not pitch in consecutive innings. In Squirt, a pitcher is limited to three innings per game and only two consecutive innings. In Novice a pitcher is limited to four innings per game and only three consecutive innings. One pitch counts as an inning. A player removed from the pitching position may return to pitch, but not in the same inning. Any Squirt to Midget pitcher hitting three batters in the same inning, or any Mite pitcher hitting two batters in the same inningwill be removed from the pitching position for the remainder of the inning. In Mite and Squirt, a pitcher is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed for the remainder of the inning. In Novice, a pitcher is permitted one defensive conference per inning. With the second conference, the pitcher must be removed for the remainder of the inning. For Bantam and Midget, the Softball Canada rules regarding defensive conferences apply.
- I) If a player is injured and is unable to run the bases, the injury must be mentioned during the pre-game meeting. A courtesy runner will be permitted at first base. If the runner proceeds past first base, she loses the right to a courtesy runner for the remainder of the game. Exception: if a runner is awarded extra bases, she may proceed to the base awarded without penalty. If a player is injured while running the bases, a courtesy runner will be permitted at the last base reached safely. The courtesy runner is the last person in the batting order who is not on base at the time of use and who does not also require a courtesy runner. If the courtesy runner is due to bat, go to the next person in the batting order without penalty. A notation must be made in both teams' scorebooks.





- m) In Mite and Squirt the infield fly rule is not in effect.
- n) In Mite and Squirt the dropped third strike rule is not in effect. The batter is out on the third strike regardless of whether the ball is caught. The ball remains alive.
- o) In Mite and Squirt a runner cannot leave her base until the pitched ball reaches home plate.
- p) The Mite division will use the Worth orange 21" wide plate. It will sit over the permanent plate, lined up at the back point.
- q) The plate umpire will immediately suspend the game if she hears thunder within 30 seconds of seeing a lightning flash. The umpire will not resume the game until 30 minutes have passed with no lightning followed by thunder within 30 seconds.

By-Law 14 – Playoff Playing Rules

Except as noted below, all other provisions of By-Law 13 – Regular Season Playing Rules apply to playoff games.

- a) The MGSA Board will decide the playoff format for each division. The MGSA will announce the playoff format for each division at the respective pre-season coaches meeting.
- b) The team ranked higher in the regular season standings will have home team advantage for all playoff games. In cases where the winner of one division plays the winner of another division, a coin toss will determine the home team. The home team will occupy the third base dugout.
- c) Teams must have the minimum number of players present by game time, including the 15 minute grace period, and at all times during the game. Failure to do so will result in default of the game to the opposing team, provided that team has the minimum number of players present. If neither team has the minimum number of players present by game time, including the 15 minute grace period, the result will be a double default. In the case of a double default in the undefeated bracket of a double elimination tournament, the Division Convenor shall schedule a special game. The loser of this game shall be eliminated and the winner shall assume the corresponding position in the elimination bracket. There will be a bye in the undefeated bracket. If the double default is in the elimination bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket. In the case of a double default is a not bracket.





robin game, both teams will be awarded zero points and the game will be recorded as a 7-0 loss for both teams (5-0 for Mite, 6-0 for Squirt).

- d) A call up may only be assigned to one team's roster for the playoffs.
- e) All Bantam and Midget playoff games will be seven innings with no time limit. All Mite, Squirt and Novice playoff games will have no new inning start more than 1 hour 45 minutes after the first pitch except Championship Games which will be full games (five innings for Mite, six innings for Squirt, seven innings for Novice). Division Convenors have the authority to modify game times as set out in By-Law 9s.
- f) In Mite a pitcher may not pitch in consecutive innings.
- g) Playoff games cannot end in a tie with the exception of round robin games. Starting with the first inning after regulation the tiebreaker rule will be used. The player who is scheduled to bat last in the inning will be placed on second base. In Mite, Squirt and Novice, pitching restrictions are lifted when extra innings are required to break a tie.
- h) Protests are permitted in playoff games. The protest must be made immediately before the next pitch. Exception: A protest regarding player ineligibility must be made before the end of the game. The game will be suspended at the point of the protest until ruled upon by the Division Convenor. The \$50 protest fee still applies and must be submitted to the Division Convenor when making the protest.
- i) The team manager or coach of each team must report all ejections and protests to the MGSA Division Convenor and webmaster via email within 48 hours of the scheduled game start or before the start of either team's next game, whichever is earliest.
 Penalty: The offending team's manager or head coach will be suspended for the offending team's next scheduled game.

Appendix A – Mite Division Special Playing Rules

- 1.
- a) Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a <u>player's possession</u> in the infield (inside the base paths). Runners may continue to the base they are heading to but the fielders may attempt throw/tag the runner out.
- b) There is no stealing. A runner may only advance when the batter makes contact or is forced to advance.





- c) There are no intentional walks.
- d) The following apply to the use of the pitching machine:
 - 1. Pitching Machine Use
 - i) The pitching machine will be used exclusively for all games played prior to June 30, 2017
 - ii) From July3 to <u>end of regular season</u>the pitching machine will be used for the first two innings. The balance of the game will be live pitching.
 - iii) Live pitching will be used exclusively for all playoff games.
 - 2. Player Positioning
 - i) The pitcher can be no closer to home than the pitching plate.
 - 3. Pitcher's Circle
 - i) A circle of 8' radius must be clearly defined around the pitching machine.
 - ii) Defensive players cannot enter into the circle to play a ball.
 - iii) If a defensive player enters the circle to play a ball, the umpire must immediately call "Time" and all runners are awarded one base.
 - 4. Batting
 - i) Batters are allowed five good pitches in which to hit a ball into fair territory. If the fifth good pitch is not hit, the batter is out. A pitch considered by the umpire to be a strike yet not swung at by the batter is considered one of the five good pitches. Likewise, a bad pitch (not considered a strike) that is swung at is also considered one of the five good pitches. A pitch swung at and missed, or a batted ball declared foul is a strike. A batter is out if she reaches three strikes within the five good pitches. A batter is not out if she hits a foul ball on the fifth or subsequent good pitch.
 - ii) If a player unintentionally hits any component of the pitching equipment, that player is awarded first base and any other runners on base are awarded the next base.
 - iii) A batted ball passing through the pitching circle is in play.
 - iv) If a batted ball hits the person operating the pitching machine, it is immediately called a dead ball. The batter hits over and the pitch does not count.
 - v) A batted ball that comes to rest in the pitching circle is immediately called a dead ball. The batter hits over and the pitch does not count.
 - vi) The pitching machine can only be adjusted at the start of each full inning unless agreed to by both coaches, with the exception of the height adjustment screw.

5. Stopping the Play (*Pitching Machine Only*) -*Updated 2017-04-19*





- i) If the ball (other than a batted ball) comes to rest in the pitching circle, the umpire must immediately call "Time" and each runner gets the base to which she was proceeding.
- ii) If the ball (other than a batted ball) comes in contact with the pitching machine or the person operating the pitching machine during play, the umpire must immediately call "Time" and each runner gets the base to which she was proceeding.





MGSA Softball Rules Quick Reference Table

Start Time	6:30 pm	8:30 pm	Other
Enough players by:	6:45 pm	8:45 pm	15 minutes after
			scheduled start time
No new inning	8:15 pm	10:15 pm	1:45 after scheduled
			start time (or first pitch
			if 8:30 game delayed
			by finish of 6:30
			game)
Dead ball	8:30 pm	10:30 pm	2:00 after scheduled
			start time(or first pitch
			if 8:30 game delayed
			by finish of 6:30
			game)

Rule	Mite	Squirt	Novice	Bantam	Midget
Pitching	30'	35'	38'	40'	43'
Bases	45'	55'	60'	60'	60'
Minimum Players	6	7	7	8	8
Innings	5	6	7	7	7
Per Inning Mercy	1-4 =4 runs 5 th =6 runs	1-4 =5 runs 5-6 =8 runs	1-5 =5 runs 6-7 =10 runs	1-5 =5 runs 6-7 =10 runs	1-4 =5 runs 5/6/7 =open
Game Mercy – 15 run difference (12 for Mite)	3 or more full innings	3 or more full inning	4 or more full; 3½ if home ahead	4 or more full; 3½ if home ahead	4 or more full; 3½ if home ahead
Pitching Limits (Innings)	3 per game (non- consecutive)	3 per game 2 in a row	4 per game 3 in a row	Open	Open
Defensive Conferences	2/pitcher per inning; remove from position with 3 rd visit	2/pitcher per inning; remove from position with 3 rd visit	1/pitcher per inning; remove from position with 2 nd visit	3/ game (all pitchers combined); remove from position on 4 th & later visits	3/ game (all pitchers combined); remove from position on 4 th & later visits
Leadoffs	Reaches home plate		Leaves pitcher`s hand		
Infield Fly	No	No	Yes	Yes	Yes
Drop 3 rd Strike	No	No	Yes	Yes	Yes

Note: In case of discrepancy between this chart and league by-laws, the league by-laws will prevail.

