# **ANCASTER LADIES 3 PITCH LEAGUE 2024 SEASON RULES**

Last Updated: April 10, 2024

#### **GENERAL**

**Regulation Softball**: Regulation softball rules will be in effect. Exceptions to regulation play are indicated below. Where a rule is not indicated below, the umpires will default to regulation softball rules.

**Helmets & Pitching Screens:** The league will provide a pitcher's helmet and screen for every team. Helmet MUST be worn when pitching, hitting and base running. **Players are encouraged to purchase their own helmet.** Screen must be used at all times. The screen MUST be used by all pitchers. If a pitcher is not using the screen, then they will not be permitted to pitch the game. The league accepts no responsibility for game-related injuries. The screen must remain 3 feet from the center of the pitching area. **If the pitcher is hit, it is an automatic out.** 

ONLY regulation bats will be approved to play in the Ancaster Ladies 3P League. Regulation Bats will have the thumbprint. These bats are approved Softball NSA - BPF 1.20.

**Limits to Time & Runs:** Regular games are over after 7 innings, or a 1.5-hour maximum (8:00 p.m.), whichever comes first. There are a maximum 7 runs per inning, except in final inning where there is no limit.

# **Number of Players & Late Rules:**

- A. **Minimum** of **8 players to play** or forfeit (regular games). See grace period and double-header exceptions below.
- B. Late Start: there is a 10 minutes grace period, 8 players playing by 6:40 is permitted before forfeiting the game unless both teams mutually agree to play with less players.
- C. Late players arriving after start of game go to the end of the batting order. If the team wishes to leave the player in their original spot in the batting order, then it is an out if player not present.
- <u>D.</u> **Double headers** can begin with 7 players, with a 10-minute grace period for each game until 8th player arrives, before forfeiting the game.
- **6. Injuries:** If a player is injured during a play, they are given one inning to assess if they can go back in the game. If the injured person does not go back in, the line up must be adjusted so that everyone still sits an even number of times.
- 7. Tied Games: Tied game stands, except in the play-offs (extra complete innings).

### **GAME PLAY**

# 8. Time: The umpire must call time when:

- A. the ball has reached a player in the infield.
- B. there is no player running **AND**
- C. the play is obviously dead.

#### 9. Running:

- A. No sliding, stealing, or leading off.
- B. The runner may not leave the bag until the ball contacts the bat.
- C. In A & B above, the runner will be called out.
- D. Tagging up is allowed.

E. Automatic out if player advances past the commit line before returning to 3rd base to tag up.

#### F. Pinch Runners:

- i. Pinch runner is the last one out, unless pitcher rotation interferes, and then the team must use the second to last.
- ii. A pinch runner must be declared after the 1<sup>st</sup> at bat, unless injury is sustained during the present game.
- iii. Runner must reach 1st base and cannot under any circumstances pass 1st even if ball out of play.
- iv. Once you declare a runner you cannot go back to running

### Hitting:

- G. No deliberate bunting.
- H. A Hit ball must pass the 20ft arch.
- I. Once the motion of the ball has stopped, if it is not past the arch, it is a strike.
- J. Balls hitting Pitcher are an automatic out. Balls hitting Pitching Screen are a strike.
- K. On third pitch, if hit foul, it is an automatic out.
- L. A caught foul tip at any height is an out.
- M. A bouncing ball over home plate is hittable.
- N. All pitches are to be thrown in the direction of the plate, but a player can step outside the batter's box/area to hit a pitch.
- O. Infield fly rule will NOT be in effect.

#### **Defensive:**

- A. Infield cannot play inside the base line.
- B. If a Ball is thrown from the field (outfield or infield) and hits the screen it is a LIVE ball and must be played. The play continues.
- C. Every play at home is considered a forced play.
- D. Rover can play anywhere behind baseline on all diamonds
- E. If pitcher touches ball, i.e., catches ball before time is called, play is dead automatically.
- F. All players are required to sit an equal number of innings during regular and play-off season. In the event of extra innings, the players that have sat the least number of innings must sit before other players.

## **INJURY / SUBSTITUTES**

- 1. If a player leaves the game from injury and or illness or an emergency (not for something planned in advance) they are NOT an automatic out.
- 2. A player injured during the game has one full inning to assess their injury and decide if they can remain in the game. If it is their turn in the field while they are assessing their injury it will still count as a 'sit' for the player filling in defensively for the injured player even though they are not officially sitting. If the injured person does not go back in, the line up must be adjusted so that everyone still sits an even number of times.
- 3. A substitute(s) may be added to bring the team to 11 players (you can sub up to 11 players if your team agrees to this, but you cannot have more than 11 players if you have spares.) Equally rated player(s) must replace the missing player(s). If you are replacing with one spare when 2 or 3 players are missing you can replace the highest rated player during the regular season only.
  - A. If you inform your exec that you will be away and a spare has been called for you and you show up, you will not play.
  - B. During play-off games the executive will fill the replacement with average of the ratings of the missing players, not greater than that of the missing players to bring the team to 11 players.
  - C. Players may be called from Spare list or teams that have been eliminated.

D. A team must attempt to temporarily replace an injured player (if duration of injury is longer than 2 consecutive weeks) with a player of equal or lower rating.

## **Conduct/Sportsmanship/Policies**

1. Team shirts MUST be worn. A player that refuses to wear their shirt will not be allowed to play, even if they state they forgot it (except spares). No altering of team shirts to be respectful to our sponsors.

# 2. Calls by Umpires:

- A. Coaches or players are not to question calls by the Umpire directly.
- B. All challenges to calls are to be brought forward by the Executive members, or designate player assigned by the Executive Member.
- C. Any players with an issue must ask their Executive member to bring it to the Umpire.

# 3. Removal of Players:

- A. The league executive reserves the right to remove a player, or coach, from a game, or from the league, for behavior that the executive deems unacceptable, such as: derogatory remarks, excessive swearing, un-sportsman-like conduct, yelling at the umpires, etc.
- B. Players may also be given a warning, and reminded of consequences of future behavior.
- C. The Executive has the right to address unacceptable behavior that continues in subsequent games. Consequences may involve a removal from additional games.
- 4. To keep the game moving, the coach must coach his or her players when in the dugout, or in the on-deck circle, not at home plate.
- 5. For everyone's safety, please NO children or pets in the dugouts. If they are helping they must wear a Helmet at all times.
- 6. The league insurance covers players ONLY when playing or practicing in Ancaster.
- 7. Each player MUST BE PRESENT for no fewer than 10 regular season games. (Team has option of replacing player after 4 games missed.)
- 8. Players failing to attend two or more games without notifying the team captain can be replaced with someone from the waiting list for the remainder of the season.
- 9. Players must be turning 19 years of age or older in 2024 to be eligible to play.

## 13. Rainout Policy:

- A. **Executive members** are to **arrive at the diamond to assess the condition**. If we can call a game ahead of time, we will try to call by 5:30.
- B. If rain begins immediately prior to, or during games, the Executive will decide on cancellation. The umpire will have the final voice if the team reps cannot agree.
- C. The Umpires have the right to call the game(s) if they feel it is unsafe to continue, and they will collaborate with the 2 Executive Members in this decision-making.
- D. If **lightning** is seen, there will be a 30 minute delay. If lightning continues, the game is called.
- E. If the game is called due to rain before 5 innings, the teams will take a tie (1:1). If the game is called due to rain after 5 innings the game remains as ended

**Registration Refunds:** Full registration refund is only given if notified at *least one month prior* to start of season, \$75.00 refund up to 1 month after start of season and no refunds will be issued after that period.

**Pregnancy**: All pregnant players must sign another separate waiver as soon as they become aware of their pregnancy. Failure to disclose pregnancy forfeits their right to play. The league is not liable for anyone who plays while pregnant.