

GENERAL OPERATING RULES

RULE 1. REGISTRATION

Sec. 1. **THE ASSOCIATION, THROUGH ITS BOARD OF DIRECTORS, RESERVES THE RIGHT TO REFUSE ANY APPLICATION FOR REGISTRATION BY PLAYER, COACH, OFFICIAL OR TEAM.**

Sec. 2. **SOFTBALL SASKATCHEWAN AFFILIATION AND REGISTRATION FEES.** The Association will pay **affiliation fees** to Softball Saskatchewan for all teams in our Association for the current year.

Sec. 3. **THE EXECUTIVE BOARD SHALL HAVE THE AUTHORITY TO ALTER THE REGULATIONS COVERING LEAGUE SCHEDULES, CITY PLAYOFFS OR TOURNAMENTS.**

Sec. 4. **THE REGISTRATION FEES SHALL BE PAID AT TIME OF REGISTRATION. PLAYER WILL NOT BE ALLOWED TO PLAY UNLESS FEES ARE PAID BY OPENING DAY.**

Sec. 5. **ANY PLAYER THAT REGISTERS USING A FALSE ADDRESS SHALL BE SUSPENDED FOR A MINIMUM OF THREE (3) GAMES OR MORE AT THE DISCRETION OF THE BOARD OF DIRECTORS.**

Sec. 6. **PLAYERS SHALL REGISTER IN THEIR AGE-APPROPRIATE DIVISION DETERMINED BY BIRTH YEAR.**

RULE 2. ZONES AND TRANSFERS

Sec. 1. **PLAYERS IN THE MOOSE JAW ZONE (DISTRICT 3) THAT WISH TO TRANSFER TO ANOTHER ZONE WILL HAVE TO SUBMIT TRANSFER REQUESTS BY THE SOFTBALL SASK SPECIFIED DEADLINES AND ARE SUBJECT TO BOARD APPROVAL.**

RULE 3. THE DRAFT SYSTEM

Sec. 1. **BOARD APPOINTED COMMITTEES WILL DRAFT TEAMS IN THE HOUSE LEAGUE AS FAIRLY AS POSSIBLE USING TRYOUTS, EVALUATIONS, AGES (1ST & 2ND YEARS) AND OTHER RELEVANT RATING FACTORS.**

Sec. 2. **THE DRAFT**

a. General Operating Procedure:

1) The number of teams are determined based on the number of players registered in the division.

2) The members of the coaching staff for each team is named before the draft begins. **Protected players will be identified at this time to a maximum of two coaches per team and/or 3 players related to those coaches.** Any exception to be approved by the board.

3) Players will be drafted across the teams ensuring a fair distribution of pitchers, catchers and utility players starting with Ice players and continuing with all other registered players in each division

RULE 4. SELECT TEAMS

Sec. 1. **ELIGIBILITY.** All players registered in the U11, U13, U15, U17 and U19 divisions of M.J.D.M.G.F. have the opportunity to try out for a select team/teams which will represent M.J.D.M.G.F. in the corresponding Provincial Tournaments.

Sec. 2. **SELECTION OF COACHES.** The head coaches for each select provincial team will be recommended to the Board by selection committees, comprised of 3 board members appointed by the full board. Should the selection committee member have a daughter playing in that division, the Board will appoint an alternate to serve on the committee for the division selection. Coaches will be screened using the application/resume/interview process. The Board as a whole will make the final decision based on those recommendations.

Sec 3 **FORMATION OF ROSTERS.** The provincial team rosters will be chosen by the respective appointed coaches of said teams based on tryouts/evals. Final roster is submitted to the Ice Coordinator and any obvious deviations from the highest evaluated players have to be justified.

Sec. 4 **SELECT COACHES** will provide a traveling schedule prior to the start of the season to the Ice Coordinator and submit a financial report at the conclusion showing cash inputs by the families, fundraising, expenditures and any funds returned to the families at the end of the season (not to exceed the initial inputs by those families).

RULE 5. ROAD TEAMS

Sec. 1. **DEFINITION.** Any team that is coached by a M.J.D.M.G.F. coach and comprised of girls registered with M.J.D.M.G.F is considered a road team when it plays in games other than regular league games, M.J.D.M.G.F. division tournaments, or city playoffs.

Sec. 2. **THE ASSOCIATION ENCOURAGES AND SUPPORTS OUR COACHES WHO WISH TO GIVE GIRLS REGISTERED WITH M.J.D.M.G.F. A VARIETY OF COMPETITIVE EXPERIENCES AS LONG AS THE FOLLOWING CONDITIONS ARE MET:**

- a. there is no interference with league play.
- b. M.J.D.M.G.F. and its Board of Directors are not placed in a position of liability without insurance.
- c. The games or tournaments that these teams attend must be sanctioned by Softball Saskatchewan.

Sec. 3. **ROAD TEAMS COACHES AND THE PLAYERS ON THEIR ROSTER ARE DIRECTLY RESPONSIBLE TO THE M.J.M.D.G.F. BOARD OF DIRECTORS.**

RULE 6. GAMES

Sec. 1. **M.J.D.M.G.F. GAMES WILL BE GOVERNED BY OFFICIAL SOFTBALL CANADA RULES EXCEPT WHEN SUCH RULES ARE SUPERSEDED BY SOFTBALL SASK AND/OR M.J.D.M.G.F. GENERAL OPERATING RULES.**

Sec. 2. **THE FOLLOWING CONSTITUTE A REGULATION GAME:**

- a. In all divisions, seven innings (6 and a half if the home team is ahead).
- b. Three complete innings when the game is called by the umpires.
- c. In all divisions from U9 and up, no new inning is to start after 1 hour 50 minutes. The start time of the game (recorded by the official scorekeeper at the time of the first pitch) determines when the game ends. If a game starts right at 6:30pm for instance, no new inning can begin as of 8:21pm based on the same watch/phone/device that was used to record the game start.
- d. In all divisions, on diamond 1, no new inning can start after 10:45 regardless of the start time as the lights have to be off by 11pm. If a given inning is not complete by 10:55pm, the game will be stopped and the final score will be that of the last complete inning.

Sec. 3. TEAMS MAY PLAY WITH EIGHT (8) PLAYERS DURING REGULAR LEAGUE GAMES AND CITY PLAYOFFS. The missing ninth batter is NOT an automatic out if she fails to bat. The player who batted first in the inning will be the ninth batter.

Sec.4. IF A TEAM IS SHORT OF PLAYERS, THEY MAY BORROW UP TO A MAXIMUM OF THREE (3) PLAYERS FROM THE DIVISION IMMEDIATELY BELOW THEM. THESE "PICK UP" PLAYERS:

- Cannot play in the place of regular team members who are available and ready to play. They can, however, go into a game for a pitcher that is warming up for 1 inning and/or a catcher that is warming up their pitcher.
- Will not be allowed to pitch or catch. (even while filling in for a pitcher or catcher warming up)
- Are only allowed to ensure a team has enough player (9) – if regular players show up late, the pick-up player can no longer remain in the game offensively and defensively. The can play out the half inning and they may re-enter if there is an injury
- Can play for the same team for a maximum of 3 games in the regular season but can play for multiple teams up to 3 games each
- Can play up to 3 games in playoffs but only for one team
- Can play for 1 team for unlimited games in a single tournament
- Must be identified on score sheet along with number of times picked up by that team.
- For regular league play, they must wear their jersey from their own team (to make it apparent they are a pulled-up player). This is not required for tournament play.

Sec. 5. THERE IS NO TIE BREAKER EXCEPT IN PLAYOFFS.

Sec. 6. IF A TEAM IS LATE, THERE SHALL BE A FIFTEEN (15) MINUTE GRACE PERIOD FROM THE TIME THE UMPIRE IS READY TO PLAY BALL. IF THE LATE TEAM IS NOT READY TO PLAY AFTER THE FIFTEEN (15) MINUTE PERIOD, THE GAME WILL BE CALLED BY THE UMPIRE, AND THE LATE TEAM SHALL LOSE BY DEFAULT.

Sec. 7. COACHES MUST ENSURE THAT ALL PLAYERS WILL PLAY NO LESS THAN EIGHT (8) INNINGS IN TWO CONSECUTIVE GAMES IN LEAGUE PLAY OR ½ THE TOTAL INNINGS OF TWO CONSECUTIVE GAMES.

Sec. 8. CITY PLAYOFFS WILL BE SCHEDULED BEFORE JULY 1ST OF EACH PLAYING SEASON AND NO PLAYOFF GAME WILL BE SCHEDULED BEYOND JULY 31ST.

Sec. 9. DETERMINATION OF LEAGUE STANDINGS.

- a. All rained out games will be counted as a tie.
- b. Division coordinator must be notified of games cancelled by mutual agreement, by the playing coaches prior to the start of the game.
- c. All defaulted games will be counted as a loss for the team that defaulted the game.
- e. If there is a tie in league standings at the end of the season, the following format will be used to determine the team's standings, in the following order:
 1. The best record in games played between the tied teams.
 2. If still tied, the runs for/against formula will determine the teams standing using all league games

NOTE: All game results must be reported to the league statistician with all pertinent information regarding the game including clearly marked score, the teams playing, the division, pulled up players, if there was a default and which team defaulted, etc. This is done by forwarding a picture of the spreadsheet immediately following the game.

RULE 7. SPECIAL RULES

Sec. 1. AS NOTED IN RULE 6, M.J.D.M.G.F. GAMES WILL BE GOVERNED BY OFFICIAL SOFTBALL CANADA RULES EXCEPT WHEN SUCH RULES ARE SUPERSEDED BY SOFTBALL SASK AND/OR M.J.D.M.G.F. GENERAL OPERATING RULES. THE M.J.D.M.G.F. EXCEPTIONS ARE AS FOLLOWS:

- a. **U7 DIVISION** – League will be in 3 phases. The first week or so will just be team practices. Following that, the teams will move into a practice/game scenario where 2 teams will practice one night and then play each other in a “game” format the next night using tees for hitting and parent assistance for pretty much all aspects of the game. The 3rd phase (spanning the last week or so) will be just game format.
- b. **U9 DIVISION** – Games will follow a regular game format with assisted coach pitching. Division specific rules are as follows:
 - i. A pitcher or catcher can pitch/catch a maximum of two (2) innings per game. This means that a player could pitch for a maximum of 2 innings and then could catch for a maximum of 2 innings within the same game.
 - ii. If the catcher drops the ball on the third strike, the **batter is out**.
 - iii. Batting Order:
 1. A team’s entire roster must be listed in the batting order.
 2. All players bat whether playing defense or sitting on the bench.
 3. Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.
 4. If for any reason a player must leave the game, the batting slot of said player remains void. The batting sequence resumes with the name of the player immediately following that of the removed player without penalty.
 - iv. No stealing of bases is allowed.
 - v. No advancement of bases on passed balls & overthrows.
 - vi. No runner shall be allowed to advance to home plate unless hit or walked home.
 - vii. If a ball is hit into the outfield, the ball is live until the ball is thrown back into the infield and a player in the infield has control of the ball in one of their hands. Runners may advance at will until the ball reaches the infield and is in that fielder’s control and then the runners either have to stop at the base they occupy or the next base they are running to if currently not on base. However, those players running advance at their own peril and can be tagged out.
 - viii. There is a five (5) run maximum per inning.
 - ix. 3 or 4 outfielders can be used depending on the depth of the bench and the coaches discretion. If a team has between 6 and 9 players, the game can be played with minimum outfielders to prevent a forfeit.
 - x. A max of 2 coaches will be allowed on the field to help direct players defensively and may stay on the field during play to help speed up the game.
 - xi. If 3 balls are pitched to the batter, the coach will then take over and pitch until the batter strikes out, gets a base hit or is put out on the field.
 - xii. There will be "NO" walks allowed unless the batter is hit with a pitch. The batter is allowed to take first base but should be encouraged to stay and bat.
 - xiii. No use of the infield fly rule.
- c. **U11 DIVISION** – The Softball Sask Handbook specifically states that the U11 division **DOES NOT FOLLOW** the rules laid out in the Softball Canada Rulebook. The Handbook replaces those rules rather than supplementing them. League specific rules are as follows:
 - i. A pitcher can pitch a maximum of two (2) innings per game including playoffs.
 - ii. A catcher can catch a maximum of three (3) innings per game including playoffs. **This means that a player could pitch for a maximum of 2 innings and then could catch for a maximum of 3 innings within the same game.**
 - iii. There is a five (5) run maximum per inning.
 - iv. **If the catcher drops the ball on third strike, the batter is out but the ball remains alive. (Softball Saskatchewan rule added for clarification)**
 - v. All players bat whether playing defense or sitting on the bench.

- vi. No mercy rules during league play. Specific mercy rules may be implemented for the house tournament or playoffs.
 - vii. The offensive conference rule is waived.
 - viii. **No runner shall be allowed to advance to home plate unless hit or walked home. (Softball Saskatchewan rule added for clarification)**
 - ix. **No stealing until the ball crosses the plate. (Softball Saskatchewan rule added for clarification)**
- d. **U13 DIVISION** – The following league specific rules supplement or replace those in the Softball Canada Rulebook and/or the Softball Sask Handbook:
- i. A pitcher can pitch a maximum of three (3) innings per game including playoffs.
 - ii. A catcher can catch a maximum of four (4) innings per game including playoffs. **This means that a player could pitch for a maximum of 2 innings and then could catch for a maximum of 3 innings within the same game.**
 - iii. There is a five (5) run maximum per inning.
 - iv. **If the catcher drops the ball on third strike, the batter is out but the ball remains alive. (Softball Saskatchewan rule added for clarification – changed late June)**
 - v. Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.
 - vi. All players bat whether playing defense or sitting on the bench.
 - vii. No mercy rules during league play. Specific mercy rules may be implemented for the house tournament or playoffs.
 - viii. The offensive conference rule is waived.
 - ix. **No stealing until the ball crosses the plate. (Softball Saskatchewan rule added for clarification)**
- di. **U15 DIVISION** - The following league specific rules supplement or replace those in the Softball Canada Rulebook and/or the Softball Sask Handbook:
- i. A pitcher can pitch a maximum of four (4) innings per game including playoffs.
 - ii. A catcher can catch a maximum of four (4) innings per game including playoffs. **This means that a player could pitch for a maximum of 3 innings and then could catch for a maximum of 4 innings within the same game.**
 - iii. There is a seven (7) run maximum per inning.
 - iv. **The third strike rule is in effect. (See Rule 8 in the Softball Canada Rulebook - rule added for clarification). The batter becomes a “batter-runner” when the catcher fails to catch the third strike before the ball touches the ground; and**
 - 1. **There are less than 2 outs and 1st base is unoccupied; or**
 - 2. **There are 2 outs**
 - v. Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.
 - vi. All players bat whether playing defense or sitting on the bench.
 - vii. No mercy rules during league play. Specific mercy rules may be implemented for the house tournament or playoffs.
 - viii. The offensive conference rule is waived.

ix.

- f. **U17/U19 DIVISION** - The following league specific rules supplement or replace those in the Softball Canada Rulebook and/or the Softball Sask Handbook:
- i. There are no inning restrictions for pitchers.
 - ii. There are no inning restrictions for catchers.
 - iii. There is a seven (7) run maximum per inning.
 - iv. **The third strike rule is in effect. (See Rule 8 in the Softball Canada Rulebook - rule added for clarification). The batter becomes a “batter-runner” when the catcher fails to catch the third strike before the ball touches the ground; and**
 - 1. **There are less than 2 outs and 1st base is unoccupied; or**
 - 2. **There are 2 outs**
 - v. Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.
 - vi. All players bat whether playing defense or sitting on the bench.
 - vii. No mercy rules during league play. Specific mercy rules may be implemented for the house tournament or playoffs.
- g. **ALL DIVISIONS** - The following league specific rules supplement or replace those in the Softball Canada Rulebook and/or the Softball Sask Handbook:
- i. That a game official (plate or base) must issue a warning, indicating what the infraction is to the Head coach before an ejection of a coach or manager from a game.
 - ii. A head coach may name any person as their manager if needed before or during a game to assist him\her.

Sec. 2. **POSTING OF RULES DURING PLAYOFFS** - Playoff specific rules will be posted/communicated for each division prior to the start of playoffs.

Sec. 3. **ALL TEAM FUNDRAISING / SPONSORSHIP MUST BE APPROVED BY THE BOARD OF DIRECTORS.**

Sec. 4. **ANY HELMET USED BY A REGISTERED PLAYER IN THE MOOSE JAW & DISTRICT MINOR GIRLS FASTBALL LEAGUE WILL HAVE AN APPROVED FACE GUARD.**

Sec. 5. **ALL PITCHERS FROM U9 UP WILL WEAR A FIELDING MASK WHILE PITCHING IN THE M.J.D.M.G.F. LEAGUE.**

RULE 8. PROTESTS

Sec. 1. **PROCEDURE.** The procedure for presenting a protest shall be that established in the *Softball Canada Official Guide and Rule Book*.

Sec. 2. **PROTEST COMMITTEE.** The protest Committee, for regular league play, shall be composed of the Commissioner, President, and one other member to be appointed by the President if the protest is during the regular season.

Sec. 3. **PROTESTS DURING PLAYOFFS OR LEAGUE TOURNAMENTS.** Protests that are made during city playoffs or tournament games are to be handled by a three-person committee appointed by the person in charge of the tournament at the time they are made and before the next pitch is delivered. The decision of the committee in charge of the tournament is **FINAL**.

Sec. 4. **PROTEST OF INFRACTIONS OF SPECIAL RULES.** During playoffs, any member of a team on the playing field can protest.

RULE 9. COMPLAINTS

Sec. 1. **ANY COMPLAINT, OTHER THAN A PROTEST OR FAIR PLAY CONCERN, BY COACHES, OFFICIALS, PARENTS OR PLAYERS WILL BE HANDLED IN THE FOLLOWING MANNER:**

a. The details of the complaint must be presented to the president or commissioner **in writing** **within 48 hours** of the disputed act.

b. The president or commissioner shall give a copy of the same letter to the person/persons who actions brought about the dispute within **24 hours of its reception**. The person/persons will have the opportunity to respond, within **24 hours** of receiving the complaint, with a **written** rebuttal to the president or commissioner.

c. The president and or/commissioner will decide on the course of action to take within **72 hours** of receiving their copy of the complaint. The complaint may be dismissed, the party/parties may be reprimanded, or both sides may be brought together to resolve the dispute.

d. Either party may appeal the ruling. The appeal must be **in writing** and in the hands of the president or commissioner within **24 hours** of the ruling. An appeal board of three members will be formed. It will consist of two board members and be chaired by either the president or commissioner. Either party can bring witnesses to aid his/her defense. The appeal board will hear both parties and make their decision within **48 hours** of receiving the letter of appeal. Their decision will be final and binding.

e. In the event of an extraordinary circumstance, the timelines can be extended at the discretion of the president and/or the commissioner. All involved parties will be advised of any extended timelines.

f. If the president and/or the commissioner are directly involved in the dispute, their role in the complaint procedure will be taken by the vice president and/or other available executive members.

g. All ejected personnel shall be suspended for the balance of the game in which the offense occurred, and may have an additional game suspension(s), at the ruling of the Commissioner and his/her league board executive if deemed necessary.

RULE 10. SUSPENSIONS

Sec. 1

- a. Throwing of helmets or damaging other equipment may result in offenders being ejected from the game.
- b. Striking or threatening an official on or near the playing field will result in suspension.
- c. Ungentlemanly or unladylike conduct, of the use of abusive or vulgar language on or near the playing field will result in suspensions.
- d. Suspensions shall be levied on those persons who conduct in hotels, motels or billets is unfavorably reported on.
- e. A team may be suspended for refusing to play when they are ordered play.

NOTE: All circumstances of any ejection must be noted on the back of the game sheet (white copy) and signed by the umpire.

Sec. 2. APPEALS. All ejected and/or suspended personnel can appeal their suspensions through the complaints procedure (RULE 9).

RULE 11. CITY PLAYOFF RULES

1. The format will be announced when the schedule is released.
2. Home Team will be decided by the final regular season standings, they will occupy the 3rd Base Dugout. Coin toss will be held in all games if there is a loser bracket.
3. Pitching and Catching rules will be the same as per league play.
4. Five run rule is in effect for U11 and U13. Seven run rule is in effect for U15 and U17/U19.
5. Mercy rules are in effect for playoffs (15 runs up after 3 innings, 10 runs up after 4 innings or 7 runs up after 5 innings). Games are also over if one team is mathematically eliminated. For instance:
 - o A team is up by more than 7 runs (5 in U11 or U13) after 6 innings in a 7-inning game
 - o The home team is down by more than 7 runs going into their last bat (5 in U11 or U13). The game is over when the away team scores to go ahead by 8 runs in their last bat (6 in U11 or U13).
6. Protests must be made known to the plate umpire, prior to the next pitch either legal or illegal. The game will not continue until the protest committee has ruled on the protest. The decision of the committee is final.
7. The Protest Committee shall be made up of the Division Coordinator and two (2) other members.
8. International Tie Breaker will commence in the 8th Inning.
9. All other league rules will remain in effect.

***Please remember that Moose Jaw & District Minor Girls Fastball was organized to teach the girls the game of fastball and good sportsmanship!
Please stress these points in your coaching!***