



2025 LGSA Operational Procedures & Rules

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Summary of House League

This document is a summary of LGSA’s operational procedures and key softball rules based on the official guidelines established by Softball Canada (SC). It does not include all the rules outlined in the SC Official Rulebook, but it does highlight the rules LGSA has modified or adjusted certain rules that cater to the league’s needs.. LGSA considers the players’ ages, physical abilities, and developmental levels, while promoting equal participation for everyone. This document applies to the Spring, Summer and Mixed house leagues. It **does not** apply to our Intercity league.



WHERE THE SOFTBALL CANADA RULEBOOK AND HOUSE LEAGUE RULEBOOK ARE DIFFERENT, THE HOUSE LEAGUE RULEBOOK SHALL BE CONSIDERED AS CORRECT.

The LGSA operational procedures, house league rules and their interpretations are reviewed and updated annually during the off-season by the LGSA Executive Board. Individuals interested in sharing feedback and/or proposing rule modifications are encouraged to submit their suggestions via the online LGSA feedback form: <https://forms.office.com/r/GMnrPbiCJY>

Section 1.0 - League Categories

The following table outlines the recognized age categories as of January 1, 2025 LGSA will use in determining which level a player will be assigned to when teams are formed for the Spring and Summer Seasons.

Level Category	Age
U7 (T-Ball Program)	5-6 yrs old
U9	7-9 Yrs old
U11	11 yrs and younger
U13	13 yrs and younger
U15	15 yrs and younger
U17	17 yrs and younger
U23	22 yrs and younger (exceptions upon request)
Mixed	18 yrs +

- LGSA House League level play is considered “**C**” class per Softball Quebec’s classification guidelines.
- A player cannot, at any time, play in a category lower than her own designated category, except with a special exemption approved by the LGSA Administration which typically only occurs when forming the teams and players are needed to complete even caliber teams.
- A player may play in the category directly above her own designated category only:
 - If/when a spare is needed after all attempts or cross-calls have been exhausted. (Example: U11 could spare in U13, U15 could spare in U17, etc....)

- If/when additional player(s) may be needed to form a full roster for a team in the older level and is approved by LGSA Administration.

NOTE: At no time is a player allowed to play in a category 2 levels up from their designated level (based on D.O.B of the player).

- LGSA reserves the right to merge 2 age groups in the event registration counts do not allow for adequate formation of teams. When doing so the rules of the older of the 2 categories combined will be applied.

1.1 Player Release from Different Softball Associations

- Players who reside outside of the LGSA territory are not required to obtain a release from their designated association to play in the LGSA “C” House League. This rule only applies for the LGSA Intercity League.

Section 2.0 – The Playing Field

This section outlines the details pertaining to the field preparations that coaches and field officials must abide by for each game that is played.

- The playing field is the area within which the ball may be legally played and fielded. This can vary from field to field and will be reviewed by the umpire(s) at the coaches meeting.
- Ground rules and out of bounds are to be established by the umpires with the coaches before the start of the game in the umpire meeting.
- Coaches from both teams are expected to **work together** to install and remove, as needed, the bases on the designated fields prior to and after the game. It is not the sole responsibility of just the home or away team.
- The Home team will occupy the 1st Base bench and the Away team will occupy the 3rd base bench.
- For all 6:30pm games, the away team will have from 6:00-6:15 & the home team from 6:15-6:30 to warm up on the infield.
- For all 8:30pm games, the Away team will have 8:00-8:15pm and the Home team from 8:15-8:30pm to warm up on the infield.
- Games are to **START ON TIME**, regardless of whether the coaches feel that sufficient practice time has been given or not.
- Game clock will start when the plate umpire calls play ball.

2.1 Distances Between Bases

Level Category	Distance
U9	45FT
U11	45FT
U13	55FT
U15	60FT
U17	60FT
U23	60FT

2.2 Distances of the Pitching Mound from Home Plate

Level Category	Distance
U9	30FT
U11	35FT
U13	38FT
U15	40FT
U17	43FT
U23	43FT

Section 3.0 – Equipment

3.1 Equipment Players Must Provide

- Each player must provide their own Softball Canada approved helmet equipped with double ear flaps, and a face grill.
- Each player must provide their own protective Fielding Mask. This is mandatory for any player playing on the infield.
- Each player must provide their own Softball glove.
- Each player must have their own footwear. Accepted footwear includes Softball /Soccer cleats or running shoes.
- Self-purchased bats are not required as LGSA does provide some to each team, but LGSA does recommend players have their own bat as LGSA cannot guarantee the right size bat is available for each payer.
- Catchers must provide their own catchers glove if they wish to use one.

NOTE: Metal cleats worn by players or coaches are not allowed at ALL times on the field for safety reasons. Players and/or coaches will be asked to leave the field if worn.

3.1 Equipment Provided by LGSA

LGSA provides equipment to each team at all levels to be shared amongst all players on a team. Every year LGSA makes an investment to maintain and/or replace equipment that is

needed by players and coaches to play games and hold practices. At no time is LGSA equipment to be taken home by players for use at home. This includes balls, bats, etc. The equipment that LGSA provides to each team are:

- Equipment bag that includes items such as:
 - Game Balls and Practice Balls
 - Bats
 - First Aid Kit
 - Catcher's Equipment (Full set minus catcher's glove)
 - Team Jerseys
- Field equipment when not provided by local municipalities:
 - Bases
 - Pitching Mounds

LGSA also has a collection of equipment available on an “as needed” basis for coaches to use periodically to help in practices. This equipment is to help with player development and growing the skills of the game. This includes items such as:

- Manual and automated Pitching machine
 - Wiffle Balls
 - Agility ladders
 - Rope Bat
 - Hitting Tees
 - Bownets
- Coaches should submit an online request form to LGSA to borrow equipment:
<https://forms.office.com/r/BGSb8BxVgK>

Section 4.0 – Players

The following section outlines details pertaining to the players

1. All players must complete and submit their registration (including full payment of fees) to LGSA prior to participating in any games. Following the registration deadline, the registrar will assign late registrants (if space permits) to teams that require additional player(s).

NOTE: Teams fielding ineligible players will have the game result recorded as an automatic loss.

2. A maximum of ten (10) defending players are on the field (except U9 where it is 7). Player positions are as follows: Pitcher, Catcher, 1st Base, 2nd Base, 3rd Base, Shortstop, Rover, Right Fielder, Left Fielder, Centre Fielder.
3. No player shall be on the lineup card unless she is physically at the park. Late arrivals may be added to the end of the lineup at the beginning of the next inning with no penalty.

4. A game can be played with a minimum of seven (7) players. In the event a team only has 6 players or starts with 7 and then someone becomes injured and cannot play, the opposing team should help by providing 1 (or more) player(s) to play in the outfield. The opposing team's last batter in the rotation for the inning should be used. If this player is due to come up to bat before the end of the inning, the opposing team should change out that player with their last player put out, or if no outs have occurred then it would be the next last batter in the rotation.
5. Except for disciplinary reasons, no player is to sit out an additional inning before every other player on the team has sat out for the same number of innings.
6. A coach may bench (discipline) a player for 1 of (but not limited to) the following reasons:
 - Inappropriate attire or lack of equipment (e.g. Improper footwear, no glove helmet or mask, etc)
 - Unsportsmanlike behaviour and/or violation of the LGSA Code of Conduct (e.g. making disparaging remarks toward officials, opposing players, coaches, or spectators)

NOTE: A benched player is to be scratched from the batting order. The opposing coach and scorekeeper should be informed of the reason why the player will not be playing the required number of innings.

7. All players bat (except for any player who has been benched(disciplined)).
8. No jewellery should be worn, Medic Alert type bracelets are permitted but should be taped over to avoid injury.

4.1 Spare Players

- One or more spare players can only be used to bring the team to a maximum of 10 players.
- Spares must be placed at the bottom of the batting order
- Spare players must be a cross-call from other teams in the same category or from the category directly below.
 - **NOTE:** Coaches **must** exhaust all attempts to cross-call by communicating with the other coaches before looking to a call-up from a lower category.

4.2 Injured Players

- When a player is injured, all players should stay where they are at when time is called by the umpire(s) and go down on 1 knee.
- Only 1 coach (or more if severe) should tend to the injured player.
- In the event player is bleeding during the game, that player must be withdrawn from the game. The withdrawn player shall not return to the game until all bleeding ceases, the injured area has been cleaned and covered and, if necessary, the uniform replaced.
- In the event of a serious injury (especially to the head), exercise caution before attempting to move the injured player. If in doubt, call 911 and do not attempt to move

the player until emergency services arrive. Priority is to the health of our players and not in continuing a game.

Section 5.0 – Coaches

The success of LGSA is built on the unwavering commitment of our volunteer coaches, who selflessly contribute their time each year to sustain the league. Without their dedication, there would be no teams, games, or practices for players to grow and develop their skills. This section outlines most of the roles and responsibilities of coaches, emphasizing the importance of fostering equal opportunity, fair play, respect, and encouragement for players, league officials, and fellow coaches at all times.

1. Coaches will strive to help players develop fundamental softball skills to the best of their ability, prioritizing a 'fun-first' approach over a 'win-first' mindset.
2. Coaches should provide every player with an equal opportunity to play in various positions, regardless of skill level, to encourage learning and development. This includes motivating players to try roles such as pitching and catching (especially in the younger age groups).
3. Coaches are encouraged to enhance their understanding of the game and improve their coaching techniques by enrolling in courses, watching instructional videos online, and seeking guidance or suggestions from more experienced coaches within the league.
4. Coaches are expected to familiarize themselves with the rules of the game to the best of their ability. This knowledge will assist in developing effective game strategies and in teaching players the rules comprehensively.
5. Coaches must show unwavering respect for league officials, including scorekeepers and umpires, at all times. Arguing or yelling at officials **will not** be tolerated, and disciplinary actions, such as game ejections and suspensions, may be enforced if the code of conduct is violated.
6. LGSA will typically designate only 2 coaches per team. A maximum of three coaches is permitted on a team's bench at any time. These roles may include one bench coach, one 3rd base coach, and one 1st base coach. At no time should anyone other than a parent or legal guardian of an LGSA player be used as a coach in a Game or Practice without approval from the LGSA Administration.
7. Coaches are expected to arrive at each game a minimum of 30 mins prior to the start time and be fully prepared with the lineup for the scorekeeper, using the Official Lineup sheets and Player Positional Rotation lineup. They should ensure players transition quickly between innings to maximize the number of innings played during the game. Coaches **must never** intentionally delay gameplay to limit the number of innings to be played (meaning no running down the clock on purpose), as LGSA prioritizes development over competition.
8. Coaches are responsible for maintaining open communication with team parents, ensuring adherence to the LGSA Code of Conduct. They are expected to address any violations of the Code of Conduct promptly and effectively.
9. Coaches are prohibited from questioning or disputing umpire decisions between innings regarding calls made during gameplay. Concerns about rule interpretations should be directed to LGSA via email at softball.lgsa@gmail.com for review and response following a game.
10. Coaches must remember that while LGSA umpires have completed the official Softball Quebec training, they are still learning and are allowed to and will make mistakes. Constructive and

respectful handling of these situations is essential to support their growth. LGSA maintains a **zero-tolerance policy** for any coach exhibiting excessive or inappropriate behaviour towards umpires. Disciplinary actions, including LGSA board review, potential ejections, and suspensions, will be enforced if necessary.

11. LGSA mandates that all designated coaches **MUST** complete a Police background check.

Section 6.0 – Pitching Regulations

In this section, all the LGSA House League pitching rules and regulations are outlined and must be followed. Official Softball Canada Rules will be used to address anything that is not outlined in the below sections.

6.1 Number of Innings Pitched

Level Category	# of Innings	Ball Size
U9	1	11”
U11	2	11”
U13	2	11”
U15	3	12”
U17	3	12”
U23	3	12”

NOTE: All pitching changes **MUST** be recorded by the scorekeeper.

6.2 Pitching Motion

1. Pitchers can choose to pitch under hand or use the traditional windmill motion.
2. Pitchers (or coaches in U9 and U11 as required by rule) must throw from the designated pitching mound for their age level.
3. Pitchers must come to a full and complete stop (pause) facing the batter with both hands in front of the body for a minimum of 2 seconds (maximum of 10 seconds) prior to delivering the pitch.
4. The pitch starts when the pitcher makes any motion that is part of her windup. In the act of delivering the ball, the pitcher must not take more than one step towards the batter and simultaneous with the delivery of the ball to the batter, the pivot foot must remain in contact with the ground.
5. Pitchers can't take any step backwards during the pitching motion. This will result in an illegal pitch. Umpires will give 1 warning and help correct the pitcher before an illegal pitch is called.
6. A re-pitch for a dropped ball while in the throwing motion (forward or backwards) should not be granted and a ball will be awarded to the batter and the ball is in play and the runners may advance at their own risk.

6.3 Pitching Warm-up

1. Pitchers are allowed a maximum of three warm-up pitches between innings, or up to 90 seconds—whichever comes first—regardless of whether the catcher or coach is ready for

the warm-up. This rule is designed to streamline gameplay and maximize the number of innings played per game.

2. A pitching change during the inning of play. The new pitcher will be awarded 1 minute to warm up and complete 3 pitches before play will be resumed by the umpire.

6.4 Hit By Pitch Limit

1. If a pitcher hits three batters in a single inning, she must be removed from pitching for the remainder of that inning. The replacement pitcher is allowed one minute to warm up before gameplay resumes. The removed pitcher may return to pitch in a subsequent inning, provided she has not exceeded her pitching allotment as outlined in [Section 6.1](#). The inning in which she was removed will still count towards her pitching allotment.

6.5 Only for U11 - Coach as Pitcher

1. **New in 2025 for U11 ONLY.**

On ball 4 only – the coach from the batting team **MUST** come in and throw 1 pitch from the pitching mound. This is not optional. The Coach **must** stand on the rubber mound to throw. The batter will be thrown 1 pitch **ONLY** regardless of the result. If the ball is hit into the field of play and the defensive team makes the out, the batter will be out. Otherwise, the batter-runner will be safe at the base she reaches. If the batter does not hit the ball into play, the batter will be awarded 1st base the same as if it was a ball 4 (walk).

6.6 Intentional Walks

1. At no time in any game are intentional walks allowed. A pitcher must pitch to all batters. This rule applies to all levels.

Section 7.0 – Batting

Coaches must prepare a batting lineup before each game and share it with both the scorekeeper and the opposing coach during the umpire's meeting. The batting order provided must be adhered to throughout the game. The only exception is for players arriving late—any player arriving after the lineup has been submitted to the scorekeeper will be added to the bottom of the batting order upon joining the bench.

1. The first batter in the rotation must be ready at the plate within 90 seconds of the umpire calling "Play Ball," whether at the start of the game or between innings. Failure to comply will result in the umpire awarding one strike to the batter for delaying play.
2. The batter must position themselves within the batter's box or, if the box lines are not visible, in its approximate location.
3. The batter must not, at any time, hinder the catcher from fielding or throwing the ball by stepping out of the batter's box or intentionally obstructing the catcher while standing within the box.

Penalty: The batter will be declared out, and any base runners must return to their previously occupied bases.

4. The dropped third strike rule is in effect for U13-U23.
5. Infield fly rule is in effect for U13-U23.



7.1 Number of Innings Played

Level Category	# of Innings
U9	5
U11	5
U13	6
U15	6
U17	7
U23	7

7.2 Pinch Runner

1. A batter may have a pinch runner if the other team and the umpire have been informed. The batter must be able to get to first base and must be able to field. Pinch runner must be the previous out for the batting team.

7.3 Runs Allowed per Inning:

Level Category	Runs per Inning
U9	N/A
U11	4
U13	4
U15	5
U17	5
U23	5

7.5 Open Innings per Game

- The scorekeeper will advise the umpire when the clock has reached the 1 hour and 40-minute (1h40m) mark. At that point the start of the next inning will be declared open by the umpire indicating the last inning of the game.
- If the time does not get to the 1h40m mark, the open inning(s) will be based on the following:

Level Category	Open Inning(s)
U9	N/A
U11	5 th
U13	6 th
U15	6 th
U17	6 th & 7 th
U23	6 th & 7 th

7.5 Duration of Games

- The scorekeeper will advise the umpire when the clock has reached the 1h40m mark. At that point the start of the next inning will be declared open by the umpire indicating the last inning of the game.

Level	Time Duration
U9	Game ends after 1h45m
U11	No New Inning after 1h40m
U13	No New Inning after 1h40m
U15	No New Inning after 1h40m
U17	No New Inning after 1h40m
U23	No New Inning after 1h40m

Section 8.0 – Base Running

The following section outlines details pertaining to rules for base running.

8.1 Base Stealing:

- Base Stealing at all levels is governed by the following table for each category.
- NOTE:** No base stealing is allowed by a team that is leading by 8 or more runs.

Level Category	When to Steal	Max Base limits	Steal Home
U9	N/A	N/A	N/A
U11	After ball crosses the plate	1	Not permitted
U13	Pitch Release	Unlimited	Yes
U15	Pitch Release	Unlimited	Yes
U17	Pitch Release	unlimited	Yes
U23	Pitch Release	unlimited	Yes

8.2 1st Base White/Orange

- The defensive player at “all” times must play on the White side of 1st base. If a play is made by the defence and they are touching any part of the Orange base, the Batter-Runner will be called safe. This also applies to the Drop 3rd Strike when in effect.

8.3 General Base Running Rules

- The Batter-Runner is out under the following conditions
 - I. She is legally tagged (touched) with the ball before reaching first base.
 - II. The ball is held by a fielder touching 1st base before the batter-runner reaches 1st base.
 - III. When a fly ball is caught.
 - IV. When she breaks her baseline by more than three feet in trying to avoid a tag
 - V. When she interferes with a fielder attempting to field the ball
 - VI. When she interferes with a batted ball before it passes a fielder, excluding the pitcher (unless touched by the pitcher).
- The Base Runner is out when
 - I. She breaks her baseline by more than 3 feet trying to avoid a tag.
 - II. She is legally tagged off base.
 - III. She leaves her base (leading) either
 - U11: before the pitched ball crosses home plate;
 - U13/U15/U17/Intermediate: before the pitched ball leaves the pitcher's hand. In this case the play is dead, the pitch does not count, and the runner is declared out.
 - IV. A fielder holds the ball while touching the base that the runner is forced to advance to.
 - V. She fails to tag up (return and touch the base she started from) after a caught fly ball (fair or foul) before proceeding to the next bases, provided the defensive team makes an appeal play; i.e. touching the last occupied base while in possession of the ball.
 - VI. She overruns first base and attempts or begins to move towards second base and is tagged off base.
 - VII. She is hit by a fair ball before it passes a fielder, excluding pitcher, or interferes with a fielder.

8.4 Sliding

- Sliding is allowed at all bases except at 1st base.
- Sliding at home plate on close calls is strongly recommended (although not required) to avoid collision.

Section 9.0 – Umpires

LGSA upholds a strict **Zero Tolerance** policy regarding the abuse of umpires. Umpires have the authority to terminate a game if they feel threatened or mistreated. Any individuals directly involved in the mistreatment of an umpire or other LGSA officials will be subject to supplemental disciplinary action as determined by LGSA. It is important to remember that this is a development-level softball league, and LGSA expects all participants—on and off the field—to always treat umpires and league officials with respect and dignity.

- LGSA requires that all umpires have completed the Level 1 Softball Quebec umpire training. This training is required to be completed annually to maintain eligibility to umpire within Quebec. LGSA makes all efforts to provide 2 umpires for all games with exception to U9 which will always only have 1 umpire. Given the limited number of available umpires it is possible that some games will only have 1 umpire.
- To ensure impartiality, LGSA strives to avoid assigning umpires to officiate games in which their siblings or child are participating. However, due to the limited number of available umpires, this may not always be feasible. In cases where a sibling is playing, and multiple umpires are present, the umpire with the sibling or child will be assigned to officiate as the field umpire. The only exception is when a single umpire is available; in such situations, they will serve as the plate umpire. Regardless of the assignment, all umpires are expected to remain impartial and demonstrate fairness, showing no favoritism toward either team.

NOTE: Under no circumstances may a parent or coach umpire a game unless every effort has been made by the LGSA Umpire Scheduler to provide an official umpire. In such situations, the Umpire Scheduler will notify the impacted coaches and authorize the use of a non-affiliated individual as an umpire to prevent the game from being postponed.

9.1 Umpire Responsibilities

LGSA umpires are responsible for governing all the rules set forth in this document and when not outlined within, revert to the standard Softball Canada Rules.

- **Prior to Game Start**
 - I. Arrive at least 15 minutes prior to game start time to be ready to start game on time.
 - II. Dressed in proper umpire attire (no shorts and home plate padding preferably under clothing).
 - III. Have a spare ball readily available.
 - IV. Verify the security around the field for any possible field issues and local ground rules such as holes in the fence, holes on the field, bases are secure, water puddles, out of bounds, etc....
 - V. Deliver Coaches meeting 5 minutes prior to game time (6:25pm or 8:25pm) to review any field issues and or local rules that will be in play.
 - VI. Remind coaches to be quick between innings (90 seconds).
 - VII. Confirm with the scorekeeper to remind them when the time reaches the 1h40m mark.

VIII. Determine if weather conditions are not favorable/safe to start the game

➤ **During the Game**

- I. Call “Play Ball” to start the game and notify scorekeeper to start the game clock.
- II. Manage the 90s/3 pitch warm-up rule between innings to keep the game moving.
- III. Remain on the field between innings with exception to drink water. LGSA recommends that umpires clip their water bottle on the inside of the backstop.
- IV. Never go sit with spectators or on a team’s bench between innings.
- V. Speak with the scorekeeper through the backstop fence vs. going outside the field.
- VI. Between innings umpires should stand close to the 1st or 3rd base lines in preparation for the next inning. Not up against the fence or backstop
- VII. Addressing any code of conduct issues that arise either on or off the field in a calm manner directly with the coach of the team that is violating acceptable behaviour.
- VIII. Should never address a spectator directly. Calmly call time and go speak to the offending Team Coach of the situation and ask them to address it. If the issue persists the coach will be at risk of ejection.
- IX. No umpire should overturn a judgement call due to pressure from coaches, players or spectators.
- X. Umpires are **NOT** required to consult with the plate or base umpire when asked to do so by a coach unless they are not 100% certain of the call they made.
- XI. A call reversal may be requested/challenged only based on a rule application or interpretation after a coach asks the umpire for time. When in doubt the initial call stands and after the game the umpire should submit a request to LGSA League Officials via email within 24hrs of the game for clarification of any dispute for the next time.

➤ **Post Game**

- I. Umpire should exit the field from the winning team side of home plate.
- II. Umpire must sign the Game Sheet.
- III. Umpire must fill out the back of the game sheet in the event of any disciplinary actions taken such as ejection, or other serious violation of Code of Conduct.
- IV. Umpire must fill out the online Umpire Tracking report here:
<https://forms.office.com/r/BGSb8BxVgK>
- V. Umpires must advise LGSA Officials within 24hrs after a game via email at softball.lgsa@gmail.com of any other issues that came up during the game such as behaviour, rules clarification, etc....

Section 10 – Scorekeepers

The following section outlines the responsibilities of the Scorekeepers and Umpires

10.1 Scorekeeper

- The scorekeeper will be the only official timekeeper for a game.
- The time will start when the umpire calls play ball.
- The scorekeeper must be seated behind home plate where the umpires can easily and quickly interact with them if/when needed. No sitting in the stands.
- Will be responsible for submitting the game results to the LGSA Statistician within 24hrs of the game by using the designated submission form.

<https://forms.office.com/r/BGSb8BxVgK>

Section 11 – League Scoring

- Standings will be determined as follows:
 - Win 2 points,
 - Tie 1 point,
 - Loss 0 points.
- Defaulted games are counted as a loss (7-0).
- Un-played games are counted as a loss for both sides. The individual records involving only those teams will break a tie in the final standings. If the point totals (for tied teams) are still equal, then the final standings will be determined by points.
- Additional tiebreaks will revert to Head to Head play between the 2 teams that are tied

Section 12 – Rescheduling a Game

The following section outlines the rules governing when a game is/needs to be cancelled and the steps to follow to re-schedule cancelled games.

- In case of rescheduling (because of rainout, lack of players due to school grad ceremonies or exams) the **HOME TEAM** coach must send an e-mail to softball.lgsa@gmail.com

12.1 Uncertain Weather

- I. In case of uncertain weather, both teams must show up at the field as planned. The exception to this is when the LGSA Scheduler advises the coaches that the municipalities have closed the fields. Typically, municipalities will advise LGSA by 4pm the day of if fields are closed and therefore coaches do not have to contact league officials before such time.

- II. LGSA will advise coaches if field conditions are not playable by 4pm (for 6:30pm games) or 6pm (for 8:30pm games) regardless of municipalities closing fields or not. Games **SHOULD NOT** be cancelled earlier in the day without prior approval from LGSA.
- III. The Umpires will be responsible for all game time decisions at the field if the weather at game time or during play is to severe to safely start or finish the game
- IV. All games will be treated as official once 3 innings have been completed if a game has to be stopped due to issues directly outside the control of LGSA such as weather, darkness etc. These games will not get rescheduled.
- V. In the event of lightning, LGSA will adhere to the Softball Canada standard lightning safety protocol, known as the "30/30 rule." This protocol states that if the time between a lightning flash and the sound of thunder is 30 seconds or less, all play must immediately stop, and everyone must seek shelter. Play can only resume 30 minutes after the last sound of thunder. The game clock will continue to run and will not be paused. If the game cannot be completed but enough innings have been played to declare it an official game, the game will end at that point. If it does not qualify as an official game, it must be rescheduled. Rescheduled games will start as new games and will not resume from where the previous game left off.

Section 13 - U9 Game Rules

U9 B – 7 on 7 program Girl's fast pitch only

OBJECTIVES OF THE PROGRAM

The U9 B program, 7 vs. 7 is the logical continuation of the Learning to Play Program.

To make the game of softball more attractive, we are convinced that this new way to play for this age category will allow young athletes to progress while having fun.

Here are some goals we believe we can achieve through this program:

1. Promote the game
2. Increase the opportunities to hit, to score and to play defensive
3. That the player is in constant motion
4. Increase the amusement of athletes (and parents)
5. Increase the % of retention - athletes who return the following year (i.e. interest of the player)
6. Decrease competitiveness and the concept of victory-defeat
7. Learning basic techniques and introduction to traditional softball

In addition to playing more, the athletes will have better coaching support in their development because the number of players per team is limited to 10. Coaches must provide training periods so that players learn the different basic rules of softball. These fundamental principles of the sport will have to be developed:

- Hitting
- Pitching
- Catching
- Running
- Throwing
- Defensive game play

PRINCIPLES OF GAME

- Minimum of 6 players - maximum of 10 players per team
- Game of 5 innings to finish or time limit (1h45m)
- Only completed innings count towards the final score. Completed innings will be considered a completed game with a maximum of 5 innings.
- Pitchers plate at 30 feet
- Bases at 45 feet
- 11-inch balls

- No maximum points per inning, it is the hit of the 7th batter that determines the end of the inning.
- No point differential, the goal is to let the athletes play.

Defensive play:

- 7 players maximum in defensive positions on the field, of which:
 - 1 player maximum at pitcher position (when pitcher coach in play)
 - The 7th player is placed behind the baselines (1 to 2 or 2 to 3)
 - Other players in the infield are on or inside the baselines including the catcher
- Two coaches maximum allowed on the field to facilitate understanding of the game
- After a full inning of play, players are rotated on the field of play so that a player cannot be inactive for more than one round
- A player cannot field at the same position for more than 2 innings per game (including pitcher-player). In case of non-compliance with the rule, the situation should be rectified before the next throw.
- Surplus players can use the turf space in the field to have learning workshops.
- The inning will end when the 7th player has done her turn at bat or when the defensive play is over.

Pitcher:

- Coach-pitcher (innings 2, 4 & 5): maximum 5 pitches per batter (she's out after 3 swings)
 - The pitching coach pitches to their own team
 - If the batter hits a foul ball on the 5th pitch, batter will continue the at bat until she is either out or puts the ball in play.
 - ** If pitching coach is hit by the ball, the pitch counts for the batter but she goes back to batting and ball is declared dead ball, runners go back to the base they occupied before the pitch.
 - If it is on the 5th pitch, the batter is out (the coach is responsible for avoiding the ball).
- Player-pitcher (innings 1 and 3):
 - maximum 1 inning per pitcher
 - maximum 7 throws per batter

Equipment:

- ** Wearing a mask is mandatory for all players in the infield.
- ** A cage is mandatory on all batting helmets.

Offensive play:

All players are registered on the starting line up to a maximum of 10.

- At each inning, 7 batters will appear at the plate regardless of the number of outs made in the inning.

- The inning ends when the 7th batter has finished their batting turn and the defensive play is finished (ball returned to the infield).
- If the team has more than 7 players, in the next inning, the at bat continues with the player next in the starting lineup and returns to the first batter until 7 hitters.
- If the team only has 7 players, we start the next inning with the 2nd batter of the previous round.
- No stealing bases.
- No base on balls (walk).
- No bunts.
- No infield fly rule will be called.
- Sliding is allowed except for at home plate.
- When player-pitcher in action
 - Player is out after 3 strikes as called by the umpire.
 - Maximum 7 throws. After 4 balls, the pitcher-coach completes the presence up to 7 throws (maximum 3 throws).
 - If the batter hits a foul ball on the 7th pitch, the at bat will continue until either out or puts the ball in play.
- Runner advances on bases
 - Runners do not have the right to advance on an error.
 - Runners are not allowed to leave their base until the ball has been hit or the batter swings. If there is an infraction, the runner is returned to their base and the ball is dead.
- Ball hit – 1st to 6th batter
 - A ball hit directly over the infield (imaginary line connecting goals) without touching the ground will be considered a maximum of two bases. Runners present on the bases may advance a maximum of 2 bases.
 - A ball hit on the ground through the infield and piercing it, will give access of up to 2 bases for the batter and the runners at their risk.
 - A ball hit on the ground at the infield, will give access to one base only. The runners will be able to go only to the next base they were trying to go to, at their risk.
- 7th batter and end of an inning
 - On a ball hit by the 7th batter, the play is played as if there were 2 outs no matter where the ball is hit.
 - If the out cannot be made because runners stopped on the bases, the inning is over.
 - The out can be on any base by touching the girl or the base depending on the situation (forced play or not).
 - The umpire will end the inning by calling “End of inning”.

- Outs
 - No out limit per inning (7 batters coming to the bat).
 - The catcher needs to receive the ball and make the play to get the 3rd base runner out.

- Batter hit by the pitcher-player's thrown ball
 - The batter is awarded 1st base if the umpire judges that a minimum effort of clearance was attempted by the batter.
 - If 3 batters are hit by the ball in the same inning, the replacement of the pitcher is then mandatory. In this case, a pitcher that has already thrown can be used to finish the inning.
 - If the 7th batter is hit by a pitch, it is a dead ball and the pitch isn't not counted. The batter will continue the at bat. If the batter is injured, the player following the 7th batter on the line up will finish the at bat with the same count. This will not affect the batting order of the following inning.

Rule for counting points

- We count the runs scored in each inning by each team but only to determine who wins the inning
 - The team with the most runs in the inning wins the inning and 1 point will be awarded to them
 - A tie does not give any points to either team for the inning
 - An unfinished inning gives no points to either teams
 - If only 4 innings are played, the game is declared a tie if the score is 2-2
- Maximum 5 points per game for the winning team.
- This method avoids big final score discrepancies.
- Allows a team that, for example, has lost an inning 7-0 to still have the chance to win the game.