

## The Georgian Bay Minor Softball League (GBMSL)



The authority for the league will be the 2017/18 Softball Canada Rule Book (Fastball section) with any exceptions listed as follows. When interpreting rules, the order shall be GBMSL rules and then Softball Canada in that order.

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### 1- Age Limits for 2017 Divisions

Tyke (Boys & Girls)- Born 2009,2010,2011,2012- Child must be 5 by season start. If you register a player who is too young, they will be deemed an illegal player and all games with that player listed will be forfeited.

Mite (Boys & Girls)- Born 2007-2008

Squirt- (Boys)- 2005-2006, (Girls)- 2004-2006

Peewee- (Boys)- 2003-2004, (Girls)-2002-2004

Bantam- (Boys)- 2001-2002, (Girls)- 2000-2002

Midget/Junior (Boys & Girls)- 1997-2000

The Tyke program does allow players as young as 5 years of age, the program is designed for children 6-8 years of age. The purpose of allowing the 5 year olds is so that a team may A/P stronger players from their T-Ball/Blastball programs in the event of a shortage of regular Tyke players. The league strongly urges communities to provide a T-Ball/Blastball program for their 5-year-old & under players. The mandatory 5-year age limit is mainly safety related but again we emphasize that Tyke is for 6-year-old players and up.

Girls may play back an extra year in Squirt, Peewee & Bantam. This is not considered overage (rule 2) but their regular division so there are no restrictions on positions played or on A/Ping if needed in the next division higher.

### 2- Overage Players-

Overage Male players from Tyke to Bantam & Overage Female players in Tyke & Mite - May only be added to your roster with league approval. They must be marked as O/A on the scoresheet for all games played.

Overage Players would be players that would have a skill deficiency as assessed by their community representative. A letter must be submitted to the league secretary for consideration. The request will be forwarded to the GBMSL executive and must be passed.

Overage players may not A/P in the next division, if they do play in a higher division then they will be removed as overage and placed as regular members of their normal division and may not continue in the lower division as an overage player.

There is no overage eligibility for Midget-Junior.

Overage Players may not Pitch, if they are capable of pitching then league feels they are capable of playing in their normal division

### 3- Game Nights and Start times

Tyke- Mondays @ 6:45 p.m.

Mite- Tuesdays @ 6:45 p.m.

Squirts- Wednesdays @ 6:45 p.m.

Peewee- Thursdays @ 6:45 p.m.

Bantam- Mondays @ 6:45 p.m.

Midget- Tuesdays @ 8:45 p.m.

There is no GBMSL mercy rule for waiting for players. All games are expected to be started on time!

#### 4- Field Measurements

Team	Pitchers Rubber	Bases
Tyke	30 Feet to center of 8' Radius circle	45 Feet
Mite	30 Feet	45 Feet
Squirt	35 Feet	55 Feet
Peewee	40 Feet	60 Feet
Bantam	42 Feet	60 Feet
Midget/Junior	46 Feet	60 Feet

#### 5- League approved Balls & Equipment

Tyke- must use a Reduced Injury Factor Level 1 Ball (RIF)- Optic Yellow by Worth

Mite & Squirt- must use a 11" Cor 47 Optic Worth Red Dot

Peewee & Bantam- must use a 12" Cor 47 Optic Worth Red Dot

Midget- must use a 12" Cor 47 Optic Worth K-Master

Bats- Any bat listed on ASA or ISF illegal bat list may not be used at any GBMSL event

Any and all bat inspections must be done prior to the plate conference. Any bats removed under Softball Canada rule 3-1g5 must be done at that time. All bats being used in the game must be available for inspection prior to the pre-game conference. The only bats that may be removed after the plate conference are those noticed to be visibly damaged/altered during the game, or bats introduced after inspection that are illegal. If a pregame check of bats is not done by the umpire, then it cannot be done after the game starts.

Batting helmets & cages- Tyke & Mite divisions are required to wear a face guard on their helmets. Straps are not considered mandatory but are highly recommended

Catcher Equipment- Back catcher must wear full equipment- leg/chest & proper mask with throat guard. Mask must be worn during warm up by anyone warming up pitcher.

#### 6- Game Length

Regular Season-

All games are to be 1 ¾ hours long or a maximum of 7 innings played, whichever comes first

Exception: Tyke is 3 innings long and Mite is 5 innings long

No new innings will start after 1 ¾ hours regardless of #of innings played

Extra innings are not to be played in regular season as ties are allowed.

#### Playoffs-

There can be no ties, extra innings will be necessary to break them

Championship Series Final Round should make an effort to play full 7 innings This must be discussed at plate conference and agreed upon. If there is another team using the diamond at 8:30 then a regular 1 ¾ game will be played.

Consolation Series will use regular 1 ¾ time limit throughout the playoffs

Tyke & Mite Championship games will play a full game if at all possible

## **7- Open Inning- Mite to Midget (does not apply to Tyke)**

First 4 innings will have a 7 run limit per team, the 5<sup>th</sup> inning to the 7<sup>th</sup> inning (exception Mite only plays 5 innings maximum) are considered open with no limit to number of runs scored. If the game closes with no open inning being played it is still considered complete

**Mite exception-** If the game is taking longer than normal the open inning may be called earlier so that it occurs. It should not be called generally until 1½ hours have been played but would be called if an inning started around that time. This is an umpire's judgement call and cannot be protested. Once the open inning is declared and played the game is over even if the 1¾ time limit is not up. Mite's also only play a 5 inning maximum game.

## **8- Mercy Rules**

A 7 run mercy rule is in effect in all Mite to Midget/Junior games for the first 4 innings

Once the 7<sup>th</sup> run has scored that half of the inning is over

The 5<sup>th</sup> inning and onward are open meaning there is no limit to the # of runs scored.

A 15 run spread at the 5<sup>th</sup> inning and onward also would constitute a game (or at the half of the inning if the home team is winning)

## **9- Continuous Batting Order**

All Divisions- Tyke to Midget/Junior will use a continuous batting order in all GBMSL games

All Players on the bench will bat in order

There are no substitutions in a continuous batter order

All players on the bench on the starting lineup must be on the score sheet at the start of the game

A/P's can be added later if the team falls below 9 players or below 8 players if you started using the 8 player rule (rule 12)

Players bat starting at Player # 1 on the score sheet

If a player is removed from the game, due to injury or sickness or valid situation based on umpire's discretion, they are stroked from the lineup and the next batter would bat. This does not result in an out or a penalty to the team

If they are on base, then the last person to bat on the lineup will replace them on base

If an injured or sick player cannot bat and completely run all bases on their next turn at bat they are to be removed from the lineup. If they feel they can bat but then find they are incapable of running all bases, they must safely make it to 1<sup>st</sup> base on their own, then the last person to bat on the lineup will be put in to run and the injured player MUST be removed from the lineup

When a player is removed from the lineup they cannot be re-entered into the game. They can however play in the next game of a series/tournament

Late players must be added to the bottom of the lineup as soon as they arrive. They must also be announced to the plate umpire and the other team's scorekeeper

Other eligible players (spares/A/P's) who are present at the start of game but not on the score sheet may only be added later if the team is in jeopardy of falling below 9 players. They can then be added to the bottom of the lineup to make up the 9 players required, but they cannot be placed in the position of the player that has been removed from the lineup.

In the event of a player ejection or removal from the game that spot becomes an automatic out for the team every time that player is supposed to come up to bat

### **10- Dropped ball on 3<sup>rd</sup> Strike, Leadoff & Infield Fly**

**Dropped 3<sup>rd</sup> Strike**- Mite & Squirt only- The batter is out on the 3<sup>rd</sup> strike whether the ball is caught by the catcher or not. Base runners can still run but the batter is out. In Peewee and above batters can attempt 1<sup>st</sup> base on the dropped ball

**Leadoff**- Mite & Squirt- Runners cannot leave base until the pitched ball has crossed home plate, or the base line on a wild pitch. If they do it will be considered a lead off and the runner will be called out if noticed by the umpire. Peewee and above the ball must be out of the pitcher's hand before the runner can leave the base or a leadoff will be called

**Infield Fly**- No Infield Fly's in the Mite Division, Squirt & up Infield fly's are enforced

### **11- Pitching Rule**

The GBMSL follows the Softball Canada Pitching Rule. Further to that, for all categories (except Midget) there must be an attempt at a physical drag with the back foot. A windmill pitch or underhand pitch are both acceptable. No hopping or replanting. In Midget/Junior the drag is not required. Our league depends on our umpires to make this call and it is their judgment call.

### **12- Eight player rule**

For regular season & playoffs-

Exception Tyke who can play with 8 players without penalty (but not 7)

You may start the game with 8 players, in the field or at bat, and play to the place where the 9<sup>th</sup> player comes up to bat.

If this player is not present to bat, then the 8 player rule comes into effect.

**Effect:** 9<sup>th</sup> player position is an automatic out when reached on the lineup each time it comes up on the scoresheet and only 8 players may play defensively.

Missing player is added as the 9<sup>th</sup> spot in the order.

If the 9<sup>th</sup> player arrives after the 8 player rule takes effect (or more than 9<sup>th</sup> player) they may be added to the bottom of the scoresheet in the 10<sup>th</sup> spot and onward and bat as they come up on the scoresheet, however only 8 players can play the game defensively.

If a team's starts a game with 9 or more players but find that they fall to 8 players due to an injury or player having to leave the game (ejections do not qualify ever, dropping to 8 due to an ejection is a game forfeit) then they may invoke the 8 player rule at that time by announcing, it to the umpire. The vacant player spot would then become an automatic out

**NOTE:** If a team has a problem with the 8 player rule they may choose to forfeit instead and give the win to the opposing team. If the team with 8 players complains to the umpire about the rule and delays the game while they wait for a 9<sup>th</sup> player to arrive, the umpire has the right to call the forfeit due to lack of players. The umpire will not call the 8 player rule into effect. It must be done by the team with the player shortage.

**Scoring:** If a team falls to 8 players and chooses not to invoke the 8 player rule then a forfeit will be called. The official score will be the greater of the actual game score or a 7-0 score, whichever has the largest run spread at that time.

### **13- Players list and Eligibility**

A player can only play for one team in the same division. A player may play for a team above their own division as well. Players may be added to the players list up until June 1<sup>st</sup> without league approval. Additional players may be added up to June 30<sup>th</sup> but must have league approval. No players may be added after June 30<sup>th</sup>

If their name appears on their team roster submitted to the league they are eligible to play for both regular season and playoff games.

A/P's do not need to be listed on the official players list. Coaches should have the lower category team list in their possession if questioned.

A player may register for one division in one community and then register for a higher division in another community, this is allowed as they registered in both centers. They are not however eligible A/P's in their home center as they are registered on another team at the higher level. They would not be considered A/P's in this situation so permission is not required from the regular division community. They would have to be registered and on the team list by June 1st and with league approval by June 30th and the home community must have a registration form and payment in hand.

#### **A/P's from outside your community:**

A/P's must have approval from their home community to become an A/P for another community. Once an A/P plays within a community, they belong to that community. Communities and the GBMSL Secretary must be notified prior to the A/P playing a game. Failure to follow procedure will result in them being deemed illegal and the game(s) becoming a forfeit. Contacting a player just prior to game time and sending an email to the league secretary and the other community does not comply with this rule. You need a response back from the league secretary confirming the request and response from the other community's representative allowing the A/P to occur. It is a permanent move of a player and it removes them from the ability of being an A/P in the home community from that moment onward.

Once an A/P is approved to play outside their community, their normal age /division center, they are bound to that team may only play for that team for the balance of the season as an A/P and may not A/P in their own community. They may still continue to play in their normal division in their home community.

#### **A/P's within your community:**

Coaches should have the lower category team list in their possession if questioned.

An A/P can be used from a lower division on one team one week and another team another week without league approval. They must be listed on the lower team's roster as an eligible player in the same community.

In a tournament setting if an A/P is used they must stay with the higher category team for the entire tournament. The A/P cannot move back and forth between teams (ie: a community has 2 mite teams and both need A/P's for the tournament, you cannot both use the same player as needed, once the player plays one game with a team they are bound to the team for the balance of the tournament)

Team lists must be submitted to the league on time - June 1<sup>st</sup>- or a penalty will be assessed to the community- \$50

### **14- Cancelling a game/Rain Games/Failure to show**

Any regular scheduled games being cancelled must be done with a minimum of 96 hours (4 days) notice. This would be notice given to the other community and cancelled game report submitted at the same time. A makeup date must also be established when the cancellation is made so that the cancelled game report information can be filled out.

The league statistician must be notified of the cancellation via the online form to protect the cancelling community of a possible forfeit and to update the website to reflect the cancellation and remake date.

Do not try and cancel a game inside the 96 hours, it is not fair to the other team involved to be forced into agreeing with you due to your situation. Use A/P's, find another coach, do whatever you can, if still cannot field a team then take the forfeit. The only exception to this would be an emergency situation which would require league approval, contact the league statistician first!

The "HOME" team has the right to cancel the game due to "stormy weather" and as a result their playing field becomes "unplayable for game time" as long as the visiting team is given 1 ½ hours' notice prior to game time. If 1 ½ hours' notice cannot be given, then only the plate umpire can call the game at game time or when he/she decides the field is unplayable.

If a team doesn't show and the weather clears and there was no official cancellation and the field is playable then a forfeit will be declared against the team that cannot take the field, when play ball is called.

A cancelled game report must be submitted by both teams in this situation, showing who cancelled and why and a makeup date must be established.

Do not call the home team and hassle them and try and convince them to cancel, it is the home teams call and if you do not receive a cancellation notice outside the 1 ½ hours then the game is assumed to be on.

Do not cancel the game prematurely, the 1 ½ hour rule means you should be making the decision just prior to that.

If after 14 days a regular scheduled game still has not been played (or has been played but nothing submitted to the league stating so), the statistician will charge the game as a forfeit to the team that cancelled.

If the statistician has been contacted with a makeup date within the 14 days, then the score will be recorded when the game is played.

Should neither team be able to come up with a makeup date and the statistician has been notified of this within the 14 days then the statistician will work with the teams to come up with a date and location for the game.

The statistician has the authority of the league to mandate the game time and location if one or both teams are not being cooperative in rebooking the game.

Generally, the statistician will not become involved unless one team expresses an interest in playing the game and cannot come up with an agreement with the opposing team, as to time or date.

Playing a game after the 2-week grace period to submit a game report, when no information has been submitted during that period, will not remove a forfeit if it has already been scored as such.

If a team fails to show up for a regular scheduled game, without contacting the opposing team, they will be fined \$40 (rather than the regular \$10 forfeit fee) by the league, which will be used to offset the cost of their umpire, as you did not give them opportunity to notify them of cancellation. This fee will be collected from your community by the league and paid to the other community involved.

It is important to note that 3 forfeits during the regular season or 2 forfeits during playoffs, result in that community's \$200 bond being cashed. A new bond must then be submitted before "any" teams from that community can continue to play in the league.

Since all games must be played and points given prior to playoffs (tournaments for Tyke & Mite) starting, all regular season games must be played within 4 days of the end of their regular season. Any unplayed games will be treated as forfeits or cancellations and scored accordingly. All coaches/communities must do their utmost to ensure that all games are played as soon as possible, as we will not wait to start the playoff rounds.

## **15- Players & Coaches conduct- Ejections**

Both Coaches are responsible to notify the GBMSL statistician of any ejection(s) or removals during their game as soon as possible after the game and within 24 hours. Failure to do so will result in a \$25 fine to each community and would result in further disciplinary action if the player/coach participated in another game while under suspension. If you are unsure as to the umpires call (removal/ejection, etc) it is your responsibility to find out and be sure.

### **Players:**

Any player removed/ejected from a game will automatically be penalized as follow -

Removal- Balance of the game

2<sup>nd</sup> Removal- Becomes an ejection and cannot play next game

1<sup>st</sup> Ejection- Balance of the game plus an additional game

2<sup>nd</sup> Ejection- Balance of the game plus two additional games

3<sup>rd</sup> Ejection- must appear before GBMSL Disciplinary Committee which could result in league suspensions or other penalties.

Umpires can access additional games if warranted but must be reported

Umpires may issue removals/ejections until the players leave the park

The players A/P privileges are suspended until ejection is served in their regular division

Umpires should report any issues to Community contact/ reps whereas removals/ejections are reported to the league statistician

Upon an ejection/removal being received the Statistician will report it to the league Secretary who report to center involved.

An ejection outstanding in a tournament will carry into the next regular season game where the balance of games will be served.

An ejection at the end of the season will carry into the following season where the balance of games will be served.

A player has the right to file an appeal on their 3<sup>rd</sup> ejection, through their community contact, who must support it, and take it to the league secretary who will call a protest committee together for review. This appeal must be received by the league secretary within 48 hours from the time of its occurrence.

An ejection that results in additional game suspensions will be carried out in the "next game" whether it is in a tournament, regular season or playoff games.

The league has the right to review any suspension and assess additional games if deemed necessary

The suspension will be served in the players eligible age group regardless of when or where the ejection/removal took place (exception tournament ejection where there are still additional tournament games to be played) .

Example: If a peewee A/P is playing a regular season Bantam game and gets ejected (regardless as to whether it was in their home community or another community they have permission to A/P to) he/she will not be allowed to play their next regular season Peewee game; they also cannot play Bantam again until ejection is served. If it is in a tournament they would serve it in the next tournament game.

### **Coaches:**

1<sup>st</sup> ejection- suspended for balance of the game and one additional game regardless of when the ejection occurred

2<sup>nd</sup> ejection- suspended awaiting review by the league

Coaches have the right to appeal a suspension from the league but not an ejection from the game. In many cases coaches are dealing with young umpires aged 12-19. If a coach is going to irritate or do something to upset that young umpire to the point of an ejection, then the league will not consider an appeal of that ejection.

This league counts on our coaches to set an example of fair play and sportsmanship.

A coach is responsible for their team, if a parent, player or coach is acting up and especially if a warning has been given by the umpire then the coach should take it seriously as it will likely result in an ejection of said individual should it reoccur or not be dealt with right away. It could result in the ejection of the coach or even a game forfeit if not dealt with immediately.

Any accusation of bias, any foul language, or badgering will generally result in an instant ejection by an umpire. An appeal would not be accepted in these cases.

As such our expectations as a league are higher for coaches than that of players; as such leniency is higher for players due to their young age and possible immaturity.

## 16- Umpires

Registered/Carded Umpires:

Only **Carded** umpires (Junior and full Level 1's and up) may be used for games.

A carded umpire is an official that has registered and written their Softball Ontario Umpire Exam.

They must be registered with Softball Ontario prior to GBMSL Season Start.

Their name must be posted on the Softball Ontario website as having a passing grade by June 30<sup>th</sup>.

Umpires must be recarded every year by Softball Ontario as this renews their insurance each year.

Umpire carding is valid from the date of carding to December 31<sup>st</sup>, therefore an umpire is not insured unless they have renewed their card in the current calendar year.

Junior umpires are required to wear a shirt identifying them as an umpire on the field. This can be the Softball Ontario Umpire shirts purchased through them or a GBMSL umpire shirt available through our league.

***For liability reasons, ensure that you are using carded umpires. As a community, should you use an uncarded umpire and there is an injury, you are responsible for them. The league has emphasized the need for carded umpires and should a community/coach choose to ignore our rule, all liability will rest on that community/coach.***

Names of umpires are to be included on score sheets. It is up to each community to determine whether or not an umpire is registered/carded by checking lists posted on our website & Softball Ontario's.

If an umpire is not registered, then it is to be noted on the comments section of the online score submission form. The league statistician will inform the league President and the Community Contact/Rep of the community involved. The community will be fined \$25. If the same team uses another unregistered/uncarded umpire, then the game will be an automatic forfeit with an additional \$25 fine to the community involved.

Hiring of Umpires:

The league reserves the right to appoint an umpire in situations where a team is making no effort/attempt to provide one or where there is considered to be a conflict of interest, at that community's expense.

All teams are expected to provide umpires of an appropriate level for all of their games.

In a playoff situation a community may request league appointed umpires before their series begins by contacting the League UIC. There is no guarantee that this request can be fulfilled as umpires are often difficult to find. Both umpires would be replaced in this situation if possible. A team does not have the right to refuse to play if the request is not fulfilled.

The home team is responsible for paying the plate umpire and the visiting team the base umpire.

## Payment:

Communities may pay their sponsored umpires whatever fee they have mutually agreed upon. Sponsored umpires are generally supported by a community who pays their registration fees and possibly provides umpire equipment and transportation.

If umpires are hired outside that arrangement (not sponsored) then the following minimums must be paid -

Junior Umpires- \$30 for plate & bases

Level 1 Umpires- \$40 for plate & bases

If you hire an umpire who is Level 1 carded to do a Junior level game, but do not discuss the rate of pay then you will be required to pay them the level 1 rate. The Level 1 can agree to do the game for the Junior rate.

If a community fails to provide an umpire, then they will be required to pay for the other team's umpire. (meaning the umpire would receive payment from both centers or double the rate as they did the game on their own)

Any outstanding umpire fees can be taken from the community's bond if a claim is made by an umpire to the league.

## Divisions and Umpire levels:

Regular Season- Tyke to Pee wee- Minimum Junior carded umpire on both plate and bases

Bantam and Midget/Junior- Minimum Full Level 1 Carded on both plate and bases (unless mutually agreed upon by both coaches prior to start of game, this should be discussed prior to game time and not suddenly at the plate conference)

Playoffs- Tyke & Mite Tournament- Minimum Junior carded, hiring will be the responsibility of the tournament host (Level 1's can be hired if juniors are not available but would receive the Junior rate of pay)

Tyke & Mite Championship game- League will hire two level 1 umpires who will be paid by the two teams playing in that event

Squirt- minimum Junior carded

Pee wee- minimum Junior carded on bases, minimum level 1 carded on plate but level 1 preferred for both

Bantam- 2 full Level 1 carded Umpires

Midget/Junior- 2 full Level 1 carded Umpires

## Mid Season Tournaments-

Mite- Junior Umpires (Level 1's can be hired if junior not available but would receive Junior rate of pay)

Squirt- Level 1 umpires or Junior's if Level 1's unavailable based on League Evaluations/Recommendations

Pee wee- Midget- Level 1 umpires

All Star Games- GBMSL president will hire umpires and will be paid by the league.

Tyke/Mite/Squirt- Juniors, Pee wee/Bantam/Midget-Junior- Level 1's

## **Guidelines for hiring for GBMSL tournaments and Tyke/Mite Championship Tournaments-**

*GBMSL STRONGLY ENCOURAGES COMMUNITIES TO SUPPORT THOSE UMPIRES PLAYING IN OUR LEAGUE*- they play the game themselves so as a result should know the rules better when in an umpiring position, therefore they will often get hired ahead of someone who only umpires but doesn't play the game.

The league will attempt to maintain a seniority list of all Level 1 and Junior umpires playing in our league.

Level 1 umpires will not receive priority over juniors unless the games require Level 1 umpires.

1<sup>st</sup> Year Junior umpires will generally not be hired for tournaments unless there are vacancies that cannot be filled.

If 1<sup>st</sup> year junior umpires are hired it would be based on evaluations/recommendations by the league

A poor evaluation history by the league can result in an umpire not being hired.

It is important to note that the league/community has no obligation to hire any umpire simply because someone decided to become an umpire.

We are looking for quality, integrity and a love for the game!

## 17- Playoff's and Tournaments

All formats are determined by the league scheduler with input from league executive and based on time, # of games & # of teams involved- Generally we will attempt to place top 8 teams from regular season on the championship side (on occasion it will be 6 depending on # of consolation teams registered that season) Seeding will be based on regular season standings as well as any home field advantage.

**Tyke:** This tournament is generally held the last weekend of July. Depending on the # of teams registered it will be either a double knock out or round robin event with 3-5 pools. Generally hosted by 1 or 2 communities again depending on # of teams.

On the Monday evening following the tournaments @ 6:45 p.m. the two winners from the Championship tournament will play off for the "Ross & Mary Ann Leonard Memorial Playoff Championship Trophy". Hosting and Home team will be the top seeded team based on their regular season results. If that team cannot host due to diamond availability, it will move to the other team's location but Home team would remain the same. If there is still a final tournament game to be played it will land on that evening with the Championship game the following Monday evening.

**Mite:** This tournament is generally held the second weekend in August. Depending on the # of teams registered it will be either a double knock out or round robin event with 3-5 pools. Generally hosted by 1 or 2 communities again depending on # of teams.

On the Tuesday evening following the tournaments @ 6:45 p.m. the two winners from the Championship tournament will play off for the "Darren Laycock Memorial Playoff Championship Trophy". Hosting and Home team will be the top seeded team based on their regular season results. If that team cannot host due to diamond availability, it will move to the other team's location but Home team would remain the same. If there is still a final tournament game to be played it will land on that evening with the Championship game the following Tuesday evening.

### **Squirt, Peewee, Bantam & Midget-Junior**

These teams will hold playoffs which will start the week following their last regular season game.

All rounds are best 2 out of 3 series.

If the season has been tight in regards to standings a deciding round may be played before teams enter the elimination round.

*Lights are required for 2<sup>nd</sup> round of playoff games. If your diamond does not have lights you may have to play your games at the visitor's diamond, you would still be the home team. If neither team has light, you will need to make arrangements to play somewhere with lights. Agreeing to play in the afternoon on a weekend is also an option as lighting would not be an issue. Games would still need to be finished on time*

The final round of playoffs should be a full 7 innings for the Championship side (Top 2 teams) If however, the diamond has a team coming on at 8:30 p.m. or lights will go out automatically at 11:00 pm. then a regular 1  $\frac{3}{4}$  game should be played.

The Consolation side of the playoffs will always play a regular 1  $\frac{3}{4}$  game .

There can be no ties so extra innings will be played if necessary

International rule will apply in the 8<sup>th</sup> inning, last person to bat from previous inning starts on 2<sup>nd</sup> base with none out.

All playoff games and tournaments are considered mandatory and as such all teams registered will be expected to field a team for them. These are not optional tournaments but part of the season. These tournaments are for GBMSL registered teams only. Costs are included in registration so there is no additional fee to enter these

tournaments/Playoffs. Playoff games cannot be cancelled without permission of the GBMSL statistician. Cancellations will only be granted for unforeseen exceptional circumstances, this would NOT include vacations of a player, coach, etc. If a team refuses to play the playoff games for whatever reason, the community's bond would be cashed after the 2<sup>nd</sup> default

The league statistician has the right to mandate games/locations if necessary due a team's not making an effort to play (especially if it is a game 3 situation and weather is involved)

Scheduling for 3<sup>rd</sup> game of Playoffs (if necessary):

The first game is to be played on the regular game night of 1<sup>st</sup> week, 2<sup>nd</sup> game to be played on regular game night of 2<sup>nd</sup> week; 3<sup>rd</sup> game is assumed to be played by 2 nights before the next series starts at regular game time (unless it has been played earlier). If the 3<sup>rd</sup> game is cancelled due to weather (only reason it can be cancelled) then it will be played on the following night at regular game time.

The game 3 night is a mandated game time by the league unless it is played sooner. If coaches cannot agree on an earlier evening, then the mandated evening will apply.

### **Mid-Season Tournaments:**

Mite-Midget/Junior will hold tournaments hosted by various communities with formats based on # of teams registered. Teams must register on the GBMSL team registration night to be guaranteed entrance.

This an optional tournament, communities can choose not to register their teams but it will also remove them from the opportunity of winning the GBMSL Triple Crown Title, of which winning this tournament is one of the 3 titles required. Once a team is registered they are committed to it and as such their performance bond will be surrendered if they pull out or do not attend.

The tournament will run as long as there are 3 teams entered.

Registration fees are Mite- \$180, Squirt to Midget/Junior- \$205 to offset costs of running tournament

The format will vary based on number of teams entered. Generally, there is a "A" and a "AA" tournament (if enough teams enter) based on regular season standings a week before the tournament (when format is posted).

These are intended to be competitive tournaments

### **The GBMSL All Star Games/Tournament-**

*This is an all community event and all communities are required to participate as part of the GBMSL membership*

An All Star Game will be held for all divisions on the 2<sup>nd</sup> weekend in June (between Peewee & Midget tournaments)

Format will start with Bantam & Midget on the Friday evening and Tyke playing their games while Mite does skill events on Saturday morning. In the event of inclement weather games will be moved to Saturday or Sunday as needed.

All communities will be notified as to how many individuals they will be sending, and also the registration amounts required.

This is an East vs. West event with 12 players coming from the East and 12 from the West

The East/West division may need to be altered from time to time to balance the player #'s

There will be a maximum of 12 players sent per team unless there are more than 13 teams in one side (24 per division)

Coaches/Communities will be expected to send their best ball players or All Stars to represent their communities, it is important to note that this is not a peer, most sportsman, most dedicated, etc. event.

All participants will play a game and participate in skill events with awards being presented at the end of their time at the games.

This is also the event where other GBMSL special awards are presented

All team lineups/coaching/umpiring and skill competitions will be administered by the league executive with support from hosting community.

Calculation of players eligible/required to attend is as follows:

- a- Each team registered within the GBMSL in a division will be required to send 1 player
- b- If team is not full after "a" then communities who are sending minimum players will send an additional player
- c- If this still doesn't total 12 the largest GBMSL center, moving down in size, will send one more

Example- East division- VH has 11 teams total in the GBMSL and 3 Tyke teams, Coldwater has 8 teams total and 1 tyke team, Vasey has 7 teams total and 2 tyke teams and Port McNicoll has 9 teams total and 1 Tyke team

- a- VH sends 3, Coldwater -1, Vasey- 2, Port McNicoll -1 (one per team) 7 Total
- b- Coldwater- 1 & Port McNicoll 1 (1 more per team to help balance) 2 Total
- c- VH- 1, Port McNicoll- 1, Coldwater- 1- 3 Total equaling 12 players

### **Invitational Tournaments**

Other communities may wish to hold invitational events as well. As long as the tournaments include official teams registered within the GBMSL then the league has no problem in sanctioning and supporting them. However, all teams playing must be registered with insurance premiums paid through GBMSL with team rosters being followed. If teams are invited outside GBMSL and have not gone through our insurance program, then they must provide a copy of their insurance coverage prior to the event (Either OASA or PWSA). If such insurance coverage is not provided, then the league "WILL NOT" sanction the event and as such all responsibility and liability for the event will fall on the hosting community.

#### **18- Rules Exclusive to Mite**

- a- Games will be 5 innings in length or time limit with last inning open.
- b- Rain weather rule- 3 innings in Mite will constitute a game if weather forces the game to end. If that point is not reached, then a new game must be played.
- c- There is no infield fly rule
- d- A pitcher can only pitch 2 consecutive innings and a total of 3 innings in a game. If more than 5 innings are played (playoff Championship game only, extra innings) then you can start over with the pitching rule.
- e- The "Batter" cannot steal 2<sup>nd</sup> on a walk until the next pitch.
- f- Runners cannot advance on a ball 4 walk unless forced, it is considered a dead ball.
- g- Runners cannot advance on an illegal pitch; it is a ball on the batter
- h- Leadoff- Runner cannot advance on base (steal) until the ball crosses the plate or baseline

#### **19- Rules Exclusive to Squirt**

- a- Runner cannot advance on an illegal pitch; it is a ball on the batter
- b- Dropped 3<sup>rd</sup> Strike rule does not apply
- c- Leadoff- Runner cannot advance on base (steal) until the ball crosses the plate or baseline

## 20- Rules Exclusive to Tyke

Note to all coaches: This league relies on you as coaches to teach our kids good sportsmanship and fair play at this early learning age! Generally, umpires will provide a warning to players and coaches as the league understands this is a young age and requires a lot of training, however it is important to realize that the leagues tolerance for children is greater than that of coaches. We expect coaches to be setting the examples. Coaches who yell or show disrespect to junior umpires will not be tolerated.

YES- Tyke is intended to be a competitive League. This fact has been reconfirmed at the GBMSL general meetings on more than one occasion. As such be prepared to meet teams that are competitive and trying to win. We do expect however that those same teams are courteous and respectful of their competition. We also expect sportsmanship and empathy to be shown to these young men and women as they begin to develop into ball players.

- a- The games will be 3 innings long or time limit in length. Last bat will be taken even if the home team is winning as the league stats will be based on 3 full innings
- b- Rain Weather rule- 2 innings in Tyke will constitute a game if weather forces the game to an end. If that point is not reached, then a new game must be played
- c- 5 pitches per batter, including foul balls
- d- The opposing team must be informed before the last batter goes to bat, that this is the last batter and after it is announced and played as such it must be the last batter and end the inning at bat. When the last batter hits an "in play" ball then any batter/runner is out when a play is made on them or on a base in advance of them. Runners in front of a play may continue to advance and score while runners behind the play would be out. If the last batters ball is a fly ball and it is caught, runners must tag up (appeal play) and then run even though the last batter would be out on the caught fly ball. The ball is still live and it would be up to the fielders to make plays on the runners to get them out. When a play is made at home plate then all runners still on the bases are out. Example: Runner at 1<sup>st</sup> and 2<sup>nd</sup> and batter hits ball to 2<sup>nd</sup> base. The 2<sup>nd</sup> baseman touches 2<sup>nd</sup> right away before the runner from 1<sup>st</sup> base arrives. Batter and runner at 1<sup>st</sup> base are out while the runner from 2<sup>nd</sup> base continues towards home plate. If the ball is thrown to home and beats the runner by touching home plate or the runner with the ball then they would be out, if the runner beats the play to home they would be safe.
- e- The last batter can strike out, stranding all runners on base
- f- There is no infield fly rule
- g- No stealing bases. Base runners can only advance or leave a base when the ball is hit. There are no leadoffs. If a runner leaves too soon "dead ball, no pitch" is called by the umpire, runner returns and ball is pitched again.
- h- When the ball is overthrown (i.e. not caught or dropped) to an infielder, even if the ball is in fair territory, all runners will be limited to one base (base they are running to plus one base max)(if standing on the base or not making attempt at next base at the time of the throw they are limited to the next base) after the infielder attempts the play. The runner is not automatically granted the base and can still be thrown out. If a subsequent throw is made to an infielder (except the pitcher's helper) runners are limited to the same limit again.
- i- When a player throws their bat they will be given a warning, second time by that player will result in them being called out by the umpire
- j- Any coach or helper can pitch as long as they are on the roster (insurance issue)
- k- If the ball touches the coach pitcher when it is hit then it will be called "Dead Ball, No Pitch" and be repitched. It does not count as one of the 5 pitches
- l- A circle with a 16-foot diameter (center is 30 feet from plate) will be drawn at the pitcher's mound. The pitcher's helper will remain beside or behind the adult pitcher until the ball is hit. The play is dead when the pitcher's helper has control of the ball within the circle. When the ball is hit the coach is to vacate the circle and get out of the way, the coach is not to touch the ball until it is handed or thrown to her/him by the pitcher's helper when all the plays are completed. The pitcher's helper may throw the ball back out of the circle in order to make a play instead of handing it to the coach pitcher, in doing so the ball is back in play and runners may continue to

advance. If a coach is standing in the circle and the ball comes through the circle it will be assumed the throw is to the coach and the play will end. This circle is mandatory to play the game.

- m- Twelve batters/players will bat in order in a continuous lineup. If there are less than 12 players on the lineup, then you will start the lineup over until the 12<sup>th</sup> batter (last batter) bats.
- n- Maximum of 12 players batting and 12 players in the field. You may play with only 8 players as minimum without penalty. 7 Players would be a forfeit.
- o- Coaches in the field- Coaches are expected to get out of the way and be unnoticed while the play is on.

**Offensive Coaches-** team in the field- One pitching, one at 1<sup>st</sup> and one at 3<sup>rd</sup>. Coaches can leave the box to give instruction on the field but should they interfere with the play then the play will be called dead and runners will be stopped. Assisting runners with their hands will result in an out being called.

**Defensive Coaches-** team up to bat- Three coaches' maximum on the field positioned around the field, generally 2 in the outfield and one on the infield

- p- Two umpires are required for all games. Each team is required to provide one umpire for the game
- q- When a ball is thrown out of play on last batter the ball is dead and all runners will score
- r- Face mask is required for all batters. Failure/refusal to wear helmet/mask will result in coach choosing either A) Removal of player from the game or B) Automatic Out for that at bat

## 21- Reporting Scores

*This is for ALL divisions*

Each community needs to appoint an individual who will be responsible to ensure scores are reported to the league and should be reviewed on a weekly basis.

All scores must be reported by using the GMBSL web form each week following the game.

It is the responsibility of all teams to report their scores, win or loss

You must also report all cancelled games along with makeup games, player coach ejections and forfeitures.

Coaches or Scorekeeper are to report scores within 24 hours of game time

Failure to report scores can result in improper score being reported or even no score being reported.

Scores not reported will be the responsibility of the teams playing and their communities.

Forfeits or "zero" points will be scored if no communication is submitted to the league statistician and the two-week window or the 4-day end of season window have expired.

- The League Statistician will record updated scores as they arrive and record 0-0 or 7-0 scores at the end of 2 weeks (using the game date was to have been played) and based on information submitted on cancelled game reports.
- If no information is submitted on a game by either team within the 2 weeks a 0-0 score will be recorded
- If a team cancelled and no effort was made to rebook within the 2 weeks (based on information forwarded to the statistician) then a 7-0 score will be recorded against the team that cancelled (forfeit score)
- If a team refuses to co-operate and replay while the other team is communicating with the statistician, then a 7-0 score will be recorded against the team refusing
- If both teams are communicating yet unable to arrange a game date and they ask for the statistician to get involved, then the league scheduler will arrange a league mandated game.
- Once scores are given they are considered final and will not be changed.
- The home team score is considered official, if disputed game scoresheets can be requested.

If a team forfeits a game after it has started the game will be scored with the actual score at the time of the forfeit or 7-0 score, whichever score gives the non forfeiting team the greatest run spread. A forfeit cannot penalize the other team.

## 22- Standings

The following points and tiebreaker information is used for Playoff seeding, tournament seeding, Season Championship determination.

Standings are determined as follows:

Win- 2 points, Tie- 1 points, Loss- 0 points

If Standings are tied, tiebreaker is as follows:

- a- Win/Loss in Head to head if teams played each other- If teams played each other twice and each team won once then head to head will not be used.
- b- Run Spread- Greatest spread in Runs for and Against in season
- c- Least runs allowed in season
- d- Least runs allowed while playing each other

## 23- Awards

The league will give out medals/awards to teams & players as follows, it is important to emphasize that awards are based on our league budget and as such if the funds are not available award items may be reduced, with the exception of the Tyke/Mite playoff tournaments where the cost is built into the registration fees:

- a- Season Championship Medals to winner of each division
- b- Tournament medals to top 4 teams in each division
- c- MVP caps to top 2 teams in a tournament or Playoff position for both Championship & Consolation
- d- Medals to top 4 teams in Championship Playoff positions for Squirt to Bantam, except Midget which would be Top 2
- e- Medals to top 2 teams in Consolation Playoff positions
- f- Medals to all players participating the Tyke and Mite playoff tournaments
- g- Hats & shirts at GBMSL all-star games as well as top 4 skills placement award per event, per division as well as top skills finisher in each division
- h- Champions & consolation team trophy which is owned by the league and returned to the league after the event, the winning teams name and year will be engraved on it.
- i- Triple Crown- Team members who have their names on the roster for the games will each receive a cap as well as have their names engraved on the GBMSL Triple Crown Trophy

## 24- Uniforms/Dress

All players are **required to wear uniform shirts issued from their community** & closed toe shoes. Pants and ball caps are encouraged- NO TOUQUES. All shirts should have a uniform number which is easily identifiable. All team hats do not have to be identical. GBMSL encourages those who have received GBMSL award hats to wear them.

All **Coaches** (on the bench or on the bases) are encouraged to set an example with a community shirt and neat appearance and **"closed toe shoes"**. No sandals are allowed on the field by Player or coach under any circumstances. This is a liability issue.

Umpires will have the discretion to disallow a player if they are not wearing a uniform. Teams will be able to report a player not wearing a uniform when they submit their scores. A fine of \$10.00 will be imposed on community if player is not wearing a team shirt.

## 25- Alcohol

There is to be no alcohol at any GBMSL game or event. If you are licensed to serve alcohol, it may not be served at a GBMSL event. If alcohol is present and becoming an issue the coach should be notified so that fair warning can be given and if the problem continues the police are to be called.

## 26- GBMSL's Code of Conduct

*On June 6, 2006 GBMSL executive members and community contacts approved a code of conduct for all coaches, parents & players within GBMSL. In preparing the code we also reviewed our goal as league and whether we wanted to be a competitive or non-competitive house league. The desire to be competitive was clear, but also important was that children have a positive environment in which to play and that their safety and enjoyment of the game was paramount.*

*References to winning below, are not intended to stop a team from playing at their full potential, but are also directed to the team that is losing, in a hope that they will continue to play hard, learn the game and strive to become better players. Our constitution states that we are to learn to take losing in stride with winning. It is also directed at the winning team who are pushing their players beyond reasonable expectations, especially those at a young age and as such their players are not enjoying the game.*

*GBMSL is a competitive league and as such we award teams that win their season, tournaments and playoff's. Tie breaker formats are based on run spreads and as such a team may need to play hard, to stay competitive with another team in the league, right to the end of the game. The league has implemented mercy rules for all teams and as such it isn't fair to expect that a team should play poorly simply because another team is down in runs. It is expected that they should be courteous, be good sports and continue to applaud the other team for their efforts but still continue to play ball.*

*Don't expect a team to back off because your team is losing, especially with a junior team, often the winning team has practiced particular plays for weeks and to expect them to stop playing properly just because your team is down in runs is an unreasonable expectation. You may claim that your team isn't having fun as they are losing, that is an unfair claim as that would mean that one team isn't having fun in every game. Fun and losing have nothing to do with each other, but are generally tied together by coaches and parents. Often young children have no idea of the score or if they've won or lost, even after they've gone home. Learn from the other teams plays and use it to your advantage when you meet your next team. Learn to separate the definition of fun from winning and losing, they should have little, if any, relationship.*

## **GBMSL CODE OF CONDUCT FOR COACHES**

### **Coaches:**

- Winning is a consideration, but not the only one, nor the most important one. Care more about the child than winning the game. Remember players are involved for fun and enjoyment. Explain this goal and objective of GBMSL to your parents & players.
- Be a positive role model to your players, display emotional maturity. Remember you are a role model whether you are being a positive experience to your players or not.
- Be alert to the physical safety of the players. Coaches should err on the side of caution when it comes to the safety of all players.
- Be generous with your praise when it is deserved; be consistent, honest; be fair and just; do not criticize players publicly; learn to be a more effective communicator and coach; don't yell at players
- Adjust to the personal needs and problems of your players, be a good listener, never verbally or physically abuse a player or official; give all players the opportunity to improve their skills, gain confidence and self esteem; teach them the basics
- Familiarize yourself with this years rules, they may not be the same as last years. Before you question or protest a rule/ruling make sure you know the rule yourself. Encourage your team members to play by the league rules and respect the rights of other players, coaches, fans and officials.
- Respect umpires doing your games, especially those of a Junior age/status. They will improve as you encourage and motivate them. Don't blame the umpire for your game results, generally the errors on any team far outweigh the errors by any umpire. When your players hear you putting blame on the umpire they will start to blame their game performance on the umpires as well
- Be an example – strive to set an example of the highest ethical and moral conduct, show dignity, patience and a positive spirit
- Greet your opposing coach and exchange greetings to set the proper tone for the game. After games, coaches should meet and congratulate each other in a sportsmanlike manner.
- Coaches will completely refrain from verbal dissent during a game with an opposing coach's bench and with the coaching staff at 1<sup>st</sup> and 3<sup>rd</sup> base
- Major concerns in regards to the game, conduct of another coach or official, etc. will be dealt with following the game and following the proper protocols
- Provide a sports environment for my team that is free of drugs, alcohol, tobacco and abusive language and refrain from their use.
- I will try to communicate with my players parents to attempt to better understand what I can do to improve myself and the game for the players

## **GBMSL CODE OF CONDUCTS FOR PLAYERS & PARENTS / SPECTATORS**

### **Players – I will:**

- Have fun
- Display modesty in victory and graciousness in defeat
- Be a good sport and applaud all good plays whether they are made by my team or the opposition
- Treat all players, as I would like to be treated.
- Not bully or take unfair advantage of another competitor
- Genuinely thank the opposition and officials at the end of the game.
- Never argue with an official.
- Always play by the rules and make an effort to understand the rules.
- Politely appeal if possible, but will respect the overall decision of the official(s)
- Respect the rights of others regardless of their gender, ability, or culture
- Control my temper. I understand that verbal abuse of officials and of other players is an unacceptable practice at any time.
- Work equally hard for myself and for my team. I realize that this is a team sport and my actions both good and bad affect my community as a whole
- Respect my coaches and do my best to listen to them
- Make every effort to be on time for both practices and games
- Cooperate with my coach, other helpers and my team members. I understand that sometimes I will have to sit out to allow others to play and will do it graciously.
- Not arrive at the field with alcohol or cigarettes or other drugs

### **Parents/Spectators – I will:**

- Encourage my child to play by the rules.
- Applaud the efforts of all players on both my child's team and the opposing team
- Not embarrass my child by yelling at players, coaches or officials. I understand that by showing a positive attitude toward the game and all of the participants my child will benefit.
- Always play by the rules and make an effort to understand the rules.
- Not accuse a umpire of being biased
- Understand that criticizing officials only hurts the game and that it has a negative effect on the game
- Recognize coach's and volunteers and thank them for their help in working with my child

- Genuinely thank the opposition and officials at the end of the game.
- Not be a sideline coach or umpire and I will not openly question their judgment or honesty
- Show good hospitality to visiting teams to my community
- Remember that it is my child playing the game and not me. I understand that my child's goals may not be my goals.
- Not impose my child to unreasonable demands because of my competitiveness
- Respect all players regardless of talent, race, creed, color, or gender
- Remember that my child is not playing ball for my entertainment but rather for theirs
- Place the children/players well being ahead of my desire for a win
- Never use bad language, nor will I harass umpires, coaches, players or other spectators
- Remember that I am not the coach, therefore I will let my child's coach be the coach and will trust in their ability to coach my child.
- Remember that there is a correct forum for everything. A game or tournament setting is not the correct forum to complain about or question how an event is being run.
- Take any issues to my Community contact who in turn can deal with it at the league level.
- Will not bring alcohol to the game nor consume alcohol at any GBMSL game or event.

**This code of conduct is that of the Georgian Bay Minor Softball League and constitutes part of our rules. Contravention of this code may result in you being asked to leave a GBMSL event. Any GBMSL convener, executive member or umpire has the right to enforce this code for the benefit of all and they will be supported by the league. For any who would continue to break this code it could result in a game forfeit being called. Please help respect everyone who contributes to this organization and make this our best year yet!**