



Oshawa N.A.S.C.

Softball Rules

It is strongly recommended that all coaches have and read a copy of the Softball Canada Rulebook, as these are the official rules except where N.A.S.C. Softball League rules apply.

April 2023

For the Youth of Oshawa

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Registration , Eligibility and Allocation of Teams and Movement of Players

1. To be eligible to play in the Oshawa N.A.S.C. Softball League each player must complete an N.A.S.C. Registration/Waiver Form.
 - a) All players must register for their Neighbourhood Association (as defined by the O.C.C.N.A. Neighbourhood Association Boundaries) in which they reside in.
 - b) Any person who contravenes these rules faces suspension as determined by N.A.S.C Softball
 - c) **ANY PERSON WHO FALSIFIES AN N.A.S.C. REGISTRATION FORM WILL MAKE THAT REGISTRATION INELIGIBLE TO PARTICIPATE IN THE N.A.S.C. SOFTBALL PROGRAM (LEAGUE), AS OF THE REGISTRATION DATE.**
 - d) To participate in N.A.S.C. Softball program, all players, coaches, and the neighbourhood park ball chair must read, understand and comply with the N.A.S.C. Softball League rules and N.A.S.C. Softball Policies and Procedures. Failure to follow the Policies and procedures set forth by N.A.S.C. Softball could result in disciplinary action.
 - e) Under no circumstances will teams use players that are not registered by the N.A.S.C. Softball.
 - f) For teams wishing to travel to tournaments; the following are needed for the N.A.S.C. Softball Executive Committee; permission form, tournament contacts, and location of the tournament, and a declared players list of the team that will be participating.
2. All Neighbourhood Associations late registrations, before and after Allocation of Teams and Movement of Players, must be submitted to the N.A.S.C. Softball Registration Chairperson, accompanied with **full** payment, for placement to a team as determined by the committee. Any person who contravenes this rule faces suspension as determined by the Softball Executive Committee. In addition ineligible players will be removed from the team and if eligible, players will be added to the ***to be placed list***. After Allocation of Teams the movement of players and player allocations will be determined by the Registrar and the Softball Committee. Players that sign up at the last registration dates and beyond will be considered on the ***to be placed list***
3. The Declared Players List has to be completed before the start of the season. No team can take the field if the declared players list is not complete. These declared players list will show coaches names, card numbers and phone numbers if possible.
4. Registered/carded Rep. Players with O.A.S.A. and/or O.R.S.A., P.W.S.A. or Rep. Softball teams may not participate in N.A.S.C. Softball house league games. Any player belonging to the above organizations shall be removed from the NASC team immediately. The N.A.S.C. Softball committee can make an exception to this rule.
5. Coaches must have completed registration/waiver forms for all players and a declared players list in their possession at all games and practices. If the form is not present for any player, that player will not be allowed to play. If a player is brought up from a lower age group a Parent/Guardian must accompany the player.

OSHAWA N.A.S.C. SOFTBALL RULES 2017

Rule 1: Definitions

- a) It is mandatory that all N.A.S.C. Softball team coaches have passed the C.I.R. (Police) Screening by no later than June 30th of that year.
- b) **COACHES** must attend a Rules clinic **if offered**. For coaches new to coaching, a coaching clinic may be offered. Head coaches must be 18 years of age or older and in the case of Midget 2 years older.
- c) **N.A.S.C. AGE CLASSIFICATIONS**

Divisions may be combined to create a division or coed divisions could be formed. **Distances will adhere to the older age division or as set out by the League.**

Division	Age (at December 31 of current year)	Pitching Distance	Base Distance
Teeball	4, 5		
Learn to Play Softball	6		
U9 Minor Mite Boys	7, 8	24'	45'
U9 Minor Mite Girls	7, 8	24'	45'
U11 Mite Boys	9, 10, 11	30'	45'
U11 Mite Girls	9, 10, 11	30'	45'
U13 Squirt Boys	12, 13	38'	55'
U13 Squirt Girls	12, 13	38'	55'
U15 Peewee Girls	14, 15	38'	60'
U15 Peewee Boys	14, 15	43'	60'
U17 Bantam Girls	16, 17, 18	43'	60'
U17 Bantam Boys	16, 17, 18	43'	60'
U21 Midget Girls	19, 20, 21	43'	60'
U21 Midget Boys	19, 20, 21	46'	60'
Junior Girls (presently not offered)		43'	60'

- d) Minor age players are under the age of 18.
- e) Teeball and Learn to Play Softball are instructional divisions and are operated by the league and their rules are not included in this package

Rule 2: The Playing Field

- a) The home team shall supply and install Softball Canada approved bases and white rubber pitching plate. (6" X 24")
- b) The use of the double base is mandatory in all age divisions.

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c) Home team will be on the third base side. Except in tournaments, then due to time restraints and determining of home team it will be first at park takes either side.

Rule 3: Equipment

1. a).No metal cleats are allowed in any division at any level of play. Hard plastic, nylon or polyurethane spikes similar to a metal sole are not allowed in any division at any level of play. **NO SOCCER SHOES.** Failure to remove illegal shoes when asked by the umpire will result in the removal of the player in violation.

b) It is strongly recommended that each team include a first aid kit with their equipment.

c) Minor Mite divisions will use an eleven (11”) inch “INCREDIBALL”. Mite and Squirt divisions will use an eleven (11”) inch softball. Peewee, Bantam, and Midget will use twelve (12”) inch softball. The home team is to supply two (2) identical game balls in new or good condition to be used at the discretion of the umpire and must be **core 47**. (Yellow or white)

d) Uniforms

1) All players shall wear team (park) uniforms that are alike in colour, trim and style

2) Uniforms are to be numbered.

3) No number shall be repeated on the same registered team.

4) Shirts are to be tucked in.

5) Team-hats must be worn properly, with peak facing front.

6) Shorts may be worn by Bantam/Midget girls **only** but the following 2 conditions must be followed:

Condition1: All shorts are to be in team colours or black

Condition 2: All players must wear sliding pants and knee protectors. **Knee protectors must be in proper place when the player enters the batter’s box and remain in place until they leave the diamond.**

2) All players, managers, coaches, and other persons, adult and minor age, acting in an official capacity with the team shall wear shoes with full uppers. Sandals and other open style footwear (i.e. crocs) are not allowed on or around the area of play.

3) Refusal to abide by these rules after being asked to do so by the umpire shall result in player, manager or coach being declared ineligible and therefore not allowed on the playing area.

4) All call-ups or crossovers must wear their home team uniforms.

e) It is compulsory for all players to wear protective equipment, i.e. boy’s cup and supporter, girl’s Jill protectors. Any player violating this rule will be declared ineligible to play. It is the responsibility of coaches and parents to ensure this rule is adhered to.

f) Starting at the Minor Mite age classification batting helmets are mandatory and must be equipped with a protective face cage and a chinstrap. Batting helmets must have a chinstrap fastened on both sides and are mandatory for all batters and base runners in all age groups. If the batter or base runner removes his/her helmet or fails to do up the chinstrap they will be called out at the discretion of the umpire if they are involved in a play. Umpires should remind all coaches of this rule before the start of each game. This rule is for the safety of all involved and should be explained as such. This rule is not to be adhered to if there are 3 outs and all players are leaving the playing field. Any person under 18 coaching first or third base must wear a batting helmet.

g) All catchers’ masks must adhere to Softball Canada rule 3, section 6 a 1-4

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- h) In all age divisions, bats must adhere to the Softball Canada rule 3, section 1 a-k
- i) Jewelry deemed unsafe is not allowed to be worn.

EXCEPTIONS: Medic Alert bracelets (not on pitching arm) or necklaces.

Acceptable Bat Certification stamps

ISF2005

WBSC (New)

ASA2000

ASA2004

USA Softball
(New)



Any bat that appears on the WBSC Softball Approved Bat List and has a current ISF certification stamp (2005 only) or WBSC certification (shown above) will be accepted for play at a Softball Canada event *or*,

Any bat that appears on the USA Softball Approved Bat List and has an ASA 2000 or 2004 certification stamp or USA Softball 2019 certification stamp (shown above) will also be accepted for play at a Softball Canada event.

The bat must meet the compression standards outlined by the certifying organization and may be tested to ensure they are in the proper range.

Bats that have been grandfathered by the League. The bat has to have an "Official Softball" written on the barrel

The bat must still pass a visual inspection per the current Softball Canada rulebook.

Rule 4: Player Rotations and Substitutions

a) All players are to be rotated so that no player sits for two (2) consecutive innings. No player will sit twice, until all players, including pitchers and catchers, have sat out once.

EXCEPTIONS: The player is hurt, sick, refuses to or cannot play for disciplinary action.

b) **MINOR MITES AND MITES ONLY.** Coaches **SHOULD** rotate all players from infield and outfield throughout the game. Players **SHOULD** play a different position in each new inning. The purpose of this rule is to allow a broad development of playing skills, in a variety of positions.

c) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11). All call ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14. **In the event that a player, who said they would not be there, does attend the game, bringing the**

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maximum number of players to more than 14, that player(s) will not be allowed to play in place of a call up. If a lower division does not exist, a crossover from another team can be used.

TOURNAMENT GAMES ONLY

d) ALL crossovers from one team to another MUST adhere to the following rules. It is understood that this rule can only be used AFTER the first game scheduled as there will not be extra players from other teams at the first scheduled game. Therefore for the first game only coaches are allowed to call other teams if they are going to be short for the first game ONLY. Naturally it is understood that no coach will deliberately stack their team. All player selections will be drawn out of a hat. Players can only cross over in this manner and the draw must be witnessed by league officials and the other team. (1) If you need a pitcher, then after asking all pitchers that are not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. (2) If you need a catcher, then after asking all catchers that are not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. (3) If you are just short players and need some for any other position then again simply ask all players not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. HOWEVER, if picking up a player to play any other position, and not a pitcher or catcher as stated in #1 and #2, the person or persons you get in this scenario **CAN NOT PITCH OR CATCH**, even if an injury occurs.

e) Pregnant females will not be allowed to play.

Rule 5: The Game

General Rules apply to ALL divisions. Minor Mite, Mite, Squirt have specific rules further down.

a) READ SCHEDULES CAREFULLY, NOTE THE TIME AND PLACE

b) Play will discontinue when lightening is spotted by the umpires. Play will be suspended for 20 minutes. If in that 20 minute period a second sighting occurs, the game will not be restarted. If the game is restarted and a second sighting occurs the game is over.

c) The starting time for all games is 6:30 P.M. unless otherwise specified. Teams arriving late will be allowed a fifteen (15) minutes grace period. All games are to be seven (7) innings or 1 hour and 30 minutes, no new inning to start after the 1 hour and 30 minute time limit. If there is a tied score at the end of seven (7) innings, the points are to be split. Shortened games are to be considered complete. The umpires' decision is final as to the calling of a game due to darkness, weather or poor field conditions. A complete or official game will be after 1 complete inning of play.

d) No inning may start after 1 hour and 30 minutes from the scheduled start time, even when the fifteen (15) minute grace period is awarded. **All innings started before the 1 hour 30 minutes time limit will be completed.**

e) An inning will constitute five (5) runs or three (3) outs. There will be no more than five (5) runs recorded per inning for any one team. After three (3) outs or five (5) runs have been scored, the side will be retired. These rules apply in all innings, including the last inning.

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- f) Play will stop immediately when a player is injured by the calling of 'Time' by the umpire only. All runners will be returned to the last legally touched base.
- g) To start a game, a team may field seven (7) players without any penalties to the team. A team forfeits the game if they have less than seven (7) players. In order for a game to be played if the other team has a lot of players, the crossover rule can be used.
- h) An injured or ill player may be removed from the game providing there are still seven (7) players remaining on the team without penalty. If that number drops below seven (7) then that team forfeits.
- i) Unlimited DEFENSIVE substitution is allowed in all divisions. Courtesy runners are allowed provided the umpires and coaches are informed, at the plate conference, before the game or a player is injured during the game. The courtesy runner is the person in the batting order that is the furthest away from the batter. **Players needing a courtesy runner are not allowed to run past 1st base BUT must make it to 1st base unassisted.**
- j) Each team is allowed one (1) offensive and one (1) defensive conference per inning. This does not include injuries. On a **second** offensive charged conference in the same inning the coach/manager that instigated the conference will be ejected from the game. On a **second** defensive charged conference in the same inning the pitcher on the mound will be declared an illegible pitcher and must be removed from the game in the pitching position for the remainder of the inning.
- k) A player not present at the start of the game is still eligible to play and must be inserted at the bottom of the batting order.
- l) The Mercy Rule will apply to the Minor Mite through the Junior divisions. **The mercy rule is if a team is ahead by 11 runs after 5 innings or by 6 runs after 6 innings, then the rule will be enforced. The official game is over and the umpire will leave the field. No exceptions.** The teams can carry on with a practice if they desire but no umpire will stay and both teams do so at their own risk in the case of injury.
- m) Coaches are allowed to only bring a counter on the field during a game. No scorebook, clipboard, food or drink.
- n) **MINOR MITES ONLY:** Two coaches will be allowed on the field for the purpose of defensive positioning. Both teams shall play four (4) fielders.
- o) **Catchers** should be removed from base to dress for the next inning when there are two (2) outs or four (4) runs have scored and will be replaced by the person in the batting order that is the furthest away from the batter.
- p) **Mite to Squirt** divisions: If both teams have more than 10 players, then a fourth (4th) outfielder (Rover) can be used.

Rule 6: Pitching Regulations

a) **Minor Mite pitchers** may pitch for six (6) outs in a game and they may pitch 2 innings in a row. **Mite pitchers** may pitch for six (6) outs in a game and they may pitch 2 innings in a row. **Squirt and Peewee pitchers** may pitch for nine (9) outs in a game and it can be in 3 consecutive innings. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded. The **Midget and Bantam pitchers** shall pitch unlimited. If a Bantam/Midget team has more than 1 pitcher or catcher it is recommended that they rotate in the course of the game.

b) In all age divisions, if the pitcher hits two (2) batters in an inning, he/she must be removed for the remainder of that inning. If during a game the pitcher hits three (3) batters, he/she is retired from this position for the remainder of the game. **EXCEPTION: Minor Mite**

***New* Pitching rule:**

- * Signs must be taken with at least 1 foot on the pitching rubber and all players in position.
- * Ball may be either in the hand or glove.
- * The pitcher can start the pitch with both feet on the pitching rubber or 1 foot behind the rubber (no minimum or maximum distance).
- * If starting with 1 foot behind the rubber it **MUST** be behind the rubber **BEFORE** the pause.
- * Whether starting with 1 foot or 2 on the rubber neither foot can off to the side of the rubber.
- * A pitcher can **NOT** step back during the pitch. All motion must be forward.
- * Pitchers are required to pause from 2 to 5 seconds, with hands together before the pitch.
- * Pitchers must stay in the pitching chute.
- * All ages and both genders can now hop during the delivery of the pitch.

Pitchers of all age categories may leap in the air, land and then release the ball provided they do not establish a second push point, also known as a crow hop.

What umpires are directed to look for is that the hands must be separated and the arm rotation must be started prior to the pitcher re-establishing contact with the ground.

d) The pitchers in the Squirt, Peewee, Bantam and Midget/Junior divisions may use a pitching toe. (Made of plastic or leather, **NOT METAL**)

e) **IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD. A pitching mask is mandatory.**

f) **A Catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.**

g) In Peewee and up a tack rag (Gorilla Gold) is allowed for the purpose of a better grip on the ball.

h) The 8 foot Softball Canada pitching circle rule does **NOT** apply in N.A.S.C. Softball. Once the pitcher has the ball and not making a play on any base runner, time is assumed called and all runners return to last base touched.

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Rule 7: Batting

- a) All players will bat.
- b) The infield fly rule will be in effect for Squirt, Peewee, and Bantam and Midget divisions.
- c) MINOR MITES AND MITES ONLY: The infield fly rule will not apply.
- d) MINOR MITES AND MITES ONLY: The batter is automatically out after the third strike, no running on dropped third strike.
- e) MINOR MITES ONLY: The batter shall not take first base when hit by a pitched ball.

Rule 8: Base running

- a) Stealing of bases is allowed in the Mites through Junior divisions. In the Mite and Squirt division, base runners may not leave the base they are occupying until the ball has crossed home plate. In the Peewee to Junior divisions stealing is allowed when the ball leaves the pitcher's hand.
- b) MITES ONLY Stealing of home is not allowed.
- c) Base runners purposely delaying the game, ie: threatening to steal (dancing), will result in time being called after 3 seconds so as to get on with the game and not waste anymore time.

Rule 9: Dead Ball – Ball in Play

- a) In the judgment of the umpire, the batter is ejected for the remainder of the game for throwing his/her bat in an unsportsmanlike manner. Further suspensions may be applied if warranted. The ball is dead and any runners MAY NOT advance.
- b) **MINOR MITES ONLY:** On an overthrow to any base or a missed catch (still in play), the ball will be considered as a dead ball whether the ball goes out of play or not. The umpire will call a dead ball and the base runners will be awarded the base they were going to from the time of the throw and will advance if forced.

Rule 10: Umpires

- a) **In the event there is no umpire, person(s) 18 years of age or older may volunteer to umpire.** The visiting team will supply the plate umpire and the home team will supply the base umpire. Coaches must inform said volunteers, they do so at their own risk.

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- b) If you have only 1 or no umpires **BOTH** coaches are to report to the UIC and umpire scheduler immediately after the game.
- c) ALL UMPIRES MUST BE PAID BEFORE THE START OF THE GAME.
- d) An N.A.S.C. carded umpire cannot umpire a game if he/she has a family member involved with a team.
- e) All teams must be ready to play at the park before the umpire calls the game a rain out, if not, the offending team will lose by default.
- f) **The defaulting team is responsible for paying full regular game fees to both umpires.**
- g) If the game is called for whatever reason, the winning team will be declared as to the score of the last complete inning.
- h) UMPIRE FEES: **League Umpires** – Fees per umpire for the Minor Mite, Mite, Squirt, Peewee, Bantam and Midget divisions will be as determined by the Softball Committee.
For DRUM umpires in the Bantam & Midget Division **the fees** will be determined prior to season start. Each game shall have 2 umpires. If one umpire shows up it is still the full fee per game split between the 2 teams, half fee for each team. If a DRUM umpire misses a game they will umpire their next NASC game for free.
- i) **Only the umpire can determine that a game will not be started due to rain, lightning or poor field conditions. The Umpire is paid ½ of the normal fees.** If a team does not have a minimum of eight (8) players present before the game is called by the umpire and after the grace period (15 minutes), then that team will be responsible for paying all umpire fees for that game, as they are in a default situation. (See rule 10f). The Executive of the league decides league shut downs.
- k) Umpires are to sign, print and legibly write their name and number on both score sheets.

Rule 11: Protests

- a) All protests shall be formal and submitted in writing and signed, to the N.A.S.C. Softball Committee by the Neighbourhood Association Softball Chairperson within forty-eight (48) hours along with \$25.00. (THE PROTESTOR MUST NOTIFY THEIR BALL CHAIR IN THE EVENT OF A PROTEST).
- b) **PROTESTS during Tournament games are not allowed.**

Rule 12: ACTS OF DISQUALIFICATIONS OR SUSPENSION

Any offending team, player, coach or manager will be penalized through ejection from the game or forfeit the game and subsequent suspension for any of the following:

- a) Conduct detrimental to the game of Softball.
- b) Any coach, manager or player ejected from a game by an umpire for foul language or improper conduct shall be suspended for the remainder of the game and the next (1) league games automatically and pending a League review. If a coach, player or manager is ejected, they may not participate further in the game in any capacity. Violation: Forfeiting the game. NOTE to umpires: All ejections must be reported immediately by the Umpire to the Umpire in Chief (UIC), who in turn will report to the N.A.S.C. Softball Chairperson and the respective Neighbourhood Association Softball chair. If a violation of this rule occurs during your game report it to the UIC immediately after game. For tournaments, see tournament rules.
- c) Any player, coach or manager ejected from a game for harassment, physical and/or verbal abuse shall be suspended indefinitely pending a review.
- d) Any person, Association (park), coach, manager, player or fan violating the Constitution, By-laws, or Policies and Procedures of the O.C.C.N.A., N.A.S.C., Softball Canada or refusing to abide by the decision of the Softball Committee shall be suspended.
- e) Any, coach, manager, player or fan may be suspended by the Softball Executive for conducting themselves in an un-sportsman-like or undesired manner.
- f) A coach will be suspended one (1) full year after refusing to play in a regular season, Tournament or Championship game. Coaches maybe reinstated pending a review following time served.
- g) Deliberately degrading the image of the O.C.C.N.A., N.A.S.C. and the N.A.S.C. Softball Committee, their representatives, officials, other teams, team members, players or fans
- h) When any person causes an offence of a flagrant nature, such as the use of obscene language or an assault (physical or verbal) upon a player, coach, manager, fan, umpire, official, Convener or Executive member that person shall be suspended indefinitely pending a review.
- i) Any suspended party may request a hearing. All requests must be in writing and signed and submitted to the N.A.S.C. Softball Committee. The written request is to be submitted within 48 hours of the disciplinary action and accompanied with \$25.00 in cash.
- j) COACHES ARE RESPONSIBLE FOR THEIR FANS. Fans are defined as anyone having a relationship of any kind with a team member.
- k) **Smoke Free Ontario Act prohibits smoking on any outdoor property used by schools, children's playgrounds and publicly owned sports fields. It is illegal to smoke on and within 20 meters of children's playgrounds and publicly owned sport fields and surfaces.**
- l) Players, coaches, managers, scorekeepers or fans shall not make disparaging or insulting remarks to or about the opposing players, officials, or spectators, or commits other acts that could be considered un-sportsmanlike conduct. No person is to use language that will reflect negatively upon players, coaches, umpires or fans.

POSITIVE CHEERING ONLY!

Rule 13: Scoring

COMPARISON OF SCORING IS MANDATORY.

- a) Scorekeepers must compare scores at the completion of each inning. Any discrepancy is to be resolved with the umpires at the time. If a discrepancy can not be rectified the home team's scorebook will be considered correct.
- b) Scorebooks must also include a player's uniform number beside their name.
- c) All scores are to be reported to the Divisional Convenor, and the Divisional Convenor must report to the Executive. Failure to report the scores will be considered as a loss

MINOR MITE SPECIFIC RULES

- 1) Pitching Distances 24 feet and Base Distances 45 feet
- 2) Minor Mite divisions will use an eleven (11) inch “INCREDIBALL”.
- 3) All players are to be rotated so that no player sits for two (2) consecutive innings. No player will sit twice, until all players, including pitchers and catchers, have sat out once.
EXCEPTIONS: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11). All call ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14, **in the event that a player, who said they would not be there, does attend the game (bringing the maximum number of players to more than 14), that player(s) will not be allowed to play in place of a call up.**
- 5) No inning may start after 1 hour and 30 minutes from the scheduled start time, even when the fifteen (15) minute grace period is awarded. **All innings started before the 1 hour 30 minutes time limit will be completed.**
- 6) Two coaches will be allowed on the field for the purpose of defensive positioning. Both teams shall play four (4) fielders. If one team has less than ten (10) players, the other shall still be allowed to field four (4) fielders
- 7) Coaches SHOULD rotate all players from infield and outfield throughout the game. Players MUST play a different position in each new inning. The purpose of this rule is to allow a broad development of playing skills, in a variety of positions. (Refer to rule 4b).
- 8) Minor Mite pitchers may pitch for six (6) outs in a game and they may pitch 2 innings in a row. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded.
- 9) If a pitcher hits a batter they are not removed from that position and the batter is not awarded 1st (first) base.
- 10) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD.
- 11) A Catcher’s mask must be worn by anyone warming up a pitcher on the diamond or park area.
- 12) The infield fly rule will **not** apply.
- 13) The batter is automatically out after the third strike, no running on dropped third strike.
- 14) On an overthrow to any base or a missed catch (still in play), the ball will be considered as a dead ball whether the ball goes out of play or not. The umpire will call a dead ball and the base runners will be awarded the base they were going to from the time of the throw and will advance if forced.
- 15) a. The first four (4) weeks of the season the coach will pitch to the opposing team at the 24’ distance.
b. There will be a defensive player in the pitching area to FIELD THE BALL ONLY.
c. After the first four (4) weeks, regular softball rules apply with the exception of the “Minor Mite Specific Rules”
- 16) NO stealing of any bases is allowed.

MITE SPECIFIC RULES

- 1) Pitching Distance 30 feet and Base Distance 45 feet
- 2) Mite division will use an eleven (11) inch softball, core 47
- 3) Coaches SOULD rotate all players from infield and outfield throughout the game. Players SHOULD play a different position in each new inning. The purpose of this rule is to allow a broad development of playing skills, in a variety of positions.
EXCEPTIONS: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11). All call ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14, **in the event that a player, who said they would not be there, does attend the game (bringing the maximum number of players to more than 14), that player(s) will not be allowed to play in place of a call up.**
- 5) Mite pitchers may pitch for six (6) outs in a game. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded. The pitcher can pitch 2 innings in a row up to a maximum of 6 outs. If the maximum is not reached the pitcher will not be allowed to pitch in the next inning but can re-enter as a pitcher after they have missed an inning.
- 6) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD.
- 7) A Catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.
- 8) The infield fly rule will **not** apply.
- 9) The batter is automatically out after the third strike, no running on dropped third strike.
- 10) Stealing of bases is allowed in the Mite division. Stealing is allowed when the ball crosses the plate.
- 11) **Stealing of home is not allowed.**
- 12) Mite divisions: If both teams have more than 10 players, then a fourth (4th) outfielder (Rover) can be used.

SQUIRT SPECIFIC RULES

- 1) Pitching Distance 35 feet and Base Distance 55 feet
- 2) Squirt division will use an eleven (11) inch softball, core 47
- 3) All players should be rotated so that no player sits for two (2) consecutive innings. No player will sit twice, until all players, including pitchers and catchers, have sat out once.
EXCEPTIONS: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11). All call ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14. **In the event that a player, who said they would not be there, does attend the game (bringing the maximum number of players to more than 14), that player(s) will not be allowed to play in place of a call up.**
- 5) Squirt may pitch for nine (9) outs in a game and it can be in 3 consecutive innings. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded.
- 6) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD.
- 7) A Catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.
- 8) Stealing of bases is allowed when the ball crosses the plate.
- 9) If both teams have more than 10 players, then a fourth (4th) outfielder (Rover) can be used.

N.A.S.C. SOFTBALL TOURNAMENT RULES

All regular N.A.S.C. Softball Rules 2014 rules shall apply with the following exceptions:

1. All tournament schedules will be a double knockout draw or a Round Robin Series. If the teams are placed in the Round Robin Series refer to the Oshawa N.A.S.C. Round Robin Rules section for additional information.
2. Any player, coach, manager or any other team official ejected from a game will sit out the remainder of that game plus the next (1) game. (tournament or regular season)
3. All tournament games, excluding Championship finals, shall adhere to a one (1) hour and thirty (30) minute time limit or seven (7) innings. (No full inning shall start after the one (1) hour and thirty (30) minute time limit has elapsed.
4. The Championship final is a 7 (seven), inning game within the mercy rule guidelines. All Minor Mite games shall adhere to one (1) hour and thirty (30) minute time limit. (No full inning shall start after the one (1) hour and thirty (30) minute time limit has elapsed.
5. There shall be no in field practices on the diamond at any tournament game at any time.
6. Each team must supply one new or one good softball for each tournament game. The balls must be identical in colour, texture and lace height.
7. Before the start of each tournament game, the umpire shall flip a coin to decide the home team. Team benches are on a first come first served basis in the interest of time. All games except the championship game are on a time limit and start at a designated time. If teams are not ready they have a 15 (fifteen) minute grace period and then lose 5 – 0.
8. Each team must bring one set of bases to all tournament games. Winner of the toss, whether home or visitor, must install bases. If a team wins the toss and has no bases, they must find a set within the 15 (fifteen) minute grace period or forfeit the game. Time starts at scheduled start time.
9. There shall be a Mercy Rule whereby a complete game will be declared if one team is leading by eleven (11) or more runs after the completion of the fifth (5) inning, or six (6) or more after the completion of the sixth. Remember the plus/minus goes only to a maximum of five (5) runs.
10. All games are to be reported to the respective league Convenors immediately after the game.
11. Due to unforeseen reasons beyond our control, (weather, and diamond conditions) tournament games may be shortened and/or cancelled.
12. In divisions where age groups are combined, e.g. Bantam/Midget, and there are no teams for call ups, and a **pitcher or catcher** is needed, and your team has no player for either of these positions, then a lottery or draw will be used of all players for these positions, if they want, will be used. This is to keep it fair and a team can not be accused of stacking there team.
(Refer to rule 4d of regular rules)
13. **Protests** are **not allowed** in tournaments, the umpire's decision is final.
14. No rulebooks or rule papers are allowed on the field during the game. The exception will be if requested by an umpire in order to get a certain **league rule** correct.
15. Should the executive decide the playing field to be playable and a team refuses to play for whatever reason, they then lose by default 5 - 0.

Double Knock-Out Rules

For the Youth of Oshawa

1. All first game winning teams shall play in the winners' bracket until that team suffers their first loss.
2. All teams, upon suffering their first loss, shall drop into the losers' bracket.
3. Teams shall be eliminated from competition when they suffer their second loss
4. In the Championship Final, the team from the losers' bracket must defeat the team from the winners' bracket twice in order to win the Championship.

Tie Breaker Rule

1. Starting at the top of the eighth inning (or at end of time limit) and each half inning here after the offensive team shall begin its bat with the player who is scheduled to bat last in that respective half inning being place on second base.

Round Robin Specific Rules

1. In the regular Round Robin Series, the home team must have their last at bat to complete the last inning. Unless they are leading by the maximum number of runs allowed per inning, 5 (five).
2. At the completion of the single Round Robin round, the final standings will be determined by the following criteria; win loss and tie record. A win = 2 (two) points, a tie = 1 (one) point and a loss = 0 (zero) points. No tied games will be played out in the Round Robin except the championship game(s).
3. After the Round Robin series is over and there is a tied situation as to who goes on to the medal rounds the standings will be determined as follows; 1) wins, loses, ties, and 2) plus/minus to a maximum of 5 per game. If a tie still exists a mini game of ONE (1) inning will be played using the international tie breaker in every inning. The international tie breaker is; at the start of each inning, top and bottom, the offensive team will place the person furthest from the batter in the batting order on second base.

Year End Divisional Standings if Tied

If teams are tied at the end of the season for the Divisional, the winner will be determined as follows:

1. Head to Head
2. Plus / Minus run differential between the tied teams
3. If a tie still exists, the first game of the year end playoffs between the tied teams will determine the winner.
4. If game ends in a tie, the International Tie breaker consisting of 1 inning will be played.