

EYLSA RULES AND REGULATIONS 2011
Updated APRIL 18, 2011

1. RULES

- 1.01 The East York Ladies Softball Association (“EYLSA”) is governed by its current versions of:
- a. EYLSA Constitution;
 - b. EYLSA Rules and Regulations; and
 - c. Softball Canada Official Rulebook, except for the amendments approved in EYLSA Constitution and EYLSA Rules and Regulations.
- 1.02 In exceptional circumstances, the Executive may make exceptions to the EYLSA Rules and Regulations if passed by a 4/5 majority vote. The guiding principle in making exceptions shall be the EYLSA’s mission statement in the EYLSA Constitution.

2. REGISTRATION and FEES

- 2.01 No one may play in the EYLSA before submitting a completed registration form and paying a registration fee to a Team Rep, Executive Member, or the Registrar.
- 2.02 The Executive will set the registration fees for each season.
- 2.03 The registration fees for the current season are:
- a. \$170.00 for players joining EYLSA before July 1;
 - b. \$120.00 for players joining EYLSA after July 1; or
 - c. \$10.00 for each pay-per-game player
- 2.04 If a player resigns from the league and wishes to receive a refund, she must submit a written request to the Chairperson for the refund, failing which her refund will be forfeited. The refunds, based on the date the Chairperson receives the resignation refund request, are:
- a. 70% on or before May 31;
 - b. 50% on or before June 30;
 - c. 0% on or after July 1;

2.05 Each team must pay a \$500 sponsorship fee by Thursday, June 10, 2011. If a team does not pay its sponsorship fee by that deadline, it will not be eligible to play until the fee is paid and it will record a loss **with a score of 0-7** for each game missed.

3. PLAYERS

- 3.01 Teams must field at least eight players at each game.
- 3.02 Teams playing with eight players will not receive an automatic out in its batting line up.
- 3.03 Teams that begin a game with eight players may add a ninth player to the game:
- a. defensively when a regular stoppage in play occurs; or

- b. offensively, in the ninth spot in the bating order.
- 3.04 Teams may field as many pay-per-game players as needed to field up to a maximum of nine players. Teams using a pay-per-game player must tell the Executive Member and/or Team Rep on the opposing team the pay-per-game player's full name and submit a completed registration form and pay-per game fee before the game begins. The form and fee must be placed in the cash box in the snack bar before the game begins. Pay-per-game players:
- a. must be identified on the score sheet of both teams as a pay-per-game player;
 - b. must play a full game;
 - c. cannot pitch;
 - d. are restricted to a maximum # of 10 games in the EYLSA league each year; and
 - e. cannot play during playoffs
- 3.05 Teams may ask players of other teams to play with them in a regular season game to avoid a default if they have made a legitimate effort to find a pay-per-game player but were unable to do so. The pick up players may not pitch. The team may have a maximum of 8 players. The team using the pick up player is not required to pay the pay-per-game registration fee. If a regular roster player appears at the game, she must enter the game for the pick-up player from the other team unless to do so would drop the number of players to below 8.

4. GAME TIMES

- 4.01 Official game times for regular season games are:
- a. early games: 7:00 pm to no later than 8:55 pm with no new inning starting after 8:45; and
 - b. late games: 9:00 pm to no later than 10:55 pm with no new inning starting after 10:45.
- 4.02 If a team does not have the required number of players to start the game at the official game time, that team:
- a. will be granted a 15 minute grace period;
 - b. may be granted a short extension of the grace period if:
 - i. that team has confirmed that an additional player is en route and expects to arrive within a few minutes; and
 - ii. both teams agree to the extension of the grace period;
 - c. will receive an unauthorized default after the expiry of the grace period and any extension of the grace period if it still does not have the required number of players to start the game.
- 4.03 Any regular season game that starts late must still comply with Rule 4.01.

5. DEFAULTS

- 5.01 Defaults are:
- a. unauthorized when a team fails to field at least eight players by the expiry of the grace period or any extension of the grace period; or
 - b. authorized when a team provides the President and Executive Member and Team Rep of its opponent with notice of the default at least 48 hours before the scheduled game time.

- 5.02 Teams responsible for an unauthorized default must pay a fine equivalent to the umpires' fees for the defaulted game and they will be deducted 1 point per default.
- 5.03 Teams responsible for a default will be assigned a loss and their opponents will receive a win for the defaulted game and the score will be recorded as 7-0.
- 5.04 Teams exceeding two defaults in a season may be subject to sanctions determined by the Executive including, but not limited to, exclusion from playoffs that season or expulsion from the league.

6. REGULAR SEASON

- 6.01 The Executive will create the regular season schedule before the season begins. Once approved by the Executive, the schedule is not subject to change except to reschedule cancelled games.
- 6.02 Regular season games will be a maximum of seven innings. Five innings, or four and a half innings if the home team is winning, will qualify as a game when weather or darkness prevents the completion of seven innings.
- 6.03 The Executive may cancel games due to weather up until 3:00 pm on the game day. If a game is cancelled, the Executive must advise the applicable Team Reps and the Team Reps must advise their teams about the cancellation.
- 6.04 If both teams scheduled to play at a game arrive at the park to play the game and the weather or condition of the field prevents the game from beginning, then the Executive Members or Team Reps shall meet and determine if the game will begin, be temporarily postponed, or be cancelled and rescheduled.
- 6.05 Once a game begins, it is within the discretion of the umpire to cancel any game due to weather.
- 6.06 If a game is cancelled due to weather, the Executive will reschedule it on any Tuesday or Thursday between the regular season and the playoffs.

7. PLAYOFFS

- 7.01 Playoff format shall be set before the season starts.
- 7.02 All teams will play in the playoffs unless one of the exceptions in these Rules applies or unless otherwise ordered by the Executive.
- 7.03 The team with the higher standing at the end of the regular season will be the home team in the first play off game in each round of playoffs.
- 7.04 The international tiebreaker rule will be used in playoff games that are tied at the end of the 7th inning. When applying the international tiebreaker rule, the last out from the previous inning starts the inning at second base at the beginning of each team's at-bat.
- 7.05 If the early game has not ended by 9:00 pm, then the late game will be rescheduled unless both teams agree to play.

- 7.06 If the late game has a delayed start and the lights go out during the game, then the winner will be determined by reverting to the last completed inning that did not end in a tie.
- 7.07 Five innings, or four and a half innings if the home team is winning, will qualify as a playoff game when weather or darkness prevents the completion of the game.

8. UNIFORMS

- 8.01 Each team must supply its own uniforms.
- 8.02 From July 1 onward, players must wear uniforms during games or they are not eligible to play.
- 8.03 Uniforms must consist of a team jersey with a color approved by the Executive and softball shorts or pants (or an acceptable equivalent). Bottoms must match in color.
- 8.04 Jerseys must be tucked in when at bat. If a batter's jersey is not tucked in while at bat and a pitch hits the jersey, but not the player, then that player will not be awarded first base.
- 8.05 Any uniform exceptions due to weather will be at the discretion of the umpires.

9. LEAGUE CONDUCT

- 9.01 Smoking or drinking alcohol on the field or in the dugout is not permitted.
- 9.02 Drinking alcohol during a game while playing or coaching is not permitted.
- 9.03 Any player who appears to be drunk or under the influence of drugs will be ejected from the game at the discretion of the Executive or Umpires.
- 9.04 Any player or coach who verbally or physically abuses, threatens, or swears at an umpire, a player, or a coach during a game at the discretion of the umpires will be ejected from the game and
- a. the ejection shall be noted on the official score sheet;
 - b. the ejected player will receive a suspension, in addition to the game she is ejected from, as follows:
 - i. one game for the first offence;
 - ii. three games for the second offence; or
 - iii. expulsion from the league for the third offence.
- 9.05 Any player ejected from a game may appeal her suspension to the Executive. Each team not directly involved with the game in question shall have one vote to be shared by its Executive Member(s) and Team Reps(s) to resolve the appeal.
- 9.06 At the umpire's discretion, any inappropriate or distracting actions and verbalizations such as:
- a. negative comments or actions at pitcher or catcher;
 - b. negative comments or actions directed at batter; or,

- c. negative comments or actions used to distract fielders;

from coaches or other players, which are directed towards any players during game time or an opposing team, may be addressed. The following action may be taken:

- a. first incident: warning is issued to team and individual;
- b. second incident: the coach is ejected; and,
- c. third incident: the team forfeits game.

10. GENERAL

- 10.01 Dugouts: Home team will sit in the third base dugout.
- 10.02 Bases: The home team of the early game is responsible for setting up the bases and the home team of the late game is responsible for locking up the equipment.
- 10.03 Dimensions: Bases are 60 feet apart and the pitching distance is 40 feet measured from the back of home plate to the front of the pitching plate.
- 10.04 Footwear: Metal cleats shall not be worn. Any player wearing metal cleats during a game will be ejected from the remainder of the game.
- 10.05 Protective Equipment: Catchers must wear masks with a throat protector, a chest protector, shin protectors, and a helmet. No one may catch without this equipment. All batters, on deck batters, and runners must wear helmets with a foam liner, two earflaps, and a peak.
- 10.06 Jewelry: players may not wear Jewelry during games. Umpires will issue one jewelry warning per game per team. Any player wearing jewelry after this warning will be called out. Medic Alert bracelets or necklaces are allowed.
- 10.07 Scorekeeping: the home team is the official scorekeeper and must:
 - a. include the full name and uniform number of each player on the score sheet;
 - b. include the full name of any pay-per-game;
 - c. include the name of all substitute players in attendance at the game on the score sheet;
 - d. have the scores sheet signed by the plate umpire at the end of the game;
 - e. submit the score sheet to the appointed Executive Member or place it in the EYLSA mail box within one week of completing the game
- 10.08 Injury Rule: Any player may enter or re-enter a game to replace an injured player if the umpire deems an injury serious enough that the injured player cannot continue to play.
- 10.09 Blood Rule: Any player may enter or re-enter a game as a temporary substitute for an injured player who must tend to an open wound. Once the wound is dressed, the injured player will re-enter the game for the temporary substitute. The player who entered as the temporary substitute shall not be deemed to have been entered, re-entered, or removed from the game.
- 10.10 Courtesy Runners: Each team may use three courtesy runners per game. Any player on the team roster may be chosen. Teams may use the same player for all three courtesies.

- 10.11 Catcher's Rule: After two outs in an inning, a catcher on base may be replaced with the last person out in that inning.
- 10.12 Mercy Rule per Inning: Each team may score a maximum of seven runs per inning with the exception of the last inning, which is an open inning.
- 10.13 Mercy Rule per Game: After five complete innings, a regular season or playoff game will end if one team is winning by 15 runs or more. If time permits, the trailing team will decide to continue or end play.
- 10.14 Tie game: Regular season games may end in a tie. No extra innings will be played during the regular season to break a tie.
- 10.15 Notice of End of Game: Umpires must notify each team when the last inning begins.
- 10.16 Umpires: Umpires are the official timekeepers in all situations. Any comments, concerns, or complaints regarding the umpires not adhering to these Rules or Softball Canada Rules or any inappropriate behavior should be submitted in writing to the Executive. In regular season and playoffs, the Umpires have the discretion to end a game due to weather or unsafe playing conditions. If an Umpire ends the game due to weather or unsafe playing conditions, five innings, or four and a half innings if the home team is winning, will qualify as a game.
- 10.17 Weather: Discussion regarding game cancellations due to weather (i.e. canceling a game before it is completed due to rain) is only to take place between the home plate and base umpire. If an impartial third party (i.e. executive) is in attendance they may be involved in the discussion.
- 10.18 Designated Player: Teams may use the designated player rule as set out in the Softball Canada Official Rulebook.
- 10.19 Substitution and Re-entry: Teams may use the substitution and re-entry rules as set out in the Softball Canada Official Rulebook.

11. STANDINGS

- 11.01 League standings will be determined by awarding the following points to regular season games:
- a. 2 points – Win
 - b. 1 point – Tie
 - c. 0 points – Loss
 - d. 0 points – Authorized Default
 - e. -1 point – Unauthorized default
- 11.02 If teams are tied in the standings at the end of the regular season, then the following statistics will be used to determine the standings:
- a. total wins;
 - b. win/loss record between the tied teams;
 - c. runs for minus runs against between the two tied teams;
 - d. if teams are still tied, then a one-game playoff.

12. PROTESTS

- 12.01 The Executive and Team Reps will settle any grievances, protests, or problems.
- 12.02 At the time of the protest, each team will have the umpire sign its scorebook, fill out the protest form, and submit the protest fee before resuming the game. The game will be played out. If the losing team wins the protest, a new game will be replayed from the start. If the protest is successful, the protest fee will be returned and a new game will be played from the start.
- 12.03 Protest fee is \$25.00
- 12.04 A meeting of the Executive, the Team Reps from the two teams involved with the protest, and the Umpires will be convened either in person. Each team not involved in the protest will be entitled to one vote, through their Executive Member and Team Rep, and will vote on the outcome. Both teams will receive the decision in writing.

13. Fees and Fines

- 13.01 Any team that has outstanding fines of any kind by the end of the regular season is not eligible to play in the playoffs and is not eligible to return to the league until all fines are paid.
- 13.02 Any player who fails to pay any outstanding fees to EYLSA by end of the season will not be eligible to play the following season until all of her outstanding fees are paid.