



Oshawa N.A.S.C.

Softball Rules

It is strongly recommended that all coaches have and read a copy of the Softball Canada Rulebook, as these are the official rules except where Oshawa N.A.S.C. Softball league Rules Apply.

Revised January 2019

For the Youth of Oshawa

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Registration, Eligibility and Allocation of Teams and Movement of Players

1. To be eligible to play in the Oshawa N.A.S.C. Softball League each player must complete an N.A.S.C. Registration/Waiver Form.
 - a) All players must register for their Neighbourhood Association (as defined by the O.C.C.N.A. Neighbourhood Association Boundaries) in which they reside in.
 - b) All players (except players to be placed) must play for the Neighbourhood Association area in which they reside.
 - c) Any person who contravenes these rules face suspension as determined by N.A.S.C. Softball.
 - d) **Any person who falsifies an N.A.S.C. registration form will make that registration ineligible to participate in the N.A.S.C. Softball program (league), as of the registration date.**
 - e) To participate in the N.A.S.C. Softball program, all players, coaches and the neighbourhood park ball chair must read, understand and comply with the N.A.S.C. Softball League rules and N.A.S.C. Softball Policies and Procedures. Failure to follow the policies and procedures set forth by N.A.S.C. Softball could result in disciplinary action.
 - f) Under no circumstances will teams use players that are not registered with N.A.S.C. Softball.
 - g) For teams wishing to travel to tournaments; the following are needed for the N.A.S.C. Softball Executive committee: permission form, tournament contacts, location of the tournament and a Declared players list of the team that will be participating.
2. All Neighbourhood Associations late registrations, before and after Allocation of Teams and movement of Players, must be submitted to the N.A.S.C. Softball Registration Chairperson accompanied with **full** payment, for placement to a team as determined by the committee. Any person who contravenes this rule faces suspension as determined by the Softball Executive committee. In addition ineligible players will be removed from the team and eligible players will be added to the *to be placed list*. After Allocation of Teams, the movement of players and player allocations will be determined by the Registrar and the Softball Committee. Players that sign up at the last registration dates and beyond will be considered on the *to be placed list*.
3. The Declared Players List has to be completed before the start of the season. No team can take the field if the declared players list is not complete. These declared players list will show coaches names, card numbers and phone numbers/emails.
4. Registered/carded rep players with O.A.S.A. and/or O.R.S.A., P.W.S.A. or Rep Softball teams may not participate in N.A.S.C. Softball house league games. Any player belonging to the above organizations shall be removed from the NASC team immediately.
5. Any park that has two (2) or more teams in the same classification cannot move players from team to team. Parks without a team from same Neighbourhood association in a lower age group will be assigned team/teams to draw from by Divisional Convenor prior to season start. For exemptions, see rule 4.
6. Coaches must have completed registration/waiver forms for all players and a declared players list in their possession at all games and practices. If the form is not present for any player, that player will not be allowed to play. If a player is brought up from a lower age group a parent/guardian must accompany the player.

OSHAWA N.A.S.C. SOFTBALL RULES 2019

Rule 1: Definitions

- a) It is mandatory that all N.A.S.C. Softball team coaches have passed the C.I.R (Police) Screening by no later than June 30th of that year.
- b) **Coaches** must attend a rules clinic. For coaches new to coaching a drills clinic will be set up for them. Head coaches must be 18 years of age or older and in the case of Midget coaches must be at least 2 years older.

c) N.A.S.C. AGE CLASSIFICATIONS

Divisions may be combined to create a division. **Distances used will adhere to the older age division.**

| Division | Age (at Dec. 31 of current year) | Pitching Distance | Base Distance |
|------------------|---|--------------------------|----------------------|
| Blastball | 4 | | |
| Teeball | 5 | | |
| Learn to Play | 6 | | |
| Minor Mite Boys | 7,8 | 24' | 45' |
| Minor Mite Girls | 7,8 | 24' | 45' |
| Mite Boys | 9,10 | 30' | 45' |
| Mite Girls | 9,10 | 30' | 45' |
| Squirt Boys | 11, 12,13 | 35' | 55' |
| Squirt Girls | 11,12,13 | 35' | 55' |
| Bantam Boys | 14,15,16 | 40' | 60' |
| Bantam Girls | 14,15,16,17 | 40' | 60' |
| Midget Boys | 17,18,19,20,21 | 46' | 60' |
| Midget Girls | 18,19,20,21 | 42' | 60' |

- d) Minor age players are under the age of 18.
- e) Blastball, Teeball and Learn to Play are instructional divisions and are operated by the league and their rules are not included in this package.

Rule 2: The Playing Field

- a) The home team shall supply and install Softball Canada approved bases and white rubber pitching plate (6"X24").
- b) The use of the double base is mandatory in all age divisions.
- c) Home team will be on the third base side. Except in tournaments, then due to time restraints and determining of home team it will be first at park takes either side.

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Rule 3: Equipment

1. a) No metal cleats are allowed in any division at any level of play. Hard plastic, nylon or polyurethane spikes similar to a metal sole are not allowed in any division at any level of play. **Soccer shoes are not allowed.** Failure to remove illegal shoes when asked by the umpire will result in the removal of the player in violation.
- b) It is strongly recommended that each team include a first aid kit with their equipment.
- c) Minor mite division will use an eleven (11) inch "INCREDIBALL". Mite and Squirt divisions will use an eleven (11) inch softball. Bantam and Midget divisions will use a twelve (12) inch softball. The home team is to supply two (2) identical game balls in new or good condition to be used at the discretion of the umpire and must be core 47. (Yellow or white)
- d) Uniforms
 - 1) All players shall wear team (park) uniforms that are alike in colour, trim and style.
 - 2) Uniforms are to be numbered.
 - 3) No number shall be repeated on the same registered team.
 - 4) Shirts are to be tucked in.
 - 5) Team coloured hats must be worn properly with peak facing front.
 - 6) Shorts may be worn by Midget girls only but the following two (2) conditions must be followed:
 - Condition 1: All shorts are to be in team colours or black.
 - Condition 2: All players must wear sliding pants and knee protectors. **Knee protectors must be in proper Place when the player enters the batter's box and remain in place until they leave the diamond.**
2. All players, managers, coaches and other persons, adult and minor age, acting in an official capacity with the team shall wear shoes with full uppers. Sandals and other open style footwear (i.e. crocs) are not allowed on or around the area of play.
3. Refusal to abide by these rules after being asked to do so by the umpire shall result in player, manager or coach being declared ineligible and therefore not allowed on the playing area.
4. All call-ups or crossovers must wear their home team uniform.
5. It is compulsory for all players to wear protective equipment, i.e. boys' cup and supporter or girls Jill protectors. Any player violating this rule will be declared ineligible to play. It is the responsibility of coaches and parents to ensure this rule is adhered to.
6. Starting at the Minor Mite age classification batting helmets are mandatory and must be equipped with a protective face cage and chinstrap. Batting helmets must have a chinstrap fastened on both sides and are mandatory for all batters and base runners in all age groups. If the batter or base runner removes his/her helmet or fails to do up the chinstrap they will be called out at the discretion of the umpire if they are involved in a play. Umpires should remind all coaches of this rule before the start of each game. This rule is for the safety of all involved and should be explained as such. This rule is not to be adhered to if there are 3 outs and all players are leaving the playing field. Any person under 18 coaching first or third base must wear a batting helmet.
7. All catchers' masks must adhere to Softball Canada rule 3, section 6 a: 1-4.
8. In all age divisions, bats must adhere to the Softball Canada rule 3, section 1 a-k
9. Jewelry deemed unsafe is not allowed to be worn. **EXCEPTIONS:** Medic Alert bracelets (not on pitching arm) or necklaces.

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Rule 4: Player Rotations and Substitutions

a) All players are to be rotated so that no player sits for two (2) consecutive innings. No player will sit twice, until all players, including pitchers and catchers, have sat out once. EXCEPTION: The player is hurt, sick, refuses to or cannot play for disciplinary action.

b) **Minor Mite and Mite Only** Coaches should rotate all players from infield and outfield throughout the game. Players should play a different position in each new inning. The purpose of this rule is to allow a broad development of playing skills, in a variety of positions.

c) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11). All call-ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14. **In the event that a player, who said they would not be there does attend the game and brings the maximum number of players to more than 14 will not be allowed to play in place of a call up.**

TOURNAMENT GAMES ONLY

d) ALL crossovers from one team to another MUST adhere to the following rules. It is understood that this rule can only be used AFTER the first game scheduled, as there will not be extra players from other teams at the first scheduled game. Therefore, for the first game only coaches are allowed to call other teams if they are going to be short for the first game only. Naturally, it is understood that no coach will deliberately stack his or her team. All player selections will be drawn out of a hat. Players can only crossover in this manner and league officials and the other team must witness the draw. (1) If you need a pitcher, then after asking all pitchers that are not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. (2) If you need a catcher, then after asking all catchers that are not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. (3) If you are just short players and need some for any other position ask all players not playing if they would like to be picked up for a game, you will put the names of those expressing a desire to be picked up into a hat and you will draw a name. HOWEVER, if picking up a player to play any other position and not a pitcher or catcher then this person **cannot pitch or catch** even if an injury occurs.

e) **Pregnant females will not be allowed to play.**

Rule 5: The Game

a) READ SCHEDULES CAREFULLY, NOTE THE TIME AND PLACE.

b) Play will discontinue when lightening is spotted by the umpires. Play will be suspended for 20 minutes. If in that 20 minute period a second sighting occurs, the game will not be restarted. If the game is restarted and a second sighting occurs the game is over.

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c) The starting time for all games is 6:30pm unless otherwise specified. Teams arriving late will be allowed a fifteen (15) minute grace period. All games are to be seven (7) innings or 1 hour and 30 minutes, no new inning to start after the 1 hour and 30 minute time limit. If there is a tied score at the end of seven (7) innings, the points are to be split. Shortened games are to be considered complete. The umpires decision is final as to the calling of a game due to darkness, weather or poor field conditions. A complete or official game will be after one (1) complete inning of play.

d) No inning may start after 1 hour and 30 minutes from the scheduled start time, even when the fifteen (15) minute grace period is awarded. **All innings started before the 1 hour and 30 minute time limit will be completed.**

e) An inning will constitute five (5) runs or three (3) outs. There will be no more than five (5) runs recorded per inning for any one team. After three (3) outs or five (5) runs have been scored, the side will be retired. These rules apply in all innings, including the last inning.

f) Play will stop immediately when a player is injured by the calling of "Time" by the umpire only. All runners will be returned to the last legally touched base.

g) To start a game, a team may field seven (7) players without penalties to the team. A team forfeits the game if they have less than seven (7) players.

h) An injured or ill player may be removed from the game providing there are still seven (7) players remaining on the team without penalty. If that number drops below seven (7) then that team forfeits.

i) Unlimited DEFENSIVE substitution is allowed in all divisions. Courtesy runners are allowed provided the umpires and coaches are informed, at the plate conference, before the game or a player is injured during the game. The courtesy runner is the person in the batting order that is the farthest away from the batter. **Players needing a courtesy runner are not allowed to run past 1st base BUT must make it to 1st base unassisted.**

j) Each team is allowed one (1) offensive and one (1) defensive conference per inning. This does not include injuries. On a **second** offensive charged conference in the same inning the coach/manager that instigated the conference will be ejected from the game. On a **second** defensive charged conference in the same inning the pitcher on the mound will be declared an illegible pitcher and must be removed from the game in the pitching position for the remainder of the inning.

k) A player not present at the start of the game is still eligible to play and must be inserted at the bottom of the batting order.

l) The Mercy Rule will apply to the Minor Mite through the Midget divisions. **The mercy rule is if a team is ahead by 11 runs after 5 innings or by 6 runs after 6 innings, then the rule will be enforced. The official game is over and the umpire will leave the field. No exceptions.** The teams can carry on with a practice if they desire but no umpire will stay and both teams do so at their own risk in the case of injury.

m) Coaches are allowed to only bring a counter on the field during a game. No scorebook, clipboard, food or drink.

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n) **Minor Mite only:** Two coaches will be allowed on the field for the purpose of defensive positioning. Both teams shall play four (4) fielders.

o) **Catchers** should be removed from base to dress for the next inning when there are two (2) outs or four (4) runs have scored and will be replaced by the person in the batting order that is the furthest away from the batter.

p) **Mite and Squirt Divisions:** If both teams have more than ten (10) players, then a fourth (4th) outfielder (rover) can be used.

Rule 6: Pitching Regulations

a) Minor Mite pitchers may pitch for six (6) outs in a game and they may pitch 2 innings in a row. Mite pitchers may pitch for six (6) outs in a game and they may pitch 2 innings in a row. Squirt pitchers may pitch for nine (9) outs in a game and it can be in 3 consecutive innings. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded. The Bantam and Midget pitchers shall pitch unlimited. If a Bantam or Midget team has more than one (1) pitcher or catcher it is recommended that they rotate in the course of the game.

b) In all age division, if the pitcher hits two (2) batters in an inning, he/she must be removed for the remainder of that inning. If during a game the pitcher hits four (4) batters, he/she is retired from this position for the remainder of the game. **Exception: Minor Mite.**

c) A pitcher shall take a position with both feet firmly on the ground and in contact with the pitchers plate. Preliminary to the windup, the pitcher must come to a complete stop and hold the ball in either hand, in front or to the side of the body. This position (the pause) is to be held for a minimum of one (1) second and a maximum of ten (10) seconds before starting the pitch. In the act of delivering the ball, the pitcher shall not take more than one (1) step toward the batter before releasing the ball. This step must be simultaneous with the delivery of the ball to the batter. Once the legal step forward has been taken, the back foot **MUST** be dragged away from the pitching plate. **Exception: Midget Boys.**

d) **Midget Boys only:** The pitcher will start with both feet in contact with the plate. All motion is forward during the pitch delivery and hopping in allowed.

e) The pitchers in Squirt, Bantam and Midget divisions may use a pitching toe made of plastic or leather, not metal.

f) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTHGUARD.

g) **A catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.**

h) In Bantam and Midget divisions a tack rag (Gorilla Gold) is allowed for the purpose of a better grip on the ball.

i) The 8 foot Softball Canada pitching circle rule does NOT apply in N.A.S.C. Softball.

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Rule 7: Batting

- a) All players will bat.
- b) The infield fly rule will be in effect for Squirt, Bantam and Midget divisions.
- c) MINOR MITE AND MITE ONLY: The infield fly rule will not apply.
- d) MINOR MITE AND MITE ONLY: The batter is automatically out after the third strike, no running on dropped third strike.
- e) MINOR MITE ONLY: The batter shall not take first base when hit by a pitched ball.

Rule 8: Base Running

- a) Stealing of bases is allowed in the Mite through Midget divisions. In the Mite and Squirt divisions, base runners may not leave the base they are occupying until the ball has crossed home plate. In the Bantam and Midget divisions stealing is allowed when the ball leaves the pitcher's hand.
- b) MITE ONLY: Stealing of home is not allowed.
- c) Base runners purposely delaying the game, i.e. threatening to steal (dancing), will result in time being called after 3 seconds to get on with the game and not waste any more time.

Rule 9: Dead Ball – Ball in Play

- a) In the judgement of the umpire, the batter is ejected for the remainder of the game for throwing his/her bat in an unsportsmanlike manner. Further suspensions may be applied if warranted. The ball is dead and runners MAY NOT advance.
- b) **MINOR MITE ONLY:** On an overthrow to any base or a missed catch (still in play), the ball will be considered as a dead ball whether the ball goes out of play or not. The umpire will call a dead ball and the base runners will be awarded the base they were going to from the time of the throw and will advance if forced.

Rule 10: Umpires

- a) **In the event there is no umpire, person(s) 18 years of age or older may volunteer to umpire.** The visiting team will supply the plate umpire and the home team will supply the base umpire. Coaches must inform said volunteers, they do so at their own risk.
- b) If you only have one (1) umpire or no umpires **BOTH** coaches are to report the game to the UIC and umpire scheduler immediately after the game.

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- c) ALL UMPIRES MUST BE PAID BEFORE THE START OF THE GAME.
- d) An N.A.S.C. carded umpire cannot umpire a game if he/she has a family member involved with a team.
- e) All teams must be ready to play at the park before the umpire calls the game a rain out, if not, the offending team will lose by default.
- f) **The defaulting team is responsible for paying full regular game fees to both umpires.**
- g) If the game is called for whatever reason, the winning team will be declared by the score of the last completed inning.
- h) UMPIRE FEES: **League Umpire Fees** per umpire for the Minor Mite, Mite, Squirt, Bantam and Midget divisions will be determined by the Softball Committee. **DRUM Umpires** in the Bantam and Midget divisions will have the fees determined prior to season start. Each game shall have two (2) umpires. If one umpire shows up it is still the full fee per game split between the two (2) teams, half fee for each team. If a DRUM umpire misses a game, they will umpire their next NASC game free.
- i) **Only the umpire can determine that a game will not be started due to rain, lightening or poor field conditions. The umpire is paid half (1/2) of the normal fees.** If a team does not have a minimum of seven (7) players present before the game is called by the umpire and after the grace period (15) minutes, then that team will be responsible for paying all umpire fees for that game, as they are in a default situation. The Executive of the league decides on league shutdowns.
- j) For all games there will be two (2) assigned j) umpires. Coaches need to let the UIC and umpire scheduler know if the game does not have two umpires.
- k) Umpires are to sign and legibly print their name and umpire number on both score sheets.

Rule 11: Protests

- a) All protests shall be formal and submitted in writing and signed, to the N.A.S.C. Softball Committee by the Neighbourhood Association Softball Chairperson within forty-eight (48) hours along with \$25.00. (THE PROTESTOR MUST NOTIFY THEIR BALL CHAIR IN THE EVENT OF A PROTEST).
- b) **Protests during tournament games are not allowed.**

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Rule 12: ACTS OF DISQUALIFICATIONS OR SUSPENSION

Any offending team, player, coach or manager will be penalized through ejection from the game or forfeit the game and subsequent for any of the following:

- a) Conduct detrimental to the game of Softball
- b) Any coach, manager or player ejected from a game by an umpire for foul language or improper conduct shall be suspended for the remainder of the game and the next one (1) league game automatically and pending a league review. If a coach, player or manager is ejected, they may not participate further in the game in any capacity. Violation: Forfeiting the game. NOTE TO UMPIRES: all ejections must be reported immediately to the Umpire in Chief (UIC), who in turn will report to the N.A.S.C. Softball Chairperson and the respective Neighbourhood Association Softball chair. If a violation of the rule occurs during your game, report it to the UIC immediately after the game. For tournaments, see tournament rules.
- c) Any player, coach or manager ejected from a game for harassment, physical and/or verbal abuse shall be suspended indefinitely pending a review.
- d) Any person, Association (park), coach, manager, player or fan violating the Constitution, By-Laws, or Policies and Procedures of the O.C.C.N.A., N.A.S.C., Softball Canada or refusing to abide by the decision of the Softball Committee shall be suspended.
- e) Any coach, manger, player or fan may be suspended by the Softball Executive for conducting themselves in an unsportsmanlike or undesired manner.
- f) A coach will be suspended one (1) full year after refusing to play in a regular season, tournament or championship game. Coaches may be reinstated pending a review following time served.
- g) Deliberately degrading the image of the O.C.C.N.A., N.A.S.C. and the N.A.S.C Softball Committee, their representatives, officials, other teams, team members, players or fans.
- h) When any person causes an offence of a flagrant nature such as the use of obscene language or an assault (physical or verbal) upon a player, coach, manager, fan, umpire, official, convenor or executive member that person shall be suspended indefinitely pending a review.
- i) Any suspended party may request a hearing. All requests must be in writing, signed, and submitted to the N.A.S.C. Softball Committee. The written request is to be submitted within 48 hours of the disciplinary action and accompanied with \$25.00 in cash.
- j) COACHES ARE RESPONSIBLE FOR THEIR FANS. Fans are defined as anyone having a relationship of any kind with a team member.
- k) **Smoke Free Ontario Act prohibits smoking on any outdoor property used by schools, children's playgrounds and publicly owned sports fields. It is illegal to smoke on and within 20 meters of children's playgrounds and publicly owned sport fields and surfaces.**
- l) Players, coaches, managers, scorekeepers or fans shall not make disparaging or insulting remarks to or about the opposing players, official, or spectators, or commits other acts that could be considered unsportsmanlike conduct. No person is to use language that will reflect negatively upon players, coaches, umpires or fans.

POSITIVE CHEERING ONLY!

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Rule 13: Scoring

COMPARISON OF SCORING IN MANDATORY

- a) Scorekeepers must compare scores at the completion of each inning. Any discrepancy is to be resolved with the umpires at the time. If a discrepancy cannot be rectified the home teams scorebook will be considered correct.
- b) Scorebooks must also include a player's uniform number beside their name.
- c) All scores are to be reported to the divisional convenor and if possible entered online. Divisional convenors must report to the executive. Failure to report scores will be considered as a loss.

MINOR MITE SPECIFIC RULES

- 1) Pitching distance is twenty-four (24) feet and base distance is forty-five (45) feet.
- 2) Minor mite divisions use an eleven (11) inch "INCREDIBALL."
- 3) All players are to be rotated so that no player sits for two (2) consecutive innings. No players will sit twice until all players, including pitchers and catchers, have sat out once. EXCEPTION: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than ten (10) players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11) players. All call-ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed fourteen (14). **In the event that a player said they would not be there does attend the game bringing the team beyond the maximum of fourteen (14) players then that player will not be allowed to play in place of the call up.**
- 5) No inning may start after 1 hour 30 minutes from the scheduled start time, even when the fifteen (15) minute grace period is awarded. **All innings started before the 1 hour 30 minute time limit will be completed.**
- 6) Two coaches will be allowed on the field for defensive positioning. Both teams shall play four (4) fielders. If one team has less than ten (10) players, the other team shall still be allowed to field four (4) fielders.
- 7) Coaches SHOULD rotate all players from infield and outfield throughout the game. Players MUST play a different position in each new inning. The purpose of this rule is to allow development of playing skills in a variety of positions.
- 8) Minor Mite pitchers may pitch for six (6) outs in a game and they may pitch 2 innings in a row then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded.
- 9) If a pitcher hits a batter they are not removed from that position and the batter is not awarded first (1st) base.
- 10) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTHGUARD.
- 11) A catcher's mask must be worn by anyone warming up a pitcher on the diamond or park area.
- 12) The infield fly rule will not apply.
- 13) The batter is automatically out after the third strike, no running on dropped third strike.
- 14) On an overthrow to any base or a missed catch (still in play), the ball will be considered as a dead ball and the base runners will be awarded the base they were going to from the time of the throw and will advanced if forced.
- 15) a. The first two (2) weeks of the season the coach will pitch to the opposing team at the 24' distance.
b. There will be a defensive player in the pitching area to FIELD THE BALL ONLY.
c. After the first two (2) weeks, regular softball rules apply with the exception of the Minor Mite Specific Rules.
- 16) NO stealing of any bases is allowed.

MITE SPECIFIC RULES

- 1) Pitching distance is thirty (30) feet and base distance is forty-five (45) feet.
- 2) Mite division will use an eleven (11) inch softball, core 47.
- 3) Coaches SHOULD rotate all players from infield and outfield throughout the game. Players SHOULD play a different position in each inning. The purpose of this rule is to develop playing skills in a variety of positions. EXCEPTION: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than 10 players for a league game, players from the division directly below may be called up so the team may have the maximum of eleven (11) players. All call-ups will play and get even playing time with the other players. A call up must be used but the number of players cannot exceed 14, **in the event that a player, who said they would not be there does attend the game bringing the maximum number of players to more than 14, that player will not play in place of a call up.**
- 5) Mite pitchers may pitch for six (6) outs in a game. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded. The pitcher can pitch 2 innings in a row up to a maximum of six (6) outs. If the maximum is not reached, the pitcher will not be allowed to pitch in the next inning but can re-enter as a pitcher after they have missed an inning.
- 6) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD.
- 7) A catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.
- 8) The infield fly rule will not apply.
- 9) The batter is automatically out after the third strike, no running on dropped third strike.
- 10) Stealing of bases is allowed in the Mite division. Stealing is allowed when the ball crosses the plate.
- 11) **Stealing of home is not allowed.**
- 12) If both teams have more than ten (10) players then a fourth (4th) outfielder (rover) can be used.

SQUIRT SPECIFIC RULES

- 1) Pitching distance is thirty-five (35) feet and base distance is fifty-five (55) feet.
- 2) Squirt division will use an eleven (11) inch softball, core 47.
- 3) All players should be rotated so that no player sits for two (2) consecutive innings. No player will sit twice until all players, including pitchers and catchers, have sat out once. EXCEPTIONS: The player is hurt, sick, refuses to or cannot play for disciplinary action.
- 4) If a team is going to have less than ten (10) players for league game, players from the division directly below may be called up so the team may have a maximum of eleven (11) players. All call-ups will play and get even playing time with the other players. A call up must be used but the number of players on a team cannot exceed fourteen (14). **In the event that a player said they would not be there attend the game bringing the number of players to more than fourteen (14) then that player will not be allowed to play in place of a call up.**
- 5) Squirt may pitch for nine (9) outs in a game and it can be in three (3) consecutive innings. Then another pitcher must be used. The purpose of this rule is to help develop more pitchers. The outs, no matter how they occur will be charged to the pitcher on the mound when the out is recorded.
- 6) IT IS STRONGLY RECOMMENDED THAT PITCHERS WEAR A MOUTH GUARD.
- 7) A catcher's mask must be worn by anyone warming up a pitcher on the diamond or in the park area.
- 8) Stealing of bases is allowed when the ball crosses the plate.
- 9) If both teams have more than ten (10) players, then a fourth (4th) outfielder (rover) can be used.

OSHAWA N.A.S.C. SOFTBALL TOURNAMENT RULES

All regular N.A.S.C. Softball 2019 Rules shall apply with the following exceptions:

1. All tournament scheduled will be a double knockout draw or Round Robin Series. If the teams are placed in the round robin series refer to the Oshawa NASC Round Robin rules for additional information.
2. Any player, coach, manager or any other team official ejected from a game will sit out the remainder of that game plus the next (1) game. Tournament or regular season.
3. All tournament games, including championship finals, shall adhere to a one (1) hour and thirty (30) minute time limit or seven (7) innings. No full inning shall start after the one (1) hour and thirty (30) minute time limit has elapsed.
4. The championship final is a seven (7) inning game within the mercy rule guidelines and time limits. All championship games shall adhere to the one (1) hour and thirty (30) minute time limit. No full inning shall start after the time limit has elapsed.
5. There shall be no in field practices on the diamond at any tournament game at any time.
6. Each home team supplies one new and one good softball for each tournament game. The balls must be identical in colour, texture and lace height.
7. Before the start of each tournament game, the umpire will flip a coin to decide the home team. Team benches are on a first come first serve bases in the interest of time. All games except the championship game are on a time limit and start at a designated time. If teams are not ready they have a fifteen (15) minute grace period and then lose 5 – 0.
8. Each team must bring one set of bases to all tournament games. Winner of the toss, whether home or visitor, must install bases. If a team wins the toss and has no bases, they must find a set within the fifteen (15) minute grace period or forfeit the game. Time starts at scheduled start time. The fifteen (15) minute grace time is included in the 1 hour 30 minute game time.
9. The mercy rule will apply and a complete game will be declared if one team is leading by eleven (11) or more runs after the completion of the fifth (5th) inning or six (6) or more runs after the completion of the sixth (6th) inning. The plus/minus goes to a maximum of five (5) runs.
10. All scores are to be reported to the respective league convenors immediately after the game.
11. Due to unforeseen reasons beyond our control (weather and diamond conditions) tournament games may be shortened or cancelled by N.A.S.C. executives only.
12. In divisions where age groups are combined and there are no teams for call ups and a pitcher or catcher is needed then a lottery draw will be used for players who wish to play for the other team. This is to keep it fair and a team cannot be accused or stacking there team. **Refer to rule 4d of the regular rules.**
13. **Protests are not allowed** in tournaments, the umpire's decision is final.
14. No rulebooks or rule papers are allowed on the field during the game. The exception will be if requested by an umpire to clarify a league rule.
15. Should the executive decide the playing field to be playable and a team refuses to play for whatever reason, they lose by default 5 – 0.

For the Youth of Oshawa

Double Knock-Out Rules

1. All first game winning teams shall play in the winners bracket until that team suffers their first loss.
2. All teams upon suffering their first loss drop into the losers' bracket.
3. Teams shall be eliminated from competition when they suffer their second loss.
4. In the championship final, the team from the losers' bracket must defeat the team from the winners' bracket twice in order to win the championship.

Tie Breaker Rule

1. Starting at the top of the eighth inning or at the end of the time limit and each half inning here after the offensive team shall begin its bat with the player who is scheduled to bat *last* in that inning on second base.

Round Robin Specific Rules

1. In the regular round robin series, the home team must have their last at bat to complete the last inning. Unless they are leading by the maximum number of runs allowed per inning, Five (5).
2. At the completion of the single round robin round, the final standings will be determined by the following criteria; win, loss and tie record. A win = two (2) points, a tie = one (1) point and a loss = zero (0) points. No tied games will be played out in the round robin except the championship game(s).
3. After the round robin series is over and there is a tied situation as to who goes onto the medal rounds the standings will be determined as follows: 1) win, loses, ties and 2) plus/minus to a maximum of five (5) per game. If a tie still exists a mini game of one (1) inning will be played using the international tie breaker in every inning. The international tie breaker is at the start of each inning, top and bottom, the offensive team will place the person furthest in the batting order on second base.

Year End Divisional Standings if Tied

If teams are tied at the end of the season for the divisional, the winner will be determined as follows:

1. Head to Head
2. Plus / Minus run differential between the tied teams
3. If a tie still exists, the first game of the year end playoffs between the tied teams will determine the winner.
4. If a game ends in a tie, the International Tie breaker will be played.

