



North Waterloo Playing Rules and Regulations

The NWFL operates under Softball Canada rules, plus OASA except for the following:

1. LEAGUE STRUCTURE

1. The selection of a scheduling option (i.e., interlocking with league, inter-divisional, interlocking with other leagues, etc.) will be made by the team representatives at the scheduling meeting.
2. League Payments must be paid in full prior to the start of league play. Payments will initially be collected at the league affiliation/scheduling meeting. If a team has not paid by said date, a \$50 late fee will apply (starting in 2020)
3. A \$100 team bond must be paid per Association. These funds will be held by the league so long as an association remains in good standing in the league. However, after a period of five (5) years of inactivity within the league these funds will be absorbed by the league and the association will need to reapply for membership and resubmit the \$100 Bond.

2. ROSTER

1. Each team shall be registered with OASA and shall consist of a minimum of 11 players and a maximum of 17.
 - a. All associations/teams must provide proof of insurance at the affiliation/registration meeting
 - b. Rosters must be submitted by June 15th to the divisional convener by the Centre Reps after the lists are completed and certified by the manager and coach. Any additions to the list after June 15th must be approved by the executive. Failure to submit list by June 15 will result in the loss of points up to that time and any further points until the list is submitted.
 - c. OASA Residency rules will apply to all teams participating in the North Waterloo League.
 - d. All players to be eligible for the playoffs must have participated in four (4) regular scheduled games with the team they are registered and have played a minimum of 3 innings per game played.
2. The signing of the league's official roster (coaches, managers, and players) is an agreement in writing of the individual to abide by the rules and regulations of the league as set out and ratified by the league. We will accept a copy of your teams OASA roster as an alternative.
3. It is the option of each team for each game whether they play "bat 9 play 9" or play through the order. Each team's decision is to be announced at the home plate pre-game conference. If a team chose to play through the order, a player would be stricken from the game if they are not at the park and ready to play by the time they come up in the order.

3. PLAYER ELIGIBILITY

1. To be eligible to play in the NWFL, all associations must provide independent proof of insurance. NWFL does not provide liability or accident insurance. All players must be insured prior to the start of their first NWFL game.

2. To play in the NWFL Playoffs, a player must have played at least four (4) of the season's scheduled games with the said team who's roster they sign for playoffs or substitution roster in our league. However, they may sub for any NWFL team at any time during the regular season.
 - a. Forfeited games will not be recognized as a game played
 - b. Tournament games will not be recognized as a scheduled game played.
3. Any player may play any number of games in a higher division providing they have the coach's consent from their own age group. A player may play only for a team in the association he/she is signed with and must be signed with the NWRMSL.
4. Teams are allowed to draw from a lower division to bolster the team roster to a maximum of 12 players in the higher division provided all players are signed with the NW in their respective centres. An exception to add a catcher or pitcher (as a 13th player) may be granted by agreement of coaches at pregame home plate meeting.
5. An affiliated centre may make a special request to associate with another centre to draw emergency call ups from a lower a equal division provided original centre does not have its own lower division and the associated centre does not have its own higher division.
6. **Player Releases:**
 - a. players must sign in their own centre first.
 - b. A player cannot register with another centre unless player has proof of registration (copy of registration form) from Home Centre or release from Centre Rep.
 - c. If there is no appropriate team to play on in the home centre player must sign with the closest nearby centre that has his division of play unless he gets a release from that nearest centre. The release is for one year only. The player would then be free to sign with any NW centre. However, once a player has played two consecutive seasons with his new centre he then becomes the property of that centre. He would need a release from that centre if he wished to play in any other centre but his original home centre. The player may return to his own original home centre if he wished and a release would not be required. All releases should be filed with the NW executive (convener, president).
 - d. When a new team affiliates with the NW any players that have been with that team for two years would not need a release from any established NW centre.

4. UMPIRES

1. No coach shall umpire his/her own game.
2. Home team supplies both umpires. Plate umpire must be Softball Ontario carded. Base umpire may be an umpire in training for Atom, Squirt division. For Peewee, *Bantam and Midget divisions base umpire must be carded.*
3. If both teams agree to play with one umpire that game will become a regulation game. If both teams do not agree then the game will be rescheduled by the home team.
4. Umpires in Training:
 1. A 12-16 year old is accepted by the league as an Umpire in Training on the condition that they attend an umpire clinic prior to the season and only be allowed to do games in divisions younger than their own age.

5. Game Play Exceptions

- 1) Lead Off - Atom base runners may leave the base when the ball crosses home plate. Squirt and up may leave the base when the ball leaves the pitcher's hand.
- 2) Dropped Third Strike - The batter is out on third strike whether the ball is caught or not in the Atom division.
- 3) Substitutions

- a. All Divisions: All players at the game are to be on the players' list and must be put on the batting list and allowed to bat. Players coming late are to be added to the bottom of the batting list. However, no additional players are to be added once the initial batting order has been gone through. If playing with nine, and a player is ejected the game may continue with the ejected player's position being an automatic out. There is unlimited defensive substitution for all divisions.
- b. All divisions: An injured player can be re-entered when deemed to be fit and in the same batting order and is not an out.
- c. All Divisions: If there are two outs and the catcher is on base, the catcher may be substituted for the last out player. This must be declared at time of ground rules.

6. EQUIPMENT

1. Batting helmets to be worn all the way around the bases and until the player leaves the field of play. Chin straps are mandatory for Bantam and lower divisions. As in accordance with OA and OR policies all mite, squirt, peewee and bantam players' batting helmets must include attached face guard protection.
2. All catchers must wear protective helmet and mask and attached throat protectors, body pads, shin guards and athletic support. (S.C. rule 3-6). Shoes with metal spikes, detachable spikes or hard spikes are not allowed for any division except Midget and above. Use of double bag at first is mandatory for all divisions.
3. Face masks are required for Pitchers for U14 (Peewee and under)
4. Teams must supply one (1) new and one (1) used ball for each game.
5. All balls must be of a type approved by the executive.
6. Use of optic balls are optional to the home centre. However, all balls throughout the game must be of the same colour. The optic ball will become the official NW game ball starting in the 2010 season. NW recommends the OASA official ball type: 11-inch Worth Green Dot and 12-inch Worth K-master.

7. FIELD PREPARATION & GAME TIME

1. The home team is responsible for lining, dragging, set up, and take down of the field. For dimensions refer to the rulebook, as per Softball Canada.
2. The field must be lined and ready for play 20 minutes prior to start of game. If the field is not ready, infields will be allowed at umpire's discretion.
3. NWFL games start times are between 6:30pm and 7:30 pm mite through Peewee and between 7:30 and 9:00pm for Bantam and Midget. Double-headers will start at 6:30 pm and 8:30 pm.
4. All league games must have a minimum of 1 hour and 30 minute time limit, if diamond time is available games can be played longer. League games start by the umpire's determination of time. The game can be delayed for 15 minutes only if a team has only seven (7) players after which time, game will be forfeited by team not fielding required minimum of eight (8) players (and still remain at 1h45m of played time).
5. If both teams fail to have the minimum of eight (8) players, the game is forfeited by both teams and the official score is 0-0.
6. In the instance of fielding eight (8) players, the ninth position in the batting order is blank and causes an automatic out when that position is the "at bat" player. If a 9th player's name is on

the game score sheet at the start of the game, she/he can be played any time after the start of the game.

7. If the number of fielded players drops below eight (8) any time during the game that team forfeits the game.
8. If a team starts with nine (9) players and drops to eight (8) at any point in the game, the game will be allowed continue. The empty position in the batting order will be an automatic out.
9. Unlimited substitutions apply

8. EXTRA INNINGS, INCOMPLETE GAMES AND MERCY RULE

1. A game that is tied at the end of 7 innings will start with international tie breaker in the 8th inning when time permits.
2. When the game cannot be completed due to weather, field conditions, or darkness, the game will be rescheduled unless 5 innings or time has been completed. Games will not be suspended unless otherwise determined by coaches at ground rules.
3. Teams may score a maximum of 5 runs per inning through 5 innings, the 6th and 7th inning will remain open to a maximum of 10 runs.
4. At Peewee, Bantam and Midget, if a team is ahead by twelve (12) runs after 5, 5.5 or 6 complete innings the game may be declared over by the Mercy Rule.
5. A complete game is either a minimum of 5 innings, time, or a mercy.

9. SCORE KEEPING

1. The home team is responsible for recording official game score and keeping said copy as official records until season's end. Home team must report or post final score and any special issues to appropriate NW convenor within 48h of game's completion. Official game sheet shall be the home team's score book and is to include first and last names of only the players participating in that game.
2. If a game was not played or completed, both teams are responsible for notifying the Divisional convener within 48 hours of the original scheduled date. Home teams are responsible for scheduling their own rain outs will not be reimbursed for rain outs called during play that do not get rescheduled.

10. GAME CANCELLATIONS

1. Rainouts/Unsafe Field Conditions:
 - a. If a game is to be cancelled; the Coach is responsible for notifying the other coach by 3:30pm game day.
 - b. The home team is responsible for determining cancellations.
2. If your team is not able to field a team, 24-hour notice must be given to the other team or your team will be responsible for the umpire fees. These fees will be taken out of their association bond and paid to the hosting team at the request of the hosting team.
3. All postponed games must be reported to the Divisional Convenor within seven (7) days, along with a date for playing the game. Any team refusing to play on two reasonable rescheduled dates forfeits the points.

11. PROTESTS

1. No Protests

12. END OF REGULAR SEASON/ PLAYOFF STANDINGS

1. When total points won are identical, playoff positions will be determined in the following manner:
 - a. Total number of points
 - b. Most Wins
 - c. Win/loss record between teams tied.
 - d. Runs for and against in the games played between the teams tied
2. The league playoff format shall be determined by the league vice-president or divisional conveners and approved by the Member Centers.

13. PENALTIES

1. For any gross misconduct or violation of Rules and Regulations, penalties may be levied at the discretion of the Executive. Executive decisions will be final.

14. PLAYER/COACH EJECTIONS

- a. Players/coaches may be ejected from a game at the determination of the umpire for verbal abuse, physical abuse, excessive profanity, excessive arguing with umpires or fighting. This will be a standard ejection from the game being played.
- b. Players/coaches may be suspended a further one to three games or more based on (written) report from the umpire to the executive. Members of the executive (minimum of two) will further investigate and determine length of any further suspension.
- c. Home team is responsible and must contact convener immediately (that night) at conclusion of game with details of game ejections.

15. TOURNAMENT PLAY

All regular season rules apply unless specified differently below.

- a. All tournaments with 5 teams or more to be a double knockout format. There will be one championship final game (no if game).
- b. Home team determined by the final league standings during the regular season. The higher standing team will be the home team throughout the tournament.
- c. All games to be seven (7) innings or 90 min long. Championship games will be 7 innings with no time limits, except Mites. Any inning started, must be completed. If the winning team is leading they do not bat the bottom half of the last inning.
- d. Regular season mercy rules remain in effect. Mites have a 90 min time limit in their championship game.
- e. A game tied after seven (7) innings or 90 min is to be played out until a winner is decided. The International Tie Breaker Rule will be used at the start of the 8th inning or the inning immediately after the 90 min time limit.
- f. All umpire judgment decisions are final. However, consideration may be made on misinterpretation or misapplication of playing rules. Any protest must be presented immediately to the Convener or his designate at the time of the calls.
- g. A coach, manager or player ejected from any game for the following reason will be out of the tournament; swearing, intent to injure, fighting, using abusive language or being abusive to an umpire.
- h. A coach or player asked to leave (by the umpire) the playing area (including the bleachers) will immediately do so or the game will be forfeited to the opposing team.

- i. The host community is to supply umpires. Umpires must hold a valid umpire card**
- j. The host community may not charge spectators at the gate or take a silver collection during games.
- k. All games will start with a new ball and a good used ball.
- l. Rain dates will be announced at the time of the rain out by the Convener. The game batting roster procedure remains the same as regular season.
- m. A team caught using an illegal player will forfeit the remaining games.
- n. Teams should be prepared to play fifteen (15) minutes before game time.
- o. Team Lists and Game Reports:
 - 1. Official team lists shall be available to each tournament chairperson throughout the tournament. Only Official NW team player list players are eligible to play in year-end tournament.