

GRANTHAM OPTIMIST SOFTBALL 2019



1954-2019

FRIEND OF YOUTH

GRANTHAM OPTIMIST ~ CODE OF CONDUCT

The Grantham Optimist Club being an organization dedicated to the youth of our community has established a “**Code of Conduct**” for its’ Coaches, Players and Parents that it hopes will provide them with a secure and worry free environment.

Coaches:

- Demonstrate a mature attitude at all times. If situations arise during the game please seek out the convener and discuss your concerns away from the field of play
- Show leadership and sportsmanship at all times; remember we are here to encourage young players - not to be critical. “Remember, everyone makes mistakes” including the umpires, the key is to learn from them
- While parents make every effort to pick their children up on time following practices/game, there may arise times where they are delayed. At these times, please ensure that you have at least 2 coaches wait with the child and that he/she is picked up by the parent or other adult responsible to do so
- Report any unusual circumstance to the appropriate authority as soon as possible

Parents:

- While we understand that softball is spectator sport and that the players appreciate the encouragement they receive from the stands. We do however ask spectators to refrain from any comments that would be interpreted as coaching advice. It only serves to confuse the players and undermine the coach’s authority. Please remember that in some cases, the players might be in their first year of play (regardless of the age group) and in all cases mistakes may be made. We are a House League organization of volunteers dedicated to instruction and fostering a team environment and respect for authority. Remember positive feedback returns positive results and negative feedback results in poor performance
- Please ensure your child is brought to and picked up from every practice/game on time, if you can’t make the practice/game notify the coach well in advance. Any player under the age of 14 must have a parent or designated guardian in attendance at all practices and games. It is your responsibility to ensure the coach knows whom you have entrusted with this responsibility. Remember our coaches and conveners are volunteers who give up evenings with their own families to help us run our league
- If you are unable to either bring or pick up your child from practice or the game, it is your responsibility to ensure the coach knows whom you have entrusted with this responsibility. We do not want to have children left unattended or walking home alone
- If during the season you have concerns with regards to any aspect of the softball program, please contact your head coach first. Then if you are not satisfied with the outcome contact the convenor directly. Do not allow a bad situation to get worse!

Players:

- Get to practice and games on time
- Tell your coach if you are going to be away or late for a game. Rosters must be filled out and you may be left out of play if the coach is not aware of the fact that you may be late
- Respect other players and coaches
- HAVE FUN

GRANTHAM OPTIMIST SOFTBALL LEAGUE RULES

It is the aim of the GRANTHAM OPTIMIST CLUB to provide instruction in the game of softball and also to set and show an example in good conduct and sportsmanship. The Optimist Park is owned and operated by the GRANTHAM OPTIMIST CLUB. It is **private property** and not a public park.

We will control what goes on in the park and refuse admission to any one we feel cannot conduct themselves properly.

The Optimist Club will have a **Convener** on duty each and every game night. **They will have full authority over our park and will deal with anyone who cannot abide by our rules.** The parents of any youth we have a problem with, will be notified before further action is taken. We can and will do everything necessary to keep our park a decent place to send your children. **In case of a complaint or dispute, the coach, player or parent will first contact the convener of their league for resolution. If not settled at that step, the complaint or dispute may be forwarded to the Softball Committee for discussion at its “discretion”.**

PARK RULES

1. **NO SMOKING OR RELATED DEVICES IN THE PARK (the north side of the parking lot is the designated smoking area) – NO CANNABIS USE PERMITTED**
2. No animals, bikes, roller blades, skateboards, kite flying or playing golf is allowed in the park.
3. Any person who causes problems such as drinking, fighting, using profane language, or uses obscene gestures will be removed from the property.
4. Any person who commits an act of theft, damages or defaces property will be reported to the police.
5. **NO THROWING OR BATTING OF BALLS AGAINST THE BUILDING OR ANYWHERE ON THE ASPHALT SURFACES.**
6. When the lights go out the park is to be cleared.
7. **RAINOUTS**
If it is raining, only the convener can cancel or postpone a game. (This could happen as late as 30 minutes past the scheduled start time.)

Coaches: Please **do not contact your convener or the Optimist Club** if it is raining or wet out. The convener will contact you if the game is cancelled. **If you have not received notice from the convener the game is still on.**

Players/Parents: Please **do not contact** your coach or the Optimist Club if it is raining or wet out. Your coaches will contact you if the game is cancelled. **If you have not received notice from the coach the game is still on.**

Rainout games will be rescheduled by the convener. The conveners will let the coaches know the game times.

8. No team will use the GRANTHAM OPTIMIST PARK for practices without express consent from the Softball Committee. **NO TEAM WILL PRACTICE IN THE GRANTHAM OPTIMIST PARK UNLESS A COACH IS PRESENT.**
9. The appearance of a coach with the equipment will have first call on a diamond for games, provided that the coaches' team shows up within fifteen minutes.
10. Insulting players or coaches of the opposition team is not allowed and sportsmanship will be exhibited both during and after the game. The umpires will be instructed to notify the conveners of any such act as soon as possible. If this conduct persists, that player, coach or spectator will be removed from the park and/or program.
11. The backyards of the homes around the park are out of bounds. If for any reason someone goes over or under the fence he/she will be removed from the program.
12. **THE AREA SURROUNDING THE BACKSTOP IS TO BE KEPT CLEAR.**
THE UMPIRE AND THE CONVENER WILL ENFORCE THIS RULE.
13. No person shall climb park trees.
14. Do not walk across fields. Use the pathway.

PLAYERS RULES

1. Uniforms are not to be altered during the season. If this happens, he/she will be suspended until a new sweater is purchased at their expense.
2. Any player who makes use of, and or sells drugs or alcohol will immediately be removed from the league.
3. Smoking of any type by a minor (under 19) on our property may result in removal from the ball program.
4. Any player who uses profane language or obscene gestures will be suspended.
5. Any player who steals, damages or defaces Optimist Property will be reported to the police.
6. A player who is removed from the game by an Umpire will have 2 minutes to leave and must retire to the asphalt parking area in front of the building. Any player who is ejected from a game will be suspended until they have met with the convener(s), their coach, a representative of the softball committee, and their parents. Playoff games are included.
7. No player will be allowed into a game without his or her team sweater and long pants. Tear-away style pants must be completely buttoned during the entire game. **Headgear is to be of the baseball cap styling worn with the peak at the front of the head. Three quarter (¾) length pants (Capri type) are not allowed.**
8. Players in all leagues may wear spikes provided they are made of rubber.
9. A warning will be given to both teams the first time any player from either team **throws the bat** while taking his or her turn at bat during a game. The next time a bat is thrown (on either team), that player will be CALLED OUT. **A DEAD BALL WILL BE CALLED AND NO ADVANCEMENT OF RUNNERS.**
10. JEWELRY - **Exposed** jewelry such as wrist watches, bracelets, neck chains, rings, or any other items **judged dangerous** by the umpire may not be worn during the game. **Medical alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body. Earrings must also be taped to the body.** Players may be asked to remove jewelry, if they fail to do so, will not be permitted to play.
11. A player, who intentionally throws a bat and or helmet after an out is called, may be ejected from the game at the umpire's discretion.
12. If the base runner removes his helmet before leaving the field of play they will be declared out and the run will not count.
13. No person shall play for any team unless they are registered in the ball program.

COACHES RULES

1. No registered coach will be allowed into a game without **his/her coach's sweater**. Any in-game coaching substitution must be approved by the umpire.
2. A coach who is removed from the game by an Umpire will have 2 minutes to leave and must retire to the asphalt parking area in front of the building. Any coach who is ejected from a game will be suspended until they have met with the convener(s) and a representative of the softball committee. Playoff games are included.
3. No coach will purchase equipment or ask for donations.
4. **No smoking or related devices** in park (north side of parking lot is designated smoking area). Use of CANNABIS is not permitted in the park.
5. No fundraising of any kind unless approved by the softball committee.
6. Any coach who uses profane language or obscene gestures will be suspended (Coaches Rule 2 applies).
7. Coaches are not to be in the vicinity of the backstop (excluding Mite and T-ball).
8. **All players must have equal playing time each game. If some players need to sit more, attendance to practice can be considered.**
9. Catcher two out rule - The catcher must be ready to start the next inning. If they are on base with 2 outs, a pinch runner (last out) must be substituted.
10. **Every batter of a team must have the opportunity to bat within the top five positions of the batting order at least once every three games. If a player is scheduled to bat in one of the top 5 positions and shows up late for that game and must be moved to the bottom of the order then that will be deemed to have been that player's opportunity for that three game period.**
11. **Once play has started the game is in the hands of the umpire.**

HOUSE LEAGUE RULES

C.A.S.A. (SOFTBALL CANADA) RULES OF SOFTBALL WILL APPLY WITH THE FOLLOWING EXCEPTIONS:

1. Should a game still be tied at its normal end then each team takes 1 point.
2. During the regular season, should a team be short of players for any reason, they may draw players from any team in the league directly below them. If a player is brought up due to a coach thinking he is going to be short **then the one brought up must play in the rotation for the entire game.** The Coach will keep a list of the players he contacted to play. The league convener will decide on last minute replacements. During playoffs any substitution must be approved by the convener.
3. No more than three warm up pitches will be allowed to start an inning. Five pitches only to a new pitcher during an inning except if a previous pitcher is returning to the pitching position.
4. A pitcher may pitch a maximum of **4 innings**, (except in Mite CO-ED) unless extra innings are required. **One pitch to one batter will constitute one inning pitched.** In extra inning games you can use any pitcher to a maximum of 4 innings again.
5. In case of a tie at the end of the regular season the pennant winner will be decided in the following order:
 - (1) Won lost record between the two teams
 - (2) Runs for between the tied teams
 - (3) Run differential for the year
6. An official game will consist of **four (4)** innings in case of rain.
7. PLEASE NOTE - Last innings are to be announced by the Home base Umpire at the beginning of the last inning.
8. In the opening tournament and regular season, when the last inning is reached or when an umpire has announced that it will be the final inning and the home team is trailing by 5 or more runs then the "flip flop rule" will come into play. The home team will now bat as the visiting team and the visiting team will bat as the home team. If the home team is not able to either tie or take the lead with their final at bat then the game is over (the visiting team has no need to bat). If the home team does tie or take the lead with their final at bat then the visiting team will be allowed to take their final at bats in order to try and win the game.
9. **The NO TAG at home plate rule is in effect for all divisions except Peewee and Bantam. In leagues where no home plate tagging is in effect, the commitment line and home plate line will be used. If the runner touches Home Plate they are OUT. A runner may return to 3rd after crossing the commitment line when tagging up on a caught fly ball.**

BALL DIAMOND DISTANCES AND TIME LIMITS

LEAGUE	BASE DISTANCE (FT)	PITCHING DISTANCE (FT)	TIME LIMIT/INNINGS PLAYED	BALL (INCHES)
MITE & T-BALL	45	25	1 hr. or 6 Innings	11
SQUIRT	45	30	1¾ hrs. or 7 Innings	11
PEEWEE	55	35	1¾ hrs. or 7 Innings	12
BANTAM	60	42	1¾ hrs or 7 Innings	12
NOVICE GIRLS	60	40	1½ hrs or 7 Innings	11
B/M GIRLS	60	46	1½ hrs or 7 Innings	11

T-BALL RULES

*****ALL PLAYERS MUST PLAY IN EACH INNING*****

T-Ball is an instructional league. The goal is for players to have fun while learning the game and developing their skills. During the game, scores will be kept for outs and for determining the 5 run limit per inning. Score sheets and player rotation **MUST** be handed in at the end of each game. Standings will not be kept or posted. All teams will play 2 predetermined playoff games (1 on Saturday and 1 Sunday) prior to closing ceremonies. All players will be presented with a participation medal at the closing ceremonies.

WHEN AT BAT

1. In the first inning of every game each team will bat through their entire batting order regardless of the number of outs recorded or the number of runs scored. In all subsequent innings, the normal 3 outs or 5 run mercy rule will be in effect.
2. The offensive team will have a coach position the batter, the tee and place the ball on the tee. **The coach will then remove the tee after the ball is legally hit.**
3. It is a legally batted ball when in the opinion of the umpire it would have firmly crossed the 15' playing arc in the air or on the ground in fair territory. This applies even if the ball is fielded before the 15' arc; otherwise it is a foul ball.
4. It is a fair ball if the ball is struck hard enough to roll or fly past the 15' arc line in front of the plate.
5. If the ball is hit in such a way that it lands in fair territory and rolls back across the 15' arc, it is a foul ball.
6. If it stops on the 15' arc line it is a fair ball.
7. If a fly ball is caught before or after the 15' arc the batter is out and ball is alive.
8. The batter must make contact with the ball not just the tee or it is a strike.
9. The batter shall be called out if he/she has four strikes.
10. Touching the ball or accidentally bumping it off the tee as he/she levels the bat shall not be called a strike.
11. Batters will receive one warning for throwing the bat. After that they will be called out.
12. No bunting is allowed.
13. Baserunners may leave the base when the bat makes contact with the ball. **Baserunners may only advance one (1) base per hit.**

14. **Runners do NOT touch home plate. Runners simply cross the line at home plate.**
15. No base stealing or leadoffs.
16. Base coaches cannot touch runners while the ball is in play. If the runner is touched then that runner is called out. This is an effort to help teach the players when to run.
17. **Helmets must be worn and must not be removed until that batter returns to the bench, or that player will be called out.**
18. **Five** runs allowed per inning, six complete innings or a 1-hour time limit constitutes a game. If the home team is ahead by 5 runs you still play the bottom of the sixth. Remember this is an instructional league, the score is insignificant.
19. **Once a player crosses the commitment line, they must continue running home.**
20. 4 innings constitute a complete game for T-Ball

T-BALL RULES

WHEN IN THE FIELD

1. The pitching position is filled by a player even though the ball is hit off of the tee. The "PITCHER" must stay in contact with the rubber until the ball is hit.
2. **No defensive team player may cross the 15' arc until such time as the ball is legally batted. (See rule 7)**
3. Defensive players are to be rotated each inning. No defensive player may play the same position again in the game. (a chart is attached for your assistance) These players must also be rotated between the outfield and the infield. Adjustments to be made the next game.
4. **NOTE: A COPY OF THE "PLAYER MOVEMENT CHART" MUST ACCOMPANY YOUR SCORESHEET TO THE CONVENER.**
5. During the game, the defensive team will have three coaches in the field. (2 in the outfield – 1 in the infield) to instruct players where to field the ball. The coaches are not to physically help or assist the players while the ball is in play.
6. On an overthrow, a runner **may not** advance a base.
7. All players are encouraged to throw the ball to a base, rather than run to the base with the ball. **If a pitcher fields the ball in the pitchers circle, he/she must make a**

throw to make a play. When a ball is fielded **outside the pitcher's circle**, the player fielding the ball cannot cross the 15 foot arc to make an out at home plate.

8. The infield fly rule is **not** in effect for this league.
9. If the ball is caught in the air before the 15' arc, the batter is out and the ball is **“alive”**.
10. Catchers are to wear full protective equipment as supplied.
11. All outfield players must be positioned on or beyond the outfield arc.
12. ALL PLAYERS MUST PLAY IN EACH INNING. The extra players will be in the outfield.

SAMPLE PLAYER MOVEMENT

PLAYER	I	N	N	I	N	G
	1	2	3	4	5	6
1 ASHLEY	P	-	LF	1ST	-	RC
2 TERRY	-	P	LC	-	1 ST	LC
3 SARA	C	LF	-	P	RF	-
4 TOM **	1ST	-	3RD	RF	-	SS
5 DEBBIE **	-	1ST	P	-	LF	3RD
6 TRACEY	2ND	LC	-	SS	P	-
7 RON **	-	2ND	C	-	3 RD	RF
8 JACK	SS	RC	-	3RD	C	-
9 KAYE	3RD	RF	-	2ND	LF	-
10 AL	LF	-	SS	RC	-	C
11 PETER	LC	-	2ND	LC	-	P
12 ROBERT	-	SS	RC	-	2 ND	RF
13 STACEY	RC	C	-	SS	LF	-
14 SHIRLEY	-	3RD	RF	-	SS	1ST
15 TARA	RF	-	1ST	LF	-	2 ND

**INDICATES ONLY PLAYED OUTFIELD ONCE. THESE PLAYERS WILL BE ADJUSTED THE NEXT GAME .

THIS RECORD AND YOUR SCORESHEET MUST BE RETURNED TO YOUR CONVENOR AFTER EACH GAME

MITE CO-ED RULES

1. **Mite Coaches will pitch in the Opening Tournament. In games 1 and 2 of the regular season a selected player will pitch the first inning and a coach will pitch all subsequent innings. In games 3 and 4 of the regular schedule a selected player will pitch the first 2 innings and the coach will pitch all subsequent innings. In games 5 and 6 of the regular season a selected player will pitch the first three innings and the coach will pitch all subsequent innings. All further games which include playoffs and Closing Tournament will be pitched exclusively by a player on the team's roster.**
2. The batter is given four (4) pitches to hit a fair ball. If they fail to do so, they are out. Bunting is not allowed.
3. The player playing in the pitcher and rover positions **MUST** wear a helmet.
4. If the pitcher **attempts to interfere** with a batted ball, the batter is out and all runners return to the last base occupied.
5. If the batted ball hits the pitcher, the ball is dead, and the batter is allowed another pitch.
6. No player in the outfield may make a fielding play inside the designated arc.
7. No base stealing. Runners may leave the base only when the ball is hit. A runner going home **must cross the safe line** (do not touch home plate) before the catcher has the ball and the catcher touches home plate to be safe.
8. Play stops when the ball passes through the pitchers circle or the umpire calls time. Base runners more than half way to the next base will be awarded that base. A runner less than half way must return to the previous base.
9. **LIMITING RUNNING ON OVER THROWS THAT STAY IN THE PLAYING AREA.**

Overthrows to any bases including home and the ball stays **in the playing area**, the batter, runner or the base runner(s) can advance at their own risk one (1) extra base only. The runner(s) can be tagged out if off the base. (e.g.: If there is a runner at 1st and the batted ball is fielded and thrown to 2nd base to make a force out but is overthrown into the outfield, the runner going to 2nd can only advance to 3rd at their own risk). If the runner makes it to the next base and an outfielder who has fielded the overthrow, throws the ball and that is overthrown, there will be NO more movement of the base runners.

This is a rule to encourage the fielders to make plays to the bases and not to penalize them for making that play.

When a ball is hit into the outfield beyond the designated arc, the following applies:

- a) When the outfielder throws the ball back into the infield (stone surface) the runners may only advance to the base they are currently running to at the risk of being tagged out. This regardless of whether the ball stays in the playing area or goes out of play; there will be no extra bases awarded for balls thrown out of play once the ball has been returned to the infield.
 - b) If the ball does not reach the outfield surface and remains in the field of play then the runners may continue to advance at their own risk with no limitations.
10. An inning is constituted by 3 outs or a **5** run mercy rule (except last inning).
 11. **Six (6) innings or one (1) hour** will constitute a full game with no new inning beginning after one (1) hour from the start of the game.
 12. All players bat in order and there are no changes to the starting batting order. (With the exception of special circumstances, player injury, and late arrival.
 13. **Defensive players must be rotated each inning. A defensive player may only play any position one (1) inning per game. As much as possible, players should alternate between the infield and outfield each inning. This rotation should occur within each and every game, not between 2 different games.**
 14. There is NO infield fly rule called.
 15. One coach will be allowed on the field to help direct their defensive players. **Special circumstances may require a second coach on the field at the convener's discretion.**
 16. A copy of your "player movement chart" **must accompany** your score sheet and must be turned in at the conclusion of each game.

SQUIRT RULES

1. Should a batter strike out and the catcher misses the ball the batter is still out.
2. With a runner at third base, the catcher may make a play at any other base, but the runner at third base cannot advance.
3. All players bat through the order.
4. No player sits for more than two consecutive innings and must play at least three full innings time limits allowing (unlimited re-entry). Substitutions are to occur only between innings from the bench, except in the case of injury.
5. An inning is constituted by 3 outs or a 5 run mercy rule. There is no mercy rule in the last inning.
6. No infield practice on late games
7. On a WALK the ball is alive.
8. There is no in-field fly rule for this league
9. There is NO BALK.
10. The play is only considered dead when the pitcher safely has control of the ball inside the pitching circle.
11. If a pitcher hits a batter once, they will be given a warning regarding their pitching control. If they hit a batter twice, they will be removed from pitching that inning and need to be replaced by another player currently in the field. If they hit a third batter, they will not be allowed to pitch for the remainder of the game. Pitchers H.B.P. tally will be cumulative through the game. If the umpire declares the batter to be H.B.P., no matter the circumstances or observed intensity of the pitch, this rule still applies.

THIRD BASE RULE

1. A runner must be hit in from third base.
2. If there is a runner at 1st and 3rd and the runner at first attempts a steal, the catcher may throw to second. If the ball goes into the outfield the runner may not advance as the runner at third cannot advance. (This is so we can encourage the catcher to throw the ball without being severely penalized). If a runner at second successfully steals third base he may not score.

PEEWEE RULES

1. Should a batter strike out and the catcher misses the ball, the play is still alive until the batter is touched or thrown out at first. This is a change from the Squirt Rules.
2. The runner on third base can advance home if the catcher tries to make a play to any other base. This is a change from the Squirt Rules.
3. The in-field fly rule is used in this league
4. All players bat through the order.
5. No player sits for more than two consecutive innings and must play at least three full innings time limits allowing (unlimited re-entry). Substitutions are to occur only between innings from the bench, except in the case of injury.
6. An inning is constituted by 3 outs or a 5 run mercy rule. There is no mercy rule in the last inning.
7. No infield practice on late games.
8. On a WALK the ball is alive.
9. There is NO BALK.
10. The play is only considered dead when the pitcher safely has control of the ball inside the pitching circle.
11. If a pitcher hits a batter once, they will be given a warning regarding their pitching control. If they hit a batter twice, they will be removed from pitching that inning and need to be replaced by another player currently in the field. If they hit a third batter, they will not be allowed to pitch for the remainder of the game. Pitchers H.B.P. tally will be cumulative through the game. If the umpire declares the batter to be H.B.P., no matter the circumstances or observed intensity of the pitch, this rule still applies.

BANTAM FASTPITCH RULES

1. Should a batter strike out and the catcher misses the ball, the play is still alive until the batter is touched or thrown out at first.
2. When a player has been walked, the play is still alive.
3. The runner on third base can advance home if the catcher tries to make a play to any other base.
4. All players must play a minimum of three (3) innings. **(Weather and time limits permitting)**
5. All players bat through the order
6. No player sits for more than two (2) innings and must play at least three (3) full innings. Unlimited re-entry. Substitutions are to occur only between innings from the bench except in the case of injury.
7. There shall be no more than **5** runs scored in an inning. There is no **5** run mercy rule in the last inning.

NOVICE / BANTAM / MIDGET SLO- PITCH RULES

1. THE PITCHER SHALL TAKE A POSITION WITH BOTH FEET FIRMLY ON THE GROUND AND WITH ONE OR BOTH FEET IN CONTACT WITH THE PITCHER'S PLATE THROUGHOUT THE DELIVERY.
2. The ball must arc and hit the mat that measures 2 x 3 feet.
3. Four balls and three strikes constitute a time at bat.
4. **A legal pitch making contact with any part of the mat is a strike.**
5. No bunting - there must be a full swing as judged by the umpire.
6. A flat pitch (no arc) is a ball even if it hits the mat unless **swung at**.
7. **A pitch shall be ruled as being too high if the arc exceeds 12 feet or travels above the top of the screen.** The call shall be made at the discretion of the umpire.
8. The batter is out if she hits 2 foul balls with a count of two strikes.
9. A runner going home must cross the safe line, not the plate. **If she touches the plate she is out.** This is to prevent collisions on a play at home. This includes runners walked in.
10. No tag is required at home. **The defensive player must have possession of the ball and be touching home plate before the runner crosses the safe line in order for the runner to be called out.**
11. **A maximum of ten defensive players on the field.**
12. No base stealing.
13. Runners cannot leave the base until the ball is hit. **Runner may be called out for lead off.**
14. An inning consists of three outs or by going through the batting order to a maximum of 5 runs. The last inning must be three outs with unlimited runs allowed.
15. Defensive players can only be substituted between innings unless there is an injury.
16. All players bat and no changes can be made in the starting batting order except deletions in the event of an injury.
17. Teams short of players are to borrow players from the opposing teams, at the convener's discretion.

18. No intentional walks are allowed.
19. The third baseline commit line is in effect. If a base runner crosses the commit line at a distance half way between home and third, the runner must advance to home.
20. The convener's will call game time limits.
21. Catcher two out rule - The catcher must be ready to start the next inning. If they are on base with 2 outs, a pinch runner (last out) must be substituted.
22. **This league continues to advocate skill development in as many positions as possible. Therefore each inning defensive players should be alternating from infield to outfield positions. It is understood that some players may not be able to play all positions due to lack of skill development/safety concerns. It is also understood that they pitcher is a skilled position and is designated neither an infield nor an outfield position.**

SCORE KEEPING

The official score sheet will be used for league statistics and for names to be put in the local newspaper by the league statistician.

1. Every score sheet MUST have **players first and last name** PRINTED clearly in the name column.
2. The **sponsors name** along with **the team name** MUST be clearly printed on the score sheet.
3. Players hits MUST be clearly seen on the score sheet.
4. The final score MUST be on the score sheet.
5. During league play, scorekeepers to confirm score with opposing scorekeeper every 3 innings. During playoffs, a scorekeeper's table will be set up behind home plate and each team must provide a scorekeeper.

EQUIPMENT

1. No coach shall purchase any equipment. All equipment is supplied by the league and may be secured from the league convener.
2. All equipment is to be returned to the club on completion of the last game on Closing Weekend.

UMPIRES

1. **Once play has started the game is in the hands of the umpire. Any judgement call by the umpire is final.**
2. The Umpires for all House League Games will be assigned by the Umpire in Chief.
3. House League Umpires will be expected to wear proper dress as provided and they will be expected to be at the park **no later than 30 minutes prior to game time.**
4. They must be at their diamond 15 minutes prior to game.
5. Umpires will only call a suspension in play in the event of rain or darkness and then will check with the Convener before calling the game.
6. Umpires will enforce "**unnecessary delay**" of game rules, (excess trips to the mound, call successive batters from the batters box etc.). Remember when you call time you are **requesting time**. The Umpire does not have to grant you time out.
7. Umpires will not change games or nights without the permission of the League Umpire in Chief.
8. The GRANTHAM OPTIMIST CLUB will not pay umpires for House League Exhibition games. Requests for umpires must be directed to the Umpire-in-Chief
9. **UMPIRES MUST HAVE THEIR SHIRTS TUCKED IN.**
10. UMPIRES WILL BE ALLOWED TO WEAR DRESS TYPE SHORTS, DARK IN COLOUR AND AGREEABLE TO THE CONVENER FOR THE LEAGUE THEY ARE UMPIRING IN.
11. UMPIRES MUST ADHERE TO THE REGULATIONS REGARDING THE WEARING OF JEWELLRY

NOTE: IF THERE IS A PROBLEM WITH A SPECTATOR OR PARENT, THE UMPIRE IS TO GIVE A WARNING TO THE COACH AND ADVISE THE PARK CONVENER. THE UMPIRE IS NOT TO EJECT A SPECTATOR FROM THE PARK. THIS IS THE RESPONSIBILITY OF THE CONVENER.

HOUSE LEAGUE RATINGS AND HEART TROPHY NOMINEES

1. Each team ***must*** rate their players. These ratings are used to balance the leagues the next year.
2. Each team will pick **one** player (in mite one boy and one girl) as their HEART TROPHY NOMINEE. **The Heart Trophy will NOT be presented in T-Ball.**

CRITERIA FOR HEART TROPHY

THE NOMINEES FOR THE HEART TROPHY SHOULD BE EAGER AND ENTHUSIASTIC BALLPLAYER. ABILITY SHOULD NOT BE THE PRIME CRITERIA TO BE CONSIDERED.

CONSIDER THE FOLLOWING

1. DOES HE/SHE CO-OPERATE WITH THE COACH?
2. IS HE/SHE A TEAM LEADER?
3. DOES HE/SHE PLAY HIS/HER BEST REGARDLESS OF THE SCORE?
4. DOES HE/SHE ATTEND AND WORK AT PRACTICES
5. DOES HE/SHE EXEMPLIFY GOOD SPORTSMANSHIP AT ALL TIMES?

PLAYOFFS

1. All Championship games are 7 innings except T-Ball (time limit) and Mite (6 innings) and regular season playing rules will be used. **All T-Ball teams will play 2 predetermined playoff games (1 on Saturday and 1 Sunday) prior to closing ceremonies. All T-Ball players will be presented with a participation medal at the closing ceremonies.**
2. The highest place team will always play the lowest surviving team in each round.
3. Closing ceremonies will take place at the tournament and all awards will be given out at that time.

Note: No awards will be made at any time except those authorized by the Softball Committee.

GRANTHAM OPTIMIST PARK GROUND RULES

DIAMONDS # 1, #2, #3, #4

Softball Canada rules will be used for all diamonds except for the following exceptions:

1. When a ball is interfered with on the grass it will be ruled a ground-rule double. When a ball is interfered with on another diamond it will be ruled a homerun.
2. Any other diamond specific rules will be discussed by the umpire before the game.

PITCHING RULE – Fast Pitch

Pitching rules follow the rules of Softball Canada. Please follow this link for more details:

<Need to get link>

APPEAL PLAY

WHAT IS AN APPEAL?

A **Live or Dead ball** appeal play is a play upon which an umpire cannot make a decision until requested by a player or coach. THE APPEAL MUST BE MADE BEFORE THE NEXT PITCH, LEGAL OR ILLEGAL.

*(To avoid confusion request time so you may have a **DEAD BALL appeal**)*

WHAT TYPE OF SITUATIONS ARE ELIGIBLE FOR APPEAL?

- 1 When a base runner leaves a base too early on a caught fly.
- 2 When a base runner misses a base (i.e. 1st, 2nd or 3rd base).
- 3 When a base runner misses home plate.
- 4 When a batter bats out of order. This type of appeal is made after time has been requested and subsequently granted by the umpire. (See explanation below).

WHEN CAN AN APPEAL BE MADE?

An appeal can be made as soon as the infraction is noticed (live) or when the ball is "dead".
If the ball is dead for the defensive team then it must be dead for the offensive team.

WHERE IS THE APPEAL MADE?

In situations 1 to 3 the ball need not be thrown to the base at which the infraction occurred.

HOW IS THE APPEAL MADE?

The appeal is made by one of the infield players advising the umpire that he is appealing because the runner left too early or missed the bag.

If there is only one base runner involved, and it is obvious that an appeal is being made, then the umpire can make his decision known. There may be more than one appeal on a play. **However, the umpire should not allow guessing games.** For example, if 3 base runners have crossed third base and the third baseman makes an appeal as follows: the base runner missed the base, the umpire may say "which base runner"? The third baseman **must give an immediate answer. If he does not, then that is the end of the appeal.** The third baseman cannot guess until he gets the right runner. However more than one appeal can be made on one play. An appeal could conceivably be made at first, second, and third. An appeal may be made after the third out. For example, there are runners on second and third base (with one out) and the batter hits a long fly ball that is subsequently caught. There are now two out. Both base runners left too early and an appeal is made at second base or the third out, the ball is then thrown to third base and that runner is also out and the run is cancelled.

HOW MANY RUNS COUNT?

THIRD OUT FORCE

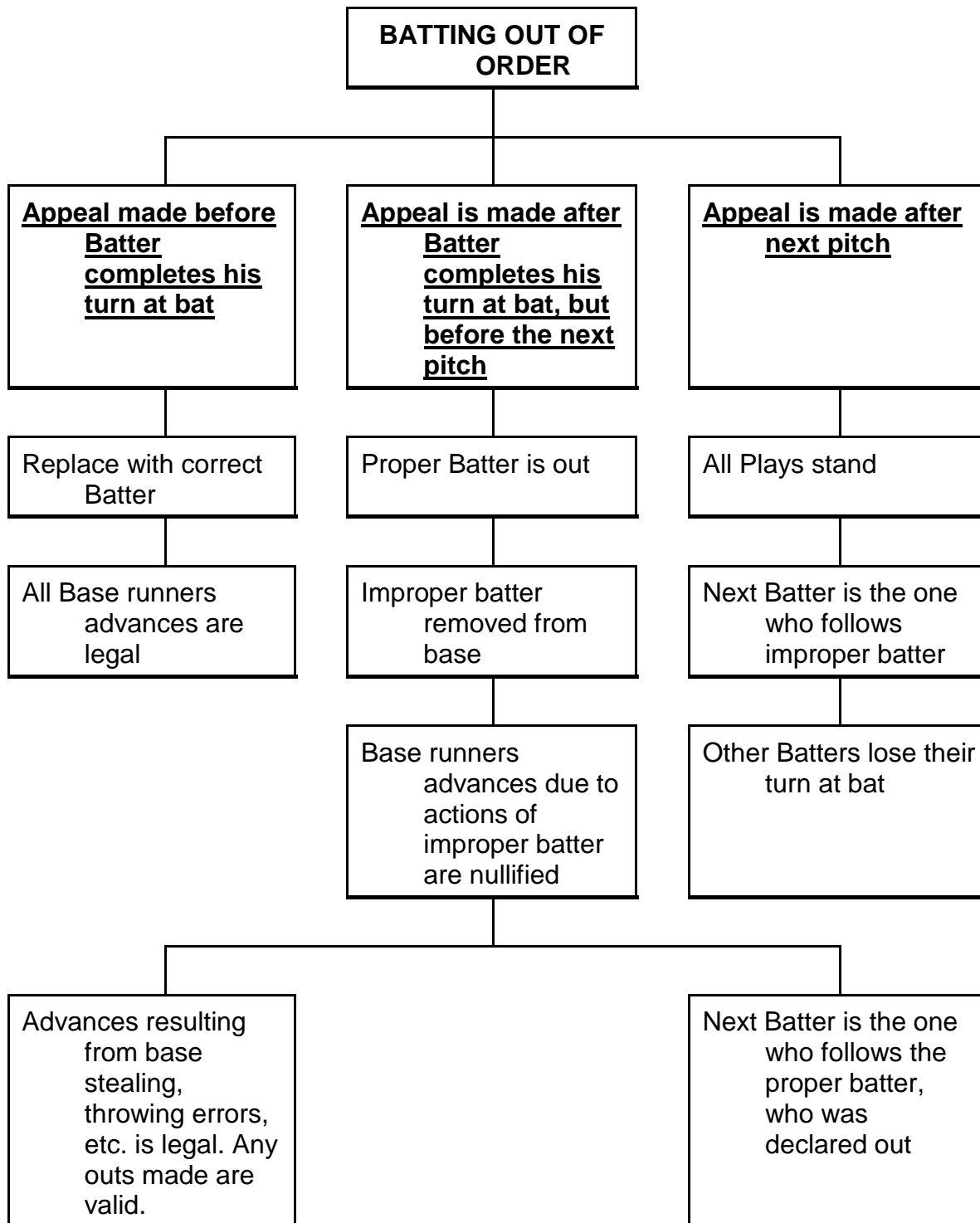
If the appeal play made constitutes a third out and it's a forced out, no runs score.

THIRD OUT NOT A FORCE OUT

If the appeal is made after the ball was dead and then put back in play, all the base runners who touched home plate and were in advance of the runners put out for a third out, score.

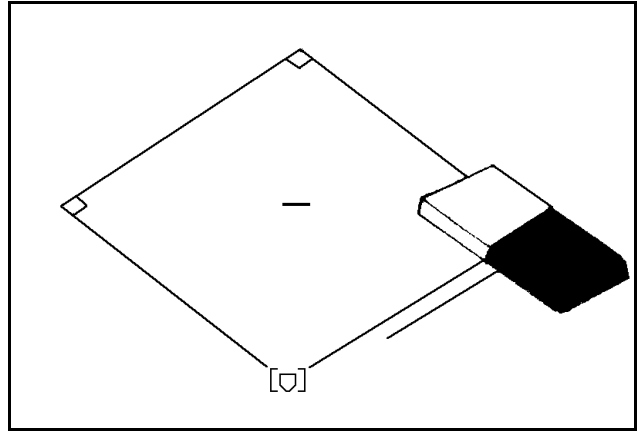
GRANTHAM OPTIMIST SOFTBALL

NOTE: THIS PAGE CONTAINS INFORMATION TO CLARIFY VARIOUS RULES



The Safe-base is designed to reduce injuries at first base.

The Safe-base is rectangular, 38cm X 76cm, which provides 1472 cm² of extra surface to reduce collisions, spiking, tripping and other accidents at first base. The base is manufactured in two colours, one half-white and one half orange. The white half or normal portion of the base sits totally in fair territory and the orange portion sits totally in foul territory.



RULES TO FOLLOW WHEN USING THE SAFE BASE

When a pitched ball is

- A) BUNTED
- B) HIT TO THE INFIELD
- C) A DROPPED THIRD STRIKE

The Batter-Base runner must use the orange portion of the bag on his/her first attempt at first base.

If a play is made to first base and the Batter-Base runner has not used the orange portion of the bag, he/she is to be called out.

After the first attempt at first base, only the white portion of the bag is to be used by the base runner.

EXAMPLES: If the batter base runner rounds first base on walk, on a hit through the infield or to the outfield, he or she must return to the white portion.

WHEN TAGGING UP.

WHEN A PLAYER IS GOING BACK TO FIRST ON AN ATTEMPTED PICK-OFF

A defensive player may use only the white portion of the bag **at all times**. If a batted ball touches any part of the white portion of first base, it is a fair ball. In order to be a foul ball, it must hit **totally** on the orange portion. If a defensive player with the ball touches the white portion of the bag before the batter runner touches the orange, the batter runner shall be declared out.