



E.G.A.L.S Rules & Guidelines

Our league follows **Ontario Amateur Softball Association (OASA)** and **Softball Canada** rules. Please review the following policies carefully:

1. We play by OASA and Softball Canada rules.
2. Players must be **18 years or older** to participate.
3. Players may not play in another league that conflicts with our scheduled season.
4. Once registered, **no refunds** will be issued unless a **medical certificate** is provided. After 8 regular season games, only 50% of the fee is refundable.
5. **Pregnancy Rule:** If a player becomes pregnant, she must withdraw from play upon notifying the Executive. A prorated refund will be given.
6. **Steel cleats are not allowed.** Jewelry is permitted at the umpire's discretion.
7. Games require a minimum of **8 players**, including at least **7 regular players** and up to **2 spares** (maximum 10 total on the field).
8. **Late arrivals** may not play once the batting order has gone through once.
9. **Player rotation:** Players may rotate in and out each inning, but no one may sit two consecutive innings unless by choice.
10. **Helmets** must be worn when batting and running the bases.
11. Players with a **head injury** must sit out the remainder of the game.
12. **Stealing** is allowed once the ball leaves the pitcher's hand.
13. **Mercy Rule:** Max 5 runs per inning. The last inning is open. No new inning may start after 1 hour and 20 minutes. 5 innings constitute a game. The umpire decides when to call the final inning "open."
14. All players must show up regardless of the weather. The **umpire decides** whether the game proceeds. A no-show results in a **forfeit**.
15. **Rained-out games** will be rescheduled.
16. **No alcohol** is permitted on the field, in the dugout, or on the grounds. Umpires or Executive Members may remove players suspected of being under the influence.



17. **No smoking** is allowed on the diamond.
18. A **safety bag** will be used at first base.
19. **Rover Rule:** Teams with 10 or more players may use an extra outfielder (rover). A spare may be used to reach 10 players, as long as the spare limit is not exceeded (see Rule #7).
20. If a regular player arrives mid-game, spares may continue to play but must:
 - Bat at the bottom of the order
 - Participate in rotation
 - Not play their usual position
 - **Not pitch or catch**
21. In playoffs, if a spare is required, only an **Executive Member** may play, following the same restrictions as above.
22. **Courtesy Rule:** If you're going to miss a game, inform your captain **at least 2 hours prior**. Missing 3 consecutive games without notice may result in dismissal without refund.
23. Regular games require only **one umpire**. The championship game will have **two**.
24. **Non-registered spares** must sign a waiver and pay \$5/game (max 3 games). After 3 games, they must register on a **prorated basis**.
25. To maintain the **pace of play**, the on-deck batter must be ready. If not, they may be called out.
26. The on-deck batter is responsible for retrieving the bat as a **courtesy** and to speed up the game.
27. **Substitute runners** are allowed. They must be the **last able-bodied player called out**.
28. The **two-out catcher rule** is in effect: if the catcher is on base with two outs, a substitute runner must replace them.
29. **Sports-person-ship** is expected at all times, especially when one team has a significant lead.