

Updated Interleague General Rules 2024

Softball Canada has developed a set of rules recommended for minor aged players. Softball Ontario encourages all house league associations to adopt these stage specific minor softball rules. The Interleague reps from each centre have reviewed the Softball Canada Minor rules and have incorporated the existing interleague rules along with the approved new rules for interleague play in Scugog. Where there is any discrepancy between Softball Canada and OASA rules these interleague rules take precedence.

For more information about the Long-Term Player Development Model and rationale for specific minor softball rules, visit Softball Canada's website at www.softball.ca

In the interest of safety, fair play, sportsmanship and player development our three area associations have agreed on the following rules for interleague play. These rules apply to all divisions unless specified. There are also rule sheets specific to each Division provided to coaches at the beginning of each season.

RULE - PLAYING FIELD	Applies to	Details and further explanation
Base Path Distance		
40'	Learn to Play & T ball	
45'	Jr. Mite, Mite	
55'	Squirt	
60'	Intermediate, Senior	
Pitching Distance		
25'	Jr. Mite	
30'	Mite	
35'	Squirt	
40'	Intermediate	

45'	Senior	
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RULE-Equipment		
Balls		
Softcore, Blastballs & Assorted balls	Learn to Play & T ball	
11" indoor ball	Jr mite	Each association will provide indoor balls to Jr Mite teams.
Red Dot 11" softball (COR.47)	Mite, Squirt	Each association provides regulation softballs for all teams and only these balls shall be used for games.
Red Dot 12" (COR.47)	Intermediate	Each association provides regulation softballs for all teams and only these balls shall be used for games.
Grey Dot 12" (COR.47)	Senior	Each association provides regulation softballs for all teams and only these balls shall be used for games.
Bats		
All bats must be "Official Softball" bats and should be appropriate for age and size of players. Bats that say "baseball" are not allowed.	All divisions	It is recommended that teams only use the bats supplied by their Association. Bats may be randomly checked by umpires and only the umpire has the authority to disqualify any bat and remove it from the game. Adult bats can only be used in Senior Slo-pitch.
Bases		
Throw down bases, hula hoops, or double base with official bases	Learn to Play, T ball	Coaches may use the blast ball base at their discretion for other skill building as well.

Double base will be used at first base	Tball, Jr. Mite, Mite, Squirt, Intermediate, Senior	Use of the double base: if there is a play being made or attempted to be made at first, the runner must touch the outside red/orange bag, or they will be called out; the defensive player must touch the inside white bag or the runner will be called safe. If there is not a play being made at first base the defensive player must move out of the way and cannot interfere with the runner. The runner may touch the inside white bag whether advancing to second or staying at first.
Player Equipment		
All batters will wear a batting helmet with CSA approved face guard and strap done up while at bat and on base	Jr. Mite, Mite, Squirt, Intermediate	Helmets with straps are mandatory for all divisions. Straps must be done up properly. Players not wearing a mask or stap properly will be called out.
All batters must wear a CSA approved batting helmet while at bat and on base	Senior	Face guards are not mandatory. Chin straps are strongly recommended.
Optional for defensive pitchers and players to wear protective equipment (helmet, face guard)	All divisions	
Optional for any player to wear a mouth guard	All divisions	
Recommended that players wear athletic support and protection (jock)	All divisions	
Catchers must wear all safety equipment provided by their association	All divisions	Catchers in the Senior Division must wear catchers' mask or helmet <u>with a face guard</u> .
All players must wear a team jersey and ball cap as provided by their association	All divisions – jerseys Jr. Mite, Mite, Squirt - hats	Players must wear their team sponsored jersey as issued by their association. In cases where the jersey is lost/forgotten, players may wear a jersey the same colour as the team jersey. Hats in Intermediate and Senior division and must be in good taste and must be removed if directed by the

		Umpire.
Long pants must be worn by all players	All divisions	Players not dressed appropriately shall not be permitted to play. Coaches are responsible to ensure players are dressed appropriately to play.
Proper footwear must be worn by all players and coaches on the field	All divisions	Sandals, open toed shoes, crocs or dress shoes or are not permitted

RULE-Coaches, Players and Substitutions		
Offensive and defensive coaches are permitted on the playing field	Learn to Play, Jr. Mite, Mite	This is to assist players with learning the game. Coaches will pitch all 5 pitches in Jr. Mite. Coaches will pitch up to 5 pitches in Mite, with the players being encouraged to pitch up to 3 pitches by mid-season (July)
A coach or parent volunteer will play the back catcher's position but may not make a play at home.	Jr. Mite	This is to speed up the game
A minimum of 7 players will constitute a team. There must be at least 7 players present when the game starts. If at any time before or during the game a team cannot field the minimum 7 players, the game may continue, and will be recorded as a forfeit for the affected team.	Jr. Mite, Mite, Squirt, Intermediate, Senior	The umpire will announce at the beginning of the game that it is a forfeit. Although a loss will be recorded for the forfeiting team, coaches may agree to borrow/lend players and conduct an unofficial game. Even when a seventh player shows up after the start of the game, it will still be a forfeited game. If both teams have less than 7 players, the results of the game will not be reported. A game for the purposes of standings should be rescheduled.
Maximum of 10 defensive players will be allowed on the field.	Jr. Mite, Mite, Squirt, Intermediate, Senior	A team may field 10 defensive players even when the other team has less than 10 players.

When playing with less than the maximum number of players, there are no automatic outs.	All divisions	If a player has to leave the game for any reason there will not be an automatic out recorded when it is that player's turn at bat. The next player in the batting order will continue in the batting order. Once a player leaves the game, they cannot reenter the game.
Coaches may call up players from any house league team from the division immediately below when the coach believes he/she may have insufficient number of players (less than 9). Call ups may only be added to make 9 players	All divisions	Call up players may be used for regular season, playoff and championship games. Call up players will play even when regular team players show up unexpectedly. Call up players shall wear their own team jersey to identify them as a registered call up player. It is not appropriate to call up a player from a lower division for the sole purpose of improving your team.
Unlimited defensive substitutions	All divisions	
Unlimited offensive substitutions	All divisions	Substitute runners must be the last available from the batting order and can only be substituted after the runner has reached base safely and time out must be called prior to substituting the runner.

RULE- Playing Time		
No player is to sit more than 1 consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two innings	All divisions	
Coaches are encouraged to play all players as equally as possible over the	All divisions	

course of the season		
Players cannot play the infield or the same position more than two consecutive innings	Tball, Jr. Mite, Mite	New for 2023

RULE-The Game		
Practices/Modified games do not last for more than 45 minutes	Learn To Play, T ball	
Game time is 6:30 pm sharp and shall be completed no later than 8:10 pm	Jr Mite, Mite, Squirt, Intermediate	There is no grace period to the game start time.
A new inning will not start after 1 hour 15 minutes after the scheduled start time	Jr Mite, Mite, Squirt, Intermediate	No new inning shall begin later than 7:45 pm
Game time is 8:30 pm sharp with no time limit on the game	Senior	A full 7 innings will be played
In case of weather or cancellation of a game by an official and when two innings have been completed, the score of the game will revert to the last fully completed inning	Jr Mite, Mite, Squirt, Intermediate, Senior	Two complete innings played will constitute a full game played in the event of a called game.
Five (5) run maximum per half inning with the exception of the open inning	All divisions	Open innings are unlimited runs.
Open inning will be called at the beginning of the final inning as determined by the Umpire	Squirt, Intermediate, Senior	The umpire will announce at the beginning of the final inning that it is the open inning. For all divisions except senior this will be at about the 65 minute mark. For Senior

	Mite only in tournament	the open inning will be at the beginning of the 7 th inning.
No open inning	Jr. Mite, Mite	**Mite no open inning during regular season, only in year end tournament
A team is permitted unlimited offensive and defensive conference per inning	All divisions	If the umpire may limit the number of conferences if he/she believes the coach is using the conferences to delay a game. Coaches are expected to use this rule only as an opportunity to provide coaching to the player.
Regular season games may end in a tie	All divisions	
Games may be cancelled by a coach only in the event of expected player shortage (less than 7)	All divisions	The opposing coach must be notified of the cancellation at least five (5) days in advance of the game date. It is the responsibility of the cancelling coach to notify the Umpire Scheduler to cancel the umpires and to make arrangements to reschedule the game.
Games cancelled due to weather must be cancelled by 5:00 pm. Notification must be sent to teams and Umpires by 5:30 pm In cases where the weather affects only the Senior division games, cancellation must be communicated by 7:00 pm. Notification must be sent to teams and Umpires by 7:30pm	All divisions	Games may be cancelled by staff of Scugog Township due to inclement weather conditions. These cancellations will be posted on the Township website by 4:30 pm. Interleague reps will be responsible for cancelling games due to poor weather in cases where the Township has not posted a cancellation. Once the decision has been made to close the diamonds due to weather, all games scheduled on the designated diamond will be considered cancelled even in cases where the weather may improve over the evening. Coaches or team reps must contact players to advise of game cancellations. If no contact is made by 5:30, coaches and umpires are to assume the game is on and to show up at the assigned diamond. Umpires still have the authority to call the game at any time he/she feels the diamond or weather presents a safety issue. Coaches should not cancel games due to poor weather without consultation with Interleague reps or unless the umpire fails to show.

		Cancelled games will be rescheduled by the home team coach.
Rained out and cancelled games should be rescheduled and played as soon as possible	All divisions	Contact with coaches and umpires to reschedule must be made within two weeks of the rained out/cancelled game. The cancelling coach or the home team coach for rain outs will provide two reasonable dates for a rescheduled game. If the opposing team does not accept the rescheduled game within one week the opposing team will forfeit. If the cancelling or home team coach for rain outs does not contact the opposing coach within two weeks, the cancelling or home team coach will forfeit. The game may be played based on availability of both teams and diamonds. Cancelled games not played will result in 0 points awarded to both teams. In the case of forfeit due to no contact, the “winning” coach will report the win on the website.

RULE-Pitching		
Coach pitch/5 pitch All 5 pitches may be delivered by the coach, or the coach may determine a combination of player pitches coach's pitches-See Jr Mite, Mite rules for further details	Jr Mite, Mite	Pitchers are not to field or interfere with the defensive team. The defensive player at the pitching position should stand at a minimum distance of 30' and no closer.
A batter cannot strike out on a foul on the 5 th pitch	Jr. Mite, Mite	A player will receive a 6 th pitch if their 5 th pitch is hit foul. If the 6 th pitch is foul, the player is out.
A pitcher is allowed to pitch a maximum of three innings or the equivalent of 9 outs	Squirt	
A pitcher is allowed to pitch a maximum of four innings or the equivalent of 12 outs	Intermediate	

If the same pitcher hits two (2) batters in an inning, he/she must be removed for the remainder of that inning	All divisions	
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RULE-Batting		
Walks are allowed	Squirt, Intermediate	*a batter does NOT need a strike to walk
A batter cannot walk on 4 straight balls	Senior	A batter must have a strike to walk to avoid intentional walks
No intentional walks	All divisions	Pitchers must pitch to the batter and attempt to throw a strike
All players bat and are included in the batting order	All divisions	
Players who arrive after the start of the game will be placed last in the batting order and bat their turn and will be allowed to play regardless of when they arrive; even when the team has already gone through the batting order.	All divisions	This includes a 7 th player who arrives after the start of the game. The game remains a forfeit for the team who had less than 7 players at the start of the game.
Bunting is not permitted	Jr Mite, Mite, Senior	
Bunting is permitted	Squirt, Intermediate	

RULE-Base running		
Third strike rule is not in effect	Jr Mite, Mite, Squirt	
Infield fly rule is not in effect	Jr Mite, Mite	

Runner cannot steal bases; he/she can only run when the batter makes contact (no stealing)	Jr mite, Mite, Squirt	
Base runners may steal on any legally pitched ball when it has crossed home plate	Intermediate	
Sliding is allowed	Mite, Squirt, Intermediate, Senior	Sliding into home is not allowed at Senior- See Senior Slo-Pitch rules for more details.
Following a fairly hit ball, the advancing of runners is considered 'over' when the ball is returned to any player in the infield (inside the base paths). Runners may continue to the base they are heading to, and the fielders may attempt to throw/tag the runner out	Jr. Mite, Mite	Umpires will call time to stop play
Runners do not advance on an overthrow to the pitcher from the catcher	Jr. Mite, Mite, Squirt	
Runners cannot advance on an overthrow to a base	Jr. Mite, Mite, Squirt	

RULE-Umpires/Code of Conduct		
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<p>Plate conference will take place at the beginning of each game</p>	<p>All divisions</p>	<p>Prior to each game the plate umpire will conduct a plate conference with the coaches of both teams to clarify the diamond boundaries, confirm the number of players present and clarify any other rules the umpire feels need to be clarified.</p>
<p>Respect My Game</p>	<p>All divisions</p>	<p>Respect My Game codes of conduct will be enforced by the umpire at all times All coaches, parents, spectators and players are required to comply with the Interleague Codes of Conduct. Non-compliance will result in disciplinary action determined by the Interleague Disciplinary Committee in accordance with the Interleague Disciplinary Policy.</p>
<p>Umpires must wear all safety equipment including chest protector and mask</p>		<p>Umpires must provide their own safety footwear and other safety equipment. Counters and whisks are not provided by the association.</p>
<p>The Umpire has the authority to delay, suspend or call a game, at any time, if they believe weather or diamond conditions present a safety concern</p>	<p>All divisions</p>	<p>In the absence of an umpire, coaches must mutually agree to delay, suspend or call a game if they believe weather or diamond conditions present a safety concern.</p>
<p>The Umpire has the authority to declare a forfeit to the offending team where there is abuse to the umpire by any member of the team including spectators.</p>	<p>All divisions</p>	<p>All three associations agree to a no tolerance policy on umpire abuse. Coaches will be held responsible for the actions of themselves, their players and their fans. The umpire will issue one warning should inappropriate behaviour occur before or during a game. A second offence will result in a forfeited game. There shall be no abuse of umpires and all non-compliance will be reported to the Interleague Disciplinary Committee for review.</p>

RULE-Appeals/Protests

There are no protests or appeals	All divisions	Decisions of the Umpire on the playing field are final. Coaches may request brief clarifications only. Disagreements or arguments with the umpire directly are not permitted on the playing field or following the game. Concerns about umpire performance maybe reported to the Umpire Coordinator.
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RULE-Game Scores		
All game scores must be reported to the league website within 48 hours of the game played	Jr. Mite, Mite, Squirt, Intermediate, Senior	Scores not reported within 48 hours will not be counted and league stats will indicate games not played. Coaches will be advised at the beginning of each season how to report game scores.

All regular league rules apply for Championship games with the following exceptions:

RULE-Championship Games	Applies to:	Details
Championship games will consist of a defined number of innings	Senior-7 innings Intermediate-7 innings Squirt-6 innings Mite-6 innings Jr Mite-6 innings	All games leading up to respective Championship games are regular timed games

<p>Home team for playoff and Championship games will be decided by a coin toss</p>	<p>All divisions For any division that has a round robin format and playoff games are required prior to the Championship day.</p>	<p>Home team for all championship games will be decided by coin toss. The coin will be tossed by the plate umpire and the call for the toss will be awarded to the team with the highest standing in regular league standings.</p>
<p>Round robin/playoff games must be played in full</p>	<p>All divisions</p>	<p>In the event tie breakers are needed to determine seeding for final Championship games</p>
<p>Championship games cannot end in a tie</p>	<p>All divisions</p>	<p>Additional innings will be played until there is a winner. There will be no maximum run limit in any extra innings played to break a tie.</p>
<p>Diamonds will be properly prepared for Championship Day</p>	<p>All divisions</p>	<p>The host association will be responsible for lining the diamonds, install the pitching rubber and will provide 2 new game balls for each game.</p>
<p>Tournament Formats: Four or less teams = round robin 5+ teams = double elimination</p>	<p>Mite, Squirt, Intermediate, Senior</p>	<p>Jr. Mite does not have a weekend final tournament</p>

