



## **GMAA Softball Handbook**

### **Section 1: Sports Committee**

The Softball Sports Committee shall consist of the chairperson of the above sport and all the coaches for that season. The chairperson shall call one meeting prior to the opening of the season. A mid or post season meeting may be called at the discretion of the chairperson or at the request of 1/3 of the coaches involved in this sport.

### **Section 2: Team Entry and Classification**

2.1) All official team entries must be submitted on S1 by the deadline

2.2) Classification:

Boys or Girls

Open Age (Juvenile Age Category)

### **Section 3: Player Registration & Eligibility**

3.1) Player Registration is due on S1 prior to the teams' first game.

### **Section 4: Uniform (also refer to Governing Rules – Rule VI, Section 5)**

4.1) Team shirts must be of the same style and colour and must be numbered.

4.2) Athletic wear must be worn on the bottom. No dress pants or jeans are permitted.

4.3) All hitters as well as base runners must be wearing helmets.

4.4) Catchers must wear a mask and chest protector.

4.5) Shin pads are encouraged and may be shared.

### **Section 5: Scheduling & Starting Time**

5.1) The schedule shall be drawn up by the coaches or SAC Reps at a scheduling meeting. Each team is required to have one representative present to do the scheduling (see Governing Rules – Rule VI, Section 6). Sections will be presented to the coaches at the pre-season meeting.

5.2) The regular season shall be a minimum of six (6) games and a maximum of nine (9) games, time and weather permitting.

5.3) League games have priority over any exhibition game and/or tournament. League games will not be postponed due to conflicting schedules.

5.4) Cancellation of game - If a game must be cancelled due to inclement weather, the home school is required to call GMAA before 12 noon the day of the game. After 12 noon the referees' costs must be paid.

5.5) Officials: As much as possible two umpires should be scheduled per game.

5.6) Coaches are encouraged not to adjust or alter the schedule for any reason other than a school closure. Changes to the schedule can be made during the (5) five working days after the schedule is posted on the website assuming both schools involved agree to that change. Both coaches must notify the GMAA of the change. No changes will be accepted after noon the

working day before the scheduled game (except in emergencies). If changes are made after the 5-day grace period, a \$10 charge will be applied to the team requesting the change.

5.7) Starting time as per the GMAA Governing Rules, if a team is not on the field and ready to play within 15 minutes of the scheduled starting time, that team shall lose the game by default.

### **Section 6: Governing Rules & Rule Modifications**

6.1) No team shall be permitted to play any league game unless accompanied by a staff member, (see Rule VI, Section 4 of General Governing Rules for clarification) PENALTY: DEFAULT OF GAME

6.2) Pitchers shall use the slow pitch delivery.

- a) The ball must be visible to the batter at all times. The delivery is underhand without a spin (the wrist cannot be broken in the delivery).
- b) The ball must have an arc.
- c) The ball is to be pitched at a moderate speed of 10 mph rather than the speed of 30mph of a fast ball.
- d) A pitch that has no arc or is deemed too fast by the umpire will be a called Ball. However, if contact is made, the ball is in play.
- e) The strike zone is standard (armpits to knees)
- f) The pitcher must have both feet on the mound to deliver the pitch (may not step backward before releasing the ball).

6.3) The umpire is to warn the pitcher, who is not delivering a slow pitched ball. The umpire may give 2 warnings. If the pitcher continues to deliver other than a slow pitched ball that pitcher must leave the mound and be replaced by another pitcher. The pitcher who has been replaced may not return for the duration of that game.

6.4) Bases - 60 ft. in length. Home plate - 40 ft. from pitcher's mound for boys and 35 ft. for girls

6.5) Game length - 7 innings. There is no time limit.

6.6) The mercy rule may only be applied at the end of the 4th inning, when there is a difference of 10 points or more between the teams. The mercy rule may be enforced, and the game stopped at the discretion of the coach of the losing team.

6.7) Each team may field 11 players of whom 2 are rovers. A minimum of 9 players is required to start the game. Coaches may dress any number of players, however all players dressed must play a minimum of 3 defensive innings out of the seven.

6.8) Teams may bat 11 positions or all team members. This is to be declared before the game.

6.9) Only one rover may be in the infield. All outfielders must be a minimum of 30 feet beyond the base lines when the pitch is delivered

6.10) Free entry and exit of players will be allowed in the field and at bat. However, a player can only be placed in one batting position (i.e. A player bats 7th - he is substituted for in his 2nd at bat - he may return to the batting line up later in the game but only in the 7th position. His substitute is also restricted to batting in that position.)

6.11) Teams must have their own bats which must be ASA approved.

6.12) No stealing. Players remain on base until the ball is contacted.

6.13) Sliding and tagging up are permitted. (Players cannot be safe on collisions.)

6.14) There will be no dropped third strike.

6.15) No bunting or fake bunting is permitted in the boy's league. Girls may bunt but no fake bunting is permitted.

6.16) There will be a cap of 5 runs per inning except for the 6th and 7th which will be open innings. This applies to both boys and girls.

6.17) The catcher should be replaced as a base runner after the second out of the inning, by the player that was the second out. Coaches may agree that this is not necessary.

6.18) Commitment and scoring lines: To try to avoid collisions at home plate, a commitment line was added. Procedure is as follows:

a) There will be 2 lines drawn in foul territory, perpendicular to the 3rd base line - one 20 feet from home plate (commitment line) and the other at the front corner of home plate closest to third base (scoring line).

b) Once the base runner touches the ground on or beyond the commitment line they will be called out if they go back across this line toward third base (they must continue home) except if they must tag up on a caught fly ball. In this case, they may return to third base with liability to be put out.

c) Base runners are required to use the scoring line when scoring a run, and the defensive player is required to use home plate to make plays.

d) Once a runner is past the commitment line, they will be declared out if the defensive player receives the ball and is in contact with home plate before the runner touches the ground on or beyond the scoring line.

e) No player is allowed to tag a runner after crossing commitment line. The runner will be called out if they touch home plate.

f) The defensive player may not block the path to the scoring line.

6.19) Completion of Game: A regular game will be completed after the bottom of the 4<sup>th</sup> inning (due to inclement weather or due to an emergency). If less than 4 innings have been played and the referee ends the game, the game will be rescheduled and played over from the beginning. Completion of Playoff Games: In all sports for playoff games ONLY, a game must be completed from where it stood from the moment it was stopped, at the discretion of the losing team. The same game sheet must be used to complete the game. No players may be added to the lineup.

### **Section 7: Regular Season Games**

7.1) Individual Players (i.e. players' names and dates of birth) must be registered on S1 prior to the first regular season game.

7.2) Scoring for Team Standings - 3 points for a win and 1 point for a tie

### **Section 8: Championships & Playoffs (see Rule XI Secondary Governing Rules)**

8.1) The playoff format will be set at the scheduling meeting.

### **Section 9: Duties of Home School & Visiting Schools**

9.1) Home team responsibilities

a) The home team shall supply a park and provide the necessary field markings and bases.

- b) The official scoresheet must be printed off S1 by the HOME COACH (listing both teams) and given to the umpire before the game starts.
- c) The home team must upload the results and scoresheet to S1 the night of the match.
- d) Arrange for staff to control spectators.

9.2) Visiting team responsibilities

- a) Visiting teams must be supervised from the time they arrive to the time they leave the field.
- b) All game sheets are to be signed by both staff members and the referee at the end of the game

**Section 10: Discipline of Players**

10.1) Umpire may, without prior warning, send a player off the field for fixed and definite period of time (COOLING-OFF PERIOD) if their conduct or type of play makes it necessary. This is NOT AN EJECTION and should be used only when the referee feels that it would prevent a more serious situation from developing. The player may be replaced on the field by another eligible player. The referee shall determine the length of any such COOLING-OFF PERIOD, i.e. 10 minutes, 15 minutes, the remainder of the half or the balance of the game.

10.2) Both coaches must be notified of any action taken by the umpire. N.B. Ejection MUST BE REPORTED to both coaches and on the game report - An ejection carries an automatic 2 game suspension which will be reviewed by the discipline committee and may be increased or reduced.

10.3) The ejection of any player from a game will result in a suspension of that player from at least two following games. It is the coaches' responsibility to keep that student out for the next two games until an official letter is sent to the school outlining the details of the suspension.

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