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The official rules of the MEGS will be the Softball Canada rules except as amended by the MEGS and set out herein. Changes for 2023 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 Area Associations 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 MEGS Registrar prior to May 15, or first scheduled MEGS game, whichever comes first. **Penalty:** A fine of \$100 will be assessed to the area Association that exceeds this deadline
- d) All member leagues will electronically distribute the MEGS Social Media Policy and Code of Conduct to their respective players via email, by May 15 or first scheduled games whichever comes first. The Discipline chair will be copied, as proof that MEGS families have been notified. If leagues chose, they can blind copy recipients to protect the privacy of information. Leagues may also choose to distribute hard copies of the

policies to their families, but must also electronically distribute, copying the Discipline Chair. Failure to do so will result in a fine of \$50 to The Area.

- e) Players may be added to rosters prior to July 1st. An updated roster must be filed with the MEGS Registrar and the Division Convenor. Rosters are frozen as of July 1st. No player may be added to a roster after that date without MEGS Board approval. 75% of voting delegates (Executive/Convenors/League Reps) must be in agreement.
- f) All players playing in the MEGS must be registered or they are ineligible players. This includes call-up players.
- g) Proof of age is required for all players registered with the MEGS and must be submitted to the MEGS Registrar.

The MEGS 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 MEGS 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.

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

By-Law 2 – League Divisions

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

Age Categories (2023 Season)

<u>Division</u>	Ages	Birth Years	
U9	9 and under	2014 & later	
U11	11 and under	2012 & later	
U13	13 and under	2010 & later	
U15	15 and under	2008 & later	
U17	17 and under	2006 & later	
U23	23 and under	2000 & 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, as determined points earned first, then run differential, between 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.
 - vi) In the event that all teams do not play the same number of games, standings will be decided by winning percentage. This number will be arrived at by dividing the number of points earned by the number of points possible (games played by 2 points)
- 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 U9, U11 and U13 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 MEGS 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 retuned.

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 MEGS 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 MEGS Board) during the regular season will be subject to penalty. **Penalty:** The team will start the playoffs with one loss
- e) If there is a change in the main colours of an Area Association from the previous year, the MEGS 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. No team can call up players over their existing roster size. If a team has a roster of 10, they can only add players to match their roster size, not 11.
 - iv) Call ups cannot pitch in the U11 to U17 divisions. The U23 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.
 - v) Call ups must wear their current association house league team uniform
 - vii) Call ups cannot be drawn from age eligible players in the same (call over) or higher division and must be called up from a lower division.
- i) An Area Association may only call up players registered in that Association. An Area Association may file with the MEGS Registrar a list of eligible players to be called up from its respective T-Ball, Rookie Ball and House League Baseball divisions.
- j) Continued, prolonged or chronic harassment of officials or opposing team members, or conduct considered detrimental to the best interests of the MEGS 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 MEGS Discipline Committee.

By-Law 6 - Player Regulations

- a) Any player wishing to play for a team within the jurisdiction of the MEGS 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 MEGS.
- 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 U23 division. She may play U23 for one Area Association and Ladies for another, providing the Area Association in which she is registered at U23 does not have a team in the Ladies division.
- c) It is not permitted by the MEGS to have a player registered for a team in PWSA, COBA Select or Baseball Ontario.

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 MEGS Registrar prior to the *pre-season coaches* meeting the names, telephone numbers and email addresses of all managers and coaches of each team entered in the MEGS.
 - ii) Submit by email to the MEGS 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 MEGS Constitution and By-Laws to foster and promote the purposes and objectives of the MEGS.
- 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. **Penalty:** minimum one year suspension
- e) A team manager, coach or official may be censured, suspended or expelled from the MEGS by the Protest and Discipline Committee and/or the MEGS Board if, in the opinion of the aforementioned, her actions, omissions or conduct is prejudicial to the MEGS or any team, player or game official within the jurisdiction of the MEGS.

- 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.
- h) The team manager and/or coach (or designate) shall attend the preseason coach meeting and the pre-playoff coach meeting. An individual may only represent one team. Failure to have a team manager and/or coach (or their appointee) will result in a loss of 2 points in the standings to the offending team.

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 MEGS Umpire-in-Chief and a minimum of two MEGS Board Members. The Committee shall be appointed by the MEGS 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 MEGS 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 countersign each 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 MEGS 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 MEGS, shall accompany all protests. This fee will be refunded if the protest is upheld and may, at 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) Automatic one game suspensions cannot be appealed
- t) 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.
- u) 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 MEGS Board.
- v) The MEGS 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 MEGS Board reduce the initial five games of a player's, coach's, manager's or team official's suspension.
- w) Any suspension from two to five games may be appealed in writing to the MEGS Board by registered mail, hand delivery, fax or email to the Secretary within seven days of the decision.
- x) Any decision made by the MEGS Board pursuant to By-Law 8v is final and may not be appealed.

Complaints

- y) A person wishing to register a complaint due to the actions of any MEGS 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.
- z) 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.

aa)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

- bb)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.
- cc) 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.
- dd) The Protest and Discipline Committee shall investigate all complaints regarding potential violations of the Code of Conduct or Social Media Policy. Any alleged contravention of the Social Media Policy or Code of Conduct, that has been registered with the Discipline Chair within 30 days, will result in a hearing to be held within 7 days of the incident, during the season, or as soon as possible, during the off-season.

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 MEGS 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 MEGS game and is governed by the MEGS By-Laws.
- f) The Convenor shall act as a liaison between her teams and the MEGS Board.
- g) The Convenor shall attend all MEGS Board meetings, including coaches meetings involving her division, and issue a report on team standings and any matter of which the MEGS 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

- 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 MEGS Registrar.

Playoff Games

k) The Convenor shall be present for all playoff games in her division and act as the MEGS Representative. In the event the Convenor is unable to attend a playoff game, she shall request the MEGS 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. 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 MEGS.
- 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 – MEGS Duties for Playoffs

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

- b) The MEGS will arrange for team and individual trophies to be available at the ballpark for all awards presentations.
- c) The MEGS will schedule and pay umpires for all playoff games. The MEGS, in consultation with each host association, will determine the method of umpire payment.
- d) The MEGS will assume the duties of the host association for the final weekend for U9, U11, U13, U15 and U17.

By-Law 12 - Financial

- a) All financial business shall be coordinated through the MEGS Treasurer. This includes all grants, levies, fees, charges, expenses, allowances, purchases, or all such related business.
- b) The MEGS 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 MEGS shall be required to maintain a minimum balance of not less than \$300 at all times. The MEGS 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 an Area 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
U9	30'	45'	11"
U11	35'	45'	11"
U13	38'	55'	11"
U15	40'	60'	12"
U17	40'	60'	12"
U23	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 U9, U11, U13 and U15, batting helmets must have chinstraps, which shall be worn properly under the chin.
- f) 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.
- g) A regulation game shall consist of seven innings (six innings for U13, five innings for U9 & U11). If a full game cannot be completed, a game will be considered regulation if four innings have been played (three innings for U9, U11 and U13) 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.
- h) A per inning mercy rules are as follows:
 U9 & U11: Innings 1-4; four run mercy. Inning 5 has six (6) run mercy;
 U13: Innings 1-4; five run mercy. Innings 5 and 6 have eight (8) run mercy;
 U15 and U17: Innings 1-5; five run mercy. Innings 6 and 7 have ten (10) run mercy;
 U23: 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 (12 for U9 & U11) or more runs after four or more complete innings (three or more complete innings for U9 & U11 and U13). The home team will not complete its turn at bat if the 15 run (12 for U9 & U11) difference is reached in the bottom of the fourth or subsequent inning (third or subsequent inning for U9 & U11and U13).
- i) Teams must have a minimum of eight players (seven players for U13 and U15, six players for U9 & U11) by game time, including the 15 minute grace period, and at all times during the game. 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.

- j) There is unlimited defensive substitution. No player will sit out for more than two consecutive innings, except in U9 & U11 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 U9 & U11, a player cannot play the same position in two consecutive innings. In the U11 division a pitcher may not pitch in consecutive innings. In U13, a pitcher is limited to three innings per game and only two consecutive innings. In U15 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 U13 to U23 pitcher hitting three batters in the same inning, or any U11 pitcher hitting two batters in the same inning will be removed from the pitching position for the remainder of the inning. In U11 and U13, 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 U15, 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 U17 and U23, the Softball Canada rules regarding defensive conferences apply.
- k) 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.
- I) In U9, U11 and U13 the infield fly rule is not in effect.
- m) In U9, U11 and U13 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.
- n) To intentionally walk a batter, four "balls" must be thrown by the pitcher.
- o) The Charged Defensive (player to player) Conference rule will not apply to the U23 division.
- p) Pitchers may wear sweatbands, bandages, tape or bracelets or similar items on the fingers, wrists or forearm of the pitching arm, if, in the umpire's opinion they are not distracting to the batter or yellow in colour.
- q) In U9, U11 and U13 a runner cannot leave her base until the pitched ball reaches home plate.
- r) The U11 division will use the Worth orange 21" wide plate. It will sit over the permanent plate, lined up at the back point.

s) 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 MEGS Board will decide the playoff format for each division. The MEGS 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, up to Championship Game. For the Championship Game, the undefeated team shall be home team. Should an "if necessary" game be needed, a coin toss will determine home team. 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, both teams shall be eliminated and there will be a bye in the elimination bracket. In the case of a double default in a round 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 U9 & U11, 6-0 for U13).
- d) A call up may only be assigned to one team's roster for the playoffs.
- e) All U17 and U23 playoff games will be seven innings with no time limit. All U9, U11, U13 and U15 playoff games will have no new inning start more than 1 hour 45 minutes after the first pitch except Championship Games which will be no new inning start more than 2 hours for U9 & U11 and full games (six innings for U13, seven innings for U15). Division Convenors have the authority to modify game times as set out in By-Law 9s.
- f) In U11 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 U11, U13 and U15, pitching restrictions (for total innings NOT consecutive innings) 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 MEGS 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 – U11 Division Special Playing Rules

- 1. Base running
- i) Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player's possession 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.

Example 1 - No one on base, batter hits ball to infielder, who fields the ball & throws to 1st. 1st base resulting in overthrow, BR is safe, and cannot advance to 2nd, unless ball rolls out of play

Example 2 – R1 on 1st, batter hits ball to infielder. Infielder throws ball to 2nd base resulting in overthrow. BR advances to 1st, R1 advances to 2nd, and cannot advance to 3rd, unless ball rolls out of play.

Example 3 – R2 on 2nd, batter hits ball to infielder. Infielder throws ball to 1st base resulting in overthrow. BR cannot advance to 2nd, unless ball rolls out of play; R2 cannot advance past 3rd, unless ball rolls out of play

- ii) July 1 to end of the season stealing of 1^{st} , 2^{nd} and 3^{rd} base is allowed. There is NO stealing home.
- iii) There are no intentional walks.
- 2. Pitching Machine Use
- i) The pitching machine will be used for first two full innings, with live pitching for remaining innings all games played prior to June 30th
- ii) The pitching machine can only be adjusted at the start of each full inning except for the height adjustment screw.
- iii) Foot Pedal must be pressed all the way down for each pitch.
- 3. Pitching
- i) From July 1 to end of regular season will be live pitching only
- ii) Live pitching will be used exclusively for all playoff games.
- 4. Player Positioning (Pitching Machine Use only)
- i) The pitcher can be no closer to home than the pitching plate.
- 5. Pitcher's Circle
- i) A circle of 8' radius must be clearly defined around the pitching machine.
- ii) Defensive players cannot enter the circle to play a ball, when the pitching machine is in use.
- 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.

6. Batting (Pitching Machine Use only)

- 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.

7. Stopping the Play (Pitching Machine Use only)

- 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 into 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.

8. Stealing

July 1 to end of the season stealing of 1st, 2nd and 3rd base is allowed. There is NO stealing home, one base at a time. (Players can not be on 1st base and end up at 3rd after one pitch)

Appendix B – U9 Division Special Playing Rules

- 1. Base running
- i) Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player's possession 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.

Example 1 - No one on base, batter hits ball to infielder, who fields the ball & throws to 1st. 1st base resulting in overthrow, BR is safe, and cannot advance to 2nd, unless ball rolls out of play

Example 2 – R1 on 1st, batter hits ball to infielder. Infielder throws ball to 2nd base resulting in overthrow. BR advances to 1st, R1 advances to 2nd, and cannot advance to 3rd, unless ball rolls out of play.

Example 3 – R2 on 2nd, batter hits ball to infielder. Infielder throws ball to 1st base resulting in overthrow. BR cannot advance to 2nd, unless ball rolls out of play; R2 cannot advance past 3rd, unless ball rolls out of play

- ii) There is no stealing. A runner may only advance when the batter makes contact or is forced to advance.
- iii) There are no intentional walks.
- 2. Pitching Machine Use
- i) The pitching machine will be used exclusively
- ii)The pitching machine can only be adjusted at the start of each full inning, except for the height adjustment.
- ii) Foot Pedal must be pressed all the way down for each pitch.
- 3. Player Positioning (Pitching Machine Use only)
- i) The pitcher can be no closer to home than the pitching plate.
- 4. Pitcher's Circle
- i) A circle of 8' radius must be clearly defined around the pitching machine.
- ii) Defensive players cannot enter the circle to play a ball. (Pitching Machine Use only)
- 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. (Pitching Machine Use only)
- 5. Batting (Pitching Machine Use only)
- 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.

6. Stopping the Play (Pitching Machine Use only)

- 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.

MEGS 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	U9	U11	U13	U15	U17	U23
Pitching	30'	35'	38'	40'	40'	43'
Bases	45'	45'	55'	60'	60'	60'
Minimum	6	6	7	7	8	8
Players						
Innings	5	5	6	7	7	7
Per Inning	1-4 =4	1-4 =4 runs	1-4 =5 runs	1-5 =5	1-5 =5 runs	1-4 =5 runs
Mercy	runs	5 th = 6 runs	5-6 =8 runs	runs	6-7 =10	5/6/7 =open
	$5^{th} = 6$			6-7 =10	runs	
	runs	_		runs		_
Game Mercy –	3 or	3 or more	3 or more full	4 or more	4 or more	4 or more
15 run	more full	full innings	inning	full; 3½ if	full; 3½ if	full; 3½ if
difference (12	innings			home	home	home ahead
for U9/U11)	No	2 5 5 7 5 5 5	2 2 2 2 2 2 2	ahead	ahead	Onon
Pitching Limits	No	3 per game (non-	3 per game 2 in a row	4 per	Open	Open
(Innings)	pitching	consecutive)	ZIII a IOW	game 3 in a row		
Defensive	2 per	2/pitcher per	2/pitcher per	1/pitcher	3/ game (all	3/ game (all
Conferences	inning	inning;	inning; remove	per	pitchers	pitchers
Conferences	""""	remove from	from position	inning;	combined);	combined);
		position with	with 3 rd visit	remove	remove	remove
		3 rd visit		from	from	from
				position	position on	position on
				with 2 nd	4 th & later	4 th & later
				visit	visits	visits
Leadoffs	Reaches home plate		Leaves pitcher`s hand			
Infield Fly	No	No	No	Yes	Yes	Yes
Drop 3 rd Strike	No	No	No	Yes	Yes	Yes

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