



# 2026 RA SOFTBALL LEAGUE RULES & GUIDELINES

## Dates to Remember

### Payments Required:

- **Thursday March 26 - Pre-season Managers meeting, 6:30pm Courtside 'B' room**
- **Thursday, April 17** - Contact email: [mfish@racentre.com](mailto:mfish@racentre.com) to reserve practice fields.
- **Friday, May 1st** - Balance of league fees due.
- **Monday, April 27** - Practice fields open (weather & conditions permitting)
- **Thursday, April 30** - Schedule available after 5:00pm
- **Sunday, May 10** - Mother's Day
- **Monday, May 4** - Regular season begins (*weather & conditions permitting*). *Full payment of league fees due.* On or before 1st games, deadline for league roster submission. The absence of any player's registration may result in ineligibility from further league play (full team or individual players) until cleared with League Office.
- **Friday, May 15 - Monday, May 18** Victoria Day weekend – NO GAMES
- **June 1** - All additions to rosters MUST now be approved in advance by the League Office.
- **June 15** - Deadline for adding new players to your roster.
- **Sunday, June 21** - Father's Day
- **Monday June 22 – Wednesday July 1** Escapade Music Festival – CLOSED – NO GAMES
- **Wednesday, July 1** CANADA DAY Weekend - NO GAMES
- **Friday July 31 - Monday, August 5** Civic holiday weekend – NO GAMES
- **Friday September 4 - Monday, September 7** Labour Day weekend – NO GAMES

The RA is, first and foremost, an Adult-oriented league program that adheres to the values and philosophies of True Sport, Good Sportsmanship and Fair Play, and 'Fair and Reasonable'.

These values and philosophies will take precedence over the written rule.

As a not-for-profit association, we recognize that we may not always have sufficient resources to adequately oversee every aspect of the rules/guidelines as they may be printed. This is not a purposeful intent to forego following the rules/guidelines, rather, an unfortunate reality of a not-for-profit's existence.

While we do our best to uphold the rules and guidelines, we place an onus and expectation on all participants that they will play with the values espoused above, and that honour, integrity, good sportsmanship and fair play will be the guiding principles in their participation in the league, over and above any written word.

Good Sportsmanship and Fair Play, and 'Fair and Reasonable' are guiding principles and philosophies of the RA Sports Leagues and will always be considered when making any decisions or judgments relative to the league.



We also use and abide by the philosophy and Codes of Conduct found below, and on our website. All players are expected to do so, as well.

The RA encourages and promotes Member participation within the guidelines and their intent. Stay fit, stay active, have fun

## **RA Members' Code of Ethics**

All members are expected to abide by the Member's Code of Ethics. The Recreation Association of the Public Service of Canada is an Association of members of similar ideals who:

- Respect people and property;
- Support the activities to the maximum degree possible;
- Strive to achieve safe and honourable participation;
- Take pride in the RA and exhibit sportsmanship;
- Participate to have fun and be fit.

The Association is committed to providing an environment that is free of violence and harassment for all members, visitors and employees.

## **Athletes Code of Ethics**

- I will play the game with a spirit of good sportsmanship.
- I will conduct myself in an honourable manner both on and off the field.
- I will never knowingly break a rule, but if I do, I will divulge the breach.
- I will take no action that could be interpreted as an attempt to intimidate or demean my opponents, teammates or officials.
- I will interpret the rules in an impartial manner, always keeping in mind that the purpose of the rules is to ensure that the game is played in an orderly and fair manner.
- I will humbly accept any penalty that the governing body at any level of the game deems appropriate; if I am found in violation of the code of ethics or rules of the game.

## **Fair Play**

Fair Play begins with the strict observance of the written rules; however, in most cases, Fair Play involves something more than even unflinching observance of the written rules. The observance of the spirit of the rules whether written or unwritten, is important.

Fair Play results from measuring up to one's own moral standards while engaged in competition.

Fair Play is consistent demonstration of respect for teammates and opponents, whether they are winning or losing.

Fair Play is consistent demonstration of respect for officials, an acceptance of their decisions and a steadfast spirit of collaboration with them.

Sportsmanship behaviour should be demonstrated both on and off the field. This includes modesty in victory and composure in defeat.

## **Alcohol Consumption**

Drinking alcohol on RA premises is prohibited in non-licensed area. eg. Ball diamonds, dugouts, parking lots, etc. Please refer to League Rule 7.6.



### **Smoking and Tobacco on RA Properties Policy**

The RA Centre is smoke free. Tobacco and smoking products of any kind will not be permitted to be used inside RA facilities or on RA properties at any time. Those who choose to use tobacco products must do so at a location off RA properties.

### **Parking**

Park in either the East or West parking lot while at the RA Centre. The RA has no agreement with Billings Bridge parking. If you park at Billings Bridge, you do so at your own risk of being ticketed or towed. Due to the risk of flying softballs, refrain from parking in the first couple of rows in the east parking lot facing the roadway. Additionally, some areas of the soccer parking lot area share the risk of flying softballs.

## **1 & 2. Administration**

1.1 All interpretation and application of the Rules & Guidelines is the responsibility of the RA League Management. (Spirit and intent.)

1.2 These rules & guidelines establish administrative and operational conduct of the RA Softball League and shall supersede any of those in the Softball Canada rule book (*see rule 11.2*).

1.3 The RA League Management reserves the right to implement judgements and decisions relative to the Softball Program which are not covered in the League Rules & Guidelines or House Rules. The RA encourages and promotes Member participation within the guidelines of the rules and their intent.

1.4 The RA makes a fair attempt to balance all divisions. RA League Management reserves the right to modify its playoff format and re-align teams for the purposes of the Regular season and/or Playoffs. Teams may be moved up or down in an attempt to attain parity.

2. The rules of play shall be those as outlined in the current edition of the Softball Canada Rule Book and Slo Pitch Ontario Association Handbook. Teams are encouraged to have a copy available for download online at [www.racentre.com/softball](http://www.racentre.com/softball).

## **3. Playing Personnel**

3.1 All players must be registered members of the League.

3.2 All players must be eighteen (18) years of age as of December 31 of the current year. Exceptions may be considered by the RA League Management.

3.3 All players must be registered on or before the 1st game of the current playing year. Register on-line at [www.racentre.com/ra-sportsleagues-registration](http://www.racentre.com/ra-sportsleagues-registration) (*See rule 4.7 re. Spares.*)

3.4 Teams using ineligible players will automatically lose, without right of appeal, two points in the standings for any game in which an ineligible player has appeared, and the scoring records of this team will be stricken from league records; (With the exception of any disciplinary action required.) If the game is a Playoff game, the offending team will lose the game.

3.5 The RA requires that any player who is pregnant gain approval from their physician to play in the league before they participate. The player is obligated to provide a certificate of consent from their medical doctor to the RA League Management prior to the player's participation.

3.6 Players cannot play for two or more teams within the same division (*House Rule 1.f the exception*).

3.7 Players are encouraged not to play down a level(s), eg. A to B, to C, etc. within a designated colour code. RA League Management reserves the right to determine player eligibility.



## 4. Player/Team Registration

4.1 Official roster, containing the names, addresses and phone numbers of all players (full time or designated spares), MUST be completed on-line at [www.racentre.com/ra-sportsleagues-registration](http://www.racentre.com/ra-sportsleagues-registration) before the FIRST LEAGUE GAME. LATE roster submissions are subject to a loss of two points for every game that it is late. Team Managers should notify all players who are being released at least 7 days in advance of this date to permit such players to try out for another team.

**Players must register online via the following link: <https://www.racentre.com/ra-sportsleagues-registration>**

This is a requirement for the RA to secure Player Informed Consent. Players who do not complete this registration process may be considered ineligible and forfeit any right of suit against the RA.

As well, those players who fail to register on-line will receive no consideration regarding RA membership status, or player eligibility status. Team managers are responsible to ensure their players have registered online with the RA.

4.2 Teams may sign a total of 25 players of which a maximum of only 14 may dress per game.

4.3 New players signed as of June 1st must be approved by the RA League Management prior to joining the team. Teams may sign new players up to June 15 of the current playing year.

4.4 Players who cannot play for the balance of the season may be replaced on a one-to-one basis subject to approval by the RA League Management. No team will be allowed to bring on a replacement player with four (4) or less games remaining in the regular season. Injuries should be reported to the League ASAP. The League reserves the right to determine eligibility status.

4.5 Any team who does not have the required number of players registered to meet RA League Guidelines, risk forfeiture of any/all games, eg loss of any points accumulated throughout the season.

Teams whose players have failed to register online with the RA will have those players deemed ineligible for playoff participation. Teams risk forfeiture of any/all games, including playoffs.

4.6 Any team who does not comply to the payment schedule may be subject to suspension for the balance of the season.

4.7 'Spares' (see rule 8.1)

4.8 Jewellery judged by the game official/umpire(s) as a minimal risk to a player or players' safety may be allowed to be worn and/or visible. The umpire may rule against players wearing jewellery. **Umpire's judgement will be final.**

NOTE: It is strongly recommended that jewellery not be worn in any play. If worn, each player is solely responsible for any injury/damage that may be caused by this jewellery. The umpire may have any player remove any jewellery or equipment that he/she deems dangerous.

## 5. Pre-Season Manager's Meeting

5.1 Prior to the start of the playing season, a general meeting of all team representatives may be called at the discretion of the League Management.

5.2 Each year, managers are welcome to present suggested changes to the League Guidelines. RA League Management has the responsibility to consider all suggestions and report to team managers prior to the start of the regular season any amended changes.

5.3 The RA attempts to place teams in a level of similar calibre. However, this may not be possible. We reserve all rights to move teams up or down a level(s) in an attempt at fair and reasonable placement.



## 6. Game Procedures

**SLO-PITCH and 3-PITCH DIVISIONS REFER TO RESPECTIVE LEAGUE "HOUSE GUIDELINES/RULES"**

**GAME CANCELLATIONS: No news is good news!** Only games that are cancelled will be posted. If there are no updates, all games are as scheduled.

6.1 RESCHEDULING GAMES – The RA discourages the rescheduling of games, see 7.3 Team Responsibilities. Teams wishing to reschedule or change games for a very legitimate reason must notify the divisional commissioner or League Management who will in turn attempt to contact the appropriate teams involved. Where the division does not have a divisional commissioner, the team(s) wanting the game changed shall be responsible to make the necessary calls to see if a change is possible. All changes to the schedule must be cleared through the League Management 48 hours, prior to the affected game.

If a game is going to be changed, the following responsibilities fall on the team looking to make the change:

- a) they must contact the opposing team for their consent. Consent is not obligatory.
- b) If it is a 'middle' game change, the team requesting the change must fill in the vacant time to prevent a hole in the schedule. If this is not possible, the game will be forfeited outright. (Due to contractual obligations, the RA must pay for umpire(s) in circumstances where there is the gap between the early and late games).
- c) Regardless, if a team agrees to change, should the League not be able to replay the rescheduled game for whatever reason(s), the team originally requesting the change will be assessed the forfeit. (Forfeit scores are 7 - 0).
- d) Game changes should be looked upon as a last resort.

6.2 Although regular game procedures (under Softball Canada guidelines) allow for 10 players on the field at one time, teams shall be allowed to commence, or finish a game (injury only), with a minimum of 8 players. Female/Male ratios still apply. (See *House Rules #2*.) The 15-minute grace period as outlined in 6.4 below, shall now apply when a team has only 7 players at the scheduled start time. If both teams have 8 players apiece, the game shall commence as per scheduled time.

6.3. The RA does not require teams to wear uniforms. The wearing of jeans or shorts is discouraged, however, as an association whose leagues are based on a philosophy of participation, there is no rule to forbid the wearing of these articles of clothing.

6.4 All games will begin at the scheduled start time. Teams will be allowed a 15-minute grace beginning at the scheduled time of the game. The 75-minute time limit for Slo-Pitch and 3-Pitch will begin at the scheduled time of the game unless the start time is delayed beyond the control of the teams, (eg. unfit diamond, no lighting, officials late, previous game running late, etc.). In such cases the 75-minute time limit will begin at the completion of the pre-game meeting at home plate. The fifteen-minute grace period is from the start of the scheduled game time ie. 6:30, 7:45 etc. and NOT from the time the last game finished and the next game would start.

6.5 No new inning will start after 70 minutes, provided the games started on time. This is to be adjusted if a game is started late due to uncontrollable circumstances. **Note: It is recommended that the team representatives synchronize their watches with the umpire and formally acknowledge the "start time" & "no new inning shall commence after" \_\_\_\_\_ time, especially when a game is started late. (Record start time on score sheet.)**

6.6 Any team who cannot field the required number of players after the 15-minute grace period will lose the game by default.

6.7 Game is complete if 7-innings have been played; (6 1/2 innings if Home team is leading.) (See rule 8.4.6) Games called due to rain, lightning, etc. shall be considered complete if one-hour, or four (4) or more innings have been played; 3 1/2 if Home is team is leading. \*Under exceptional circumstances, a game may be considered complete regardless of the number of innings completed.

**MERCY RULE:** Game is complete if any team is leading by 15+ runs after 5-innings.



6.8 Forfeits: Teams defaulting or forfeiting three regular season games will not be allowed to participate in the playoffs and will be subject to suspension for the balance of the season. The team which defaults or forfeits will not receive credit for games played for its players regardless of who may have shown up. \*The winning team through default will be credited with a game played for its players. \*Spares excepted.

6.9 Batting order: If a team loses track of what batter is due up in the order, they will be issued an automatic out, and the last female batter out shall proceed to immediately bat.

6.9.1 Honour rule: If an umpire is not present, teams may agree to play and count the game as legitimate.

## **7. Team Responsibilities**

7.1 The Home team (right-hand side of schedule) is required to pick-up and sign-out the game ball at the East Member Services Desk before each game. The Home team is also required to provide a back-up ball in reasonable condition. The umpire's judgement will determine if the back-up ball is fit for the game.

7.2 Slo-Pitch, 3-Pitch: **ALL** teams must hand-in or email the score sheet from each game. The score sheet must include both teams' names, division, date, field number, first and last names of the players, the score clearly indicated, the umpire's signature and any protest or game reports. Scores not reported may be recorded as 0-0 losses for both teams.

7.2.1 Teams should confer on the score after each 1/2 inning and resolve any discrepancy prior to resuming play. If no agreement is reached and different scores are claimed, the league may issue automatic forfeit losses to both teams.

7.2.2 The league will not 'chase' teams to hand in their score sheets. However, if game sheets are required to determine how many games a player has played, only those sheets the league has on record, will be used to credit a player.

7.3 As a general rule, the League does not reschedule games. All game change requests must be submitted to the RA League Management, in writing, 48 hours prior to the change. All agreed upon game changes **MUST** be approved by RA League Management prior to their occurrence.

7.4 Metal cleats are not permitted in any Slo-Pitch Division, 3-Pitch Division(s). Metal pitching toes are O.K. in any division.

7.5 Teams are responsible to track the number of games played for their players. The RA will levy a \$100.00 administration fee if requested to verify player eligibility; an additional \$25.00 per extra player request.

**7.6 Drinking alcohol is forbidden in all unlicensed areas of RA property. eg. parking lots, dugouts, fields etc. Teams risk suspension and or expulsion if caught in violation.**

1st Report: Team warning. 2nd Report: One (1) game suspension to Team Manager(s) and a loss of 2 points in the standings. 3rd Report: The team is suspended from the League.

7.7 As of January 1, 2016, the RA property is smoke free. Tobacco and smoking products of any kind are not permitted to be used inside RA facilities or on RA properties at any time.

7.8 Team representatives are responsible to ensure their players are aware and knowledgeable of all RA League rules and guidelines.

7.9 The League strongly recommends that players wear protective gear, eg. helmets, and facial mask for pitchers.



## 8. Playoffs

### The League reserves the right to modify its playoff formats.

8.1 Players must participate in one-quarter of the scheduled regular season games to be eligible for the playoffs, 3 games. Participate means to assume a defensive position for a full inning and have a minimum of one at-bat. Proven injuries will be dealt with by the League Management at which time the eligibility rule may be waived.

8.2 Unless otherwise determined by RA League Management; the number of teams making the playoffs in each division is as follows: divisions with eight (8) or nine (9) teams or more will have six (6) teams qualifying for the playoffs; divisions with six (6) or seven (7) teams will have four (4) teams qualifying for the playoffs. Divisions with less than six (6) teams will have three (3) teams in the playoffs,

8.3 The playoff format will be as follows:

8.3.1 **Six team playoff** quarter final 6th vs 1st 5th vs 2nd 4th vs 3rd

Highest placed team surviving quarter-final round will get a bye into the finals. Semi-finals will include two other lowest placed teams surviving quarter-final round.

8.3.2 **Four team playoff** semi-final 4th vs 1st 3rd vs 2nd

8.3.3 **Three team playoff** semi-final 3rd vs 2nd final winner vs 1st

All Playoff games shall consist of seven (7) innings. In the event of a tie after 7 innings, the international tie-breaker rule will take effect as of the 8th inning. **\*MERCY RULE: Teams leading by 15 runs or more after 5-innings shall be declared the winner via mercy.**

8.3.4. The RA reserves the right to amend Playoff formats.

8.4 Ties for Final standings will be broken in the following manner:

- 1) most wins;
- 2) least losses;
- 3) most ties;
- 4) record between tied teams;
- b. RF/RA differential in game(s) played between tied teams.
- 5) record vs 1st place team, including RF/RA differential. In a case of a three (or more) way tie, where #5 eliminates one team, revert back to 8.4.1.
- 6) RF/RA differential. RF/RA accumulated in another division will count. *\*No allowance for additional playing time will be given should the home team be winning at the expiration of allotted time, or has taken the lead in the last inning, and/or 7 innings have been played.*
- 7) winner of 1 game, sudden-death tiebreaker.

8.5 All teams are encouraged to have a copy of their roster available at each game. In the case of any disputes, the RA registration list (based on individual player registration <http://www.racentre.com/ra-sportsleagues-registration>) will be the official version.

If requested, any/all players must provide valid photo identifications (I.D.) to verify their claim to be on the roster and participate in a Playoff game. If a player is unable to do this, the game may be placed under protest per Bylaw 10.

The team protesting should note the description of any player they have concerns about and record as much information about the player(s) as possible, eg physical appearance, what position they were playing, what they were wearing, name, if you can get it, etc. You can ask the game umpire to verify the information.

If you believe a person is ineligible, you may inform the umpire that you are putting the game under protest, per league rules, 10. Protests, and follow the guidelines of those protest rules. Please know that even if the game is played under protest, the game will continue to be played as normal, and the protest will be reviewed later.



8.6 Playoff mercy rule for divisions; **\*MERCY RULE: Teams leading by 15 runs or more after 5-innings shall be declared the winner via mercy.** \* See House Rule for any specific League differences.

8.7 All players must have a valid piece of identification on them at all games and must produce ID if requested by the opposing team manager and/or umpire. Failure to produce a valid ID may result in the game being played under protest.

## 9. Rainouts

No one controls the weather! The RA attempts to reschedule rainout games. Due to weather and/or other scheduling considerations, games may not be rescheduled. No reimbursements for non-rescheduled games will be provided.

RA League Management is responsible to determine if games will be played up to 4:30 pm on game days. After that time, Umpires are responsible for the decision to play or not. All efforts will be made to update the Rainout line ASAP. Players are asked to call the RA RAINOUT LINE AT 613-736-6220. Rainouts may be posted on the RA Sports Leagues website at [www.rasportsleagues.com](http://www.rasportsleagues.com) or by calling the rainout line at 613-733-5100 ext.198 Updates will also be posted on Facebook [www.facebook.com/RACentreOttawa](http://www.facebook.com/RACentreOttawa) and twitter (@RASportsLeagues). After 4:30 pm, the umpires are responsible for deciding if the games are played or not.

Rained-out games are generally tacked on at the end of the regular season. It is not always possible to play them at the times/diamonds they were originally scheduled. It may also be necessary to play double-headers to make up the rainouts, and/or play on alternate nights than normal.

## 10. Protests

10.1 Per Softball Canada rule book. If the team(s) fails to protest with the umpire(s) prior to the next pitch, the League will NOT accept the protest(s) for review.

10.2 All protest appeals must be submitted verbally or in writing by noon the next business day, and in writing to RA League Management within 24 hours of the incident and must be accompanied by a \$100.00 deposit which will be refunded should the protest appeal be upheld. If the protest deals with player eligibility, then the \$100.00 deposit will cover the protest of one player. Any additional player eligibility protest must be accompanied by an extra \$25.00 per player being protested. The protest will be adjudicated by RA League Management. Protests of judgement calls will not be permitted. A written reply of the decision of the protest appeal will be made within one week of the submission. *(See Bylaw 1.1, 1.2 and 1.3; Team Responsibilities 7.5.)*

10.3 In the event a protest review or decision cannot be made prior to the next League/Playoff game, RA League Management reserves the right to determine the playing status of any individual who may be involved in a protest.

## 11. Suspensions

11.1 Team personnel who conduct themselves in an unsportsmanlike manner on, or off, the field / while on RA premises shall be subject to disciplinary action by RA League Management. Teams discovered utilizing suspended / ineligible players shall be issued an automatic forfeit.

11.2 The RA Softball League Disciplinary Guidelines shall be used when disciplinary action is warranted. In an effort to standardize the disciplinary judgements made by RA League Management the following guidelines will be used. RA League Management reserves the right to deviate from these guidelines should the severity of an incident, or circumstances, warrant. Case by case basis.

11.2.1 Any incident which results in an ejection from a game should be noted on the score sheet(s) and reported to the League Management.

All ejections brought to the League's attention will be reviewed to determine if any further disciplinary action is required.



The game official(s) should advise the RA League Management by noon the following day of all incidents that may require further action. A written description of the incident should be forwarded to the League Management: (e) [mfish@racentre.com](mailto:mfish@racentre.com) within 24 hours of the game.

Team representatives should also submit to RA League Management (within 24 hours) a written account of any incident that takes place in any of their games.

Team representatives are encouraged to record game ejections on their scoresheet and submit same to RA League Management even if the game official fails to do so.

11.2.2 RA League Management reserves the right to suspend any League participant during the season for their actions while on RA premises. Under exceptional circumstances, suspensions may occur for actions/conduct outside of the RA, eg. social media.

11.2.3 Any League participant who is ejected from a league game shall be subject to further disciplinary action.

Any League participant who is ejected and / or suspended twice in one season will automatically receive an additional one game suspension above the value of any subsequent, or second, suspension.

Any League participant who is ejected and / or suspended three times in one season will be suspended from the League for the balance of the season and may be subject to indefinite League suspension.

11.2.4 Any League participant who verbally abuses an umpire, another participant, spectator, or League Official will receive a minimum two games suspension. Abuse can be defined as, but not exclusive to: using profane or vulgar language; derogatory, racist, sexist, inappropriate words or obscene gestures; intimidation, etc. Depending on the severity of the incident, further suspension or expulsion from the League may occur.

11.2.5 An immediate and indefinite suspension of all league privileges shall be levied to any League participant who physically abuses/ contacts/ or threatens to physically abuse an umpire, another participant, spectator, or League Official. Depending on the severity of the incident, the length of suspension will range from three (3) games to indefinite expulsion from the League.

11.2.6 RA League Management reserves the right to add or delete from the above guidelines at our discretion.

11.2.7 In the event the identity of the offending party is unable to be determined, the League may issue a suspension to the team representative(s) in lieu of.

## 12. Social Media

RA Sports Leagues participants are encouraged to share, discuss, and promote their affiliation with the RA through social media. Players are reminded that as an active participant in the RA community they have agreed to the principles of the Members' Code of Ethics located herein.

Should a player/participant use social media to defame, verbally assault, embarrass, post vulgar, abusive, or harassing remarks regarding RA members, participants, employees, volunteers, or property, the player/participant would be considered contravening the aforementioned Code of Conduct, and appropriate disciplinary action will be taken, including suspension and/or the possibility of legal action.

**Slo-Pitch Divisions:** Mondays: Division B to Division E; Tuesdays: Division B to Division E; Wednesdays: Division B to Division E; Thursdays Slo Pitch and 3-Pitch: Division B, Division C. and Division C

**Game Times:** (*Subject to change.*) Mondays to Thursdays: 6:00pm; 6:30pm; 7:15pm; 7:45pm; 8:30pm; 9:00pm; 9:45pm; Fridays: 6:30pm, 7:45pm and 9:00pm; Sundays: 5:30pm, 6:45pm and 8:00pm

**Pitching Style:** Pitching style is underhand and the pitch must have a 6 to 12-foot arc. An additional black mat is part of the home plate. 12" ball is used. If a legal pitch hits any part of the home plate or black mat, it is a strike.

1. a. Minimum number of players to avoid a "Forfeit" is 8, [no more than 5 males, and no less than 3 females.] 9th spot in batting order is automatic out if only 8 players are present to play/bat defensively.

b. Maximum # of players on the field defensively per team at any one time is 10.



c. The maximum and minimum # of males and females allowed on the field at one time is as follows:

maximum # of males = 6; minimum # of males = 3; minimum # of females = 3; maximum # females = 6

d. If a team commences the game with less than the MAXIMUM allowable players (8 or 9), and a player or players arrive late, the insertion of the player(s) should be as follows:

Offensively the player would be inserted at the bottom of the batting order. The insertion of a defensive player cannot take place in the middle of an opposing players at-bat. The game shall not be interrupted for a late player to be inserted into the line up or onto the field. **A late-arriving player must play a minimum of one inning in the defense before they can bat.**

e. Be aware that in the event a team shows up to play with eight (8) players defensively, the ninth (9th) position is an automatic out and the tenth (10th) spot is not. If a team has nine (9) players defensively, the tenth (10th) spot is not an out. If both teams have at least eight (8) players apiece, the game shall commence as scheduled. (See RA By-law 6.1)

f. Teams may "lend" players to the opposition to validate a game. The opposition is NOT obligated to accept the loaned player(s), however if they do, the game result shall stand. The "borrowing" of players from other teams not involved in your game is NOT allowed.

g. If for any reason (eg. ejection, injury), a team reduces to 7 players, then that team will automatically forfeit the game.

h. If a team has four (4) females capable of playing, they must all play defense simultaneously. Teams cannot hold a female or player off the field to play with only 3 females and/or 9 players.

2. The batting order shall alternate male/female; or female/male etc. At no time can two of the same gender bat back-to-back.

3. Everyone on game roster sheet must bat in regular order. They must also play in a defensive position a minimum of once in the game, (3 outs per side) to claim eligibility. (See League Bylaw 1.3.) Cannot circumvent Rule 1.h. Teams cannot purposely sit a player to play with only 9 defensively.

4. If a batter is walked on four straight balls, WITH NO STRIKES, they shall advance to 2nd base automatically. Batter must touch first base before continuing to second base. The following batter shall have the option of batting or accepting a walk.

5. The double base will be used. Batters must touch the orange side of the base in "Foul Territory" unless there is no play at first. The defensive player must touch the white side of the base, in "Fair Territory".

6. An additional portion will be added to home plate. If a legal pitch hits any part of this addition, it will be considered a strike. If the ball hits the regular home plate (white portion), it will be called a strike.

7. A FORCE PLAY AT HOME PLATE shall follow these guidelines:

- The catcher must be in contact with the white part of the plate only.

- The base runner cannot touch either the white or the black portion of the plate. If they do, they are OUT.

- The base runner should make every effort to stay far enough from home plate and the catcher to avoid collisions.

8. A 20 foot "COMMITMENT LINE" will be used on the third base line. Once a runner crosses this line, they are committed to continue to home plate - they cannot turn back and return to third base. The play at home shall be a force play with the following exception:

If the throw to home is well off the plate (along the third base line side) and the catcher cannot return safely to the plate without causing a collision, the catcher may tag the runner out. The umpire has authority to make discretionary call. Every effort should be made to use the plate and the force play at home, **not** the tag play.

NOTE: If the throw to home is up the first base line, the catcher must return to home plate for the force play.

**The purpose of using a commitment line and avoiding a tag play whenever possible is to maintain safe play and avoid collisions & injuries. AVOID THE TAG PLAY.**

9. Base stealing is NOT allowed. Anticipation step - IS ALLOWED.

10. The pitching distance shall remain at 46 feet, or at the discretion of the facility operators based on the diamond dimensions, rather than the 50 feet that is now the standard distance as per Slo-Pitch Ontario rules. Pitchers may pitch from the white rubber, or back 10 feet from the rubber. Pitchers must be on a 'designated straight line' to the



home plate. 'Designated straight line' will ultimately be determined by the umpire, and the Umpire's judgment will be final. **If the Batter hits the pitcher, batter is out. Runners do not advance.**

In addition to being hit by a batted ball, if the pitcher is required to make a sudden attempt to avoid being hit by a batted ball, the batter is automatically out, and runners may not advance.

\*The ball must be near enough to the pitcher and traveling at a speed that could reasonably cause significant injury, to warrant a 'sudden attempt' to avoid it; e.g. within inches to less than a foot.

If the batted ball is over a foot or more away from the pitcher's body, it's a fair ball.

\*\* 'Sudden attempt' may include, but not limited to: ducking, diving, scrunching their body in a protective manner.

\*\*\* 'Significant injury' is determined by, but not limited to: broken body parts; internal injury; heavy bruising, etc.

**Umpire's judgment is final!!**

**Any player/participant who argues the umpire's decision will be ejected immediately and the umpire will also have the right to forfeit the game.**

**Any/all ejected player(s) will be subject to a minimum of one (1) game suspension.**

#### **11. HOME RUN RULE**

Only 1 (one) Home run per team per inning shall be allowed. All other balls hit over the fence in fair territory will be automatic OUTS. The runners will NOT advance. The play is dead.

NOTE: For the purposes of the homerun rule, a homerun shall be any ball hit over the outfield fence in fair territory. If it is tipped by a defensive player's glove or body on the way over the fence, it will be a four-base award and not count against the home run rule. Teams may choose the "Walk-off" option on a homerun. The maximum home runs per inning will still be one (1).

A ball that makes contact first with the field and then bounces/clears the fence shall be declared a ground rule double. The League reserves the right to re-institute the Designated home-run hitter rule if deemed necessary.

12. **COURTESY RUNNER RULE** A maximum of three courtesy runners per team shall be allowed per game. The courtesy runner must be of the same gender as the batter-base runner that they are running for and should be the last out or the player of the same gender/ preceding them in the batting order who is not on base themselves. **Once the batter has made it safely to base**, 'time' may be called and the courtesy runner can be inserted. If the courtesy runner is on base & their at-bat comes due, it shall be an out unless another courtesy runner is available to be inserted.

13. Metal cleats are NOT allowed in any division.

14. It is strongly recommended that batting helmets be worn by both batters and batter base runners.

15. All infielders must be in line with the basepaths until ball is contacted by the batter. Outfielders, including the Rover, must remain outside the 'grass line' until the ball is contacted by the batter.

16. **ALL teams will be responsible for handing in their scoresheets after every game.**

17. The time limit of games is: 75-minutes. Synchronize your watches with the Umpire at the home plate meeting.

a) A new inning can be started up to the 70th minute of your game.

b) If, after 60-minutes of play the umpire calls "last inning" and that inning finishes and there is still **more than 5-minutes** left on the clock, the umpire should start a new inning provided less than 7-innings have been played **and the score is within 7 runs**. However, if another inning is started after the 'last inning', a maximum of 7-runs per inning comes back into effect.



Keeping 17 (a) and (b) in mind - If, after 'last inning' has been played and less than 7-innings have been played and another inning is added, the following is in effect: If the Visitors is leading and are due to bat and they go up by 8 or more runs, the game is over; (the Home team can only score a max. of 7 runs).

Keeping 17 (a) and (b) in mind – If, after 'last inning' has been played and less than 7-innings have been played and another inning is added, the following is in effect: If the Home team is leading and due to bat, the game is over.

18. Mercy rule: **Team leading by 15 runs or more after 5-innings shall be declared the winner via mercy.**

19. Sliding is allowed but reasonable caution should be used. Umpire has discretion to disallow sliding.

20. Rainouts - RA League Management is responsible to determine if games will be played up to 4:30 pm on game days. After that time the Umpires are responsible for that decision. All efforts will be made to update the Rainout line ASAP, 613 733-5100 ext.220. Players are asked to call the RA RAINOUT LINE AT 613-736-6220. (See *Softball League By-Laws rule #9.*) Twitter: @RASportsLeagues, Facebook: /RACentreOttawa

21. **PLAYOFFS** A player must have played in 3 regular season games to be eligible for Playoff participation. Players' eligibility rules (see *bylaw 8.1*).

21. a) Any team leading by 15-runs or more after 5 completed innings shall be declared the winner via mercy.

## Coed 3-Pitch League

3-Pitch Divisions: Thursdays: Division B and/or C

Game Times: 6:00pm; 6:30pm; 7:15pm; 7:45pm, 8:30pm; 9:00pm; 9:45pm (*Subject to change.*)

1. In reference to League By-Laws 8.1: Teams have agreed to waive a minimum number of games a player is required to play for Playoffs eligibility.

2. a. Minimum number of players to avoid a "Forfeit" is 8, (no more than 5 males, and no less than 3 females.)

b. Maximum # of players on the field at any one time is 10.

c. Defensively, the maximum and minimum # of males and females allowed on the field at one time is as follows:

maximum # of males = 6

minimum # males = 3

maximum # of females = 6

minimum # females = 3

d. If a team commences the game with less than the MAXIMUM allowable players (8 or 9), and a player or players arrive late, the insertion of the player(s) should be as follows:

Offensively the player would be inserted at the bottom of the batting order. The insertion of a defensive player cannot take place in the middle of an opposing players at bat. The game shall not be interrupted for a late player to be inserted into the line up or onto the field.

e. Be aware that in the event a team shows up to play with eight (8) players defensively the ninth (9th) position is an automatic out and the tenth (10th) spot is not. If you have nine (9) players defensively the tenth (10th) spot is not an out. If both teams have at least eight (8) players apiece the game shall commence as scheduled (see RA By-law 6.1).

f. Teams may "lend" players to the opposition to validate a game. The opposition is NOT obligated to accept the loaned player(s), however if they do, the game result shall stand. The "borrowing" of players from other teams not involved in your game is NOT allowed.

g. If for any reason (eg. ejection, injury), a team reduces to 7 players, then that team will automatically forfeit the game.

h. If a team has 4 females capable of playing, they must all play defense simultaneously. Teams cannot hold a player off the field in order to play with only 9 players.

3. At no time can more than two males bat back-to-back. Teams must follow their designated batting order and cannot deviate from it, for that game.

4. Everyone on game roster sheet must bat. They must also play in a defensive position a minimum of once in the game, (3 outs per side). See League Bylaw 1.3. Cannot circumvent Rule 2.h.



5. The double base will be used. Batters must touch the orange side of the base in "Foul Territory" unless there is no play at first. The defensive player must touch the white side of the base in "Fair Territory".

6. A force play at home plate shall follow these guidelines:

- The catcher must be on the white part of the plate only.
- The base runner cannot touch the white plate. If they do, they are OUT.
- The base runner should make every effort to stay far enough from home plate and the catcher to avoid collisions.

7. A 20 foot "COMMITMENT LINE" will be used on the third base line. Once a runner crosses this line they are committed to continue to home plate - they cannot turn back and return to third. The play at home shall be a force play with the following exception:

- If the throw to home is well off the plate (along the third base line side) and the catcher cannot return safely to the plate without causing a collision, the catcher may tag the runner out. Every effort should be made to use the home plate and the force play at home, not the tag play.

NOTE: If the throw to home is up the first base line the catcher must return to home plate for the force play.

- The purpose of using a commitment line and a force play at home whenever possible is to maintain safe play and avoid collisions & injuries. AVOID THE TAG PLAY.

8. Base stealing is NOT allowed. Base runners can use an anticipation step.

9. The pitching distance shall remain at 46 feet, or at the discretion of the facility operators based on the diamond dimensions, rather than the 50 feet that is now the standard distance as per Slo-Pitch Ontario rules. Pitchers may pitch from the white rubber, back 10 feet. Pitchers must be on a 'designated straight line' to the home plate.

'Designated straight line' will ultimately be determined by the umpire, and the Umpire's judgment will be final. If the Batter hits the pitcher, batter is out. Runners do not advance. The umpire's judgement will be final.

In addition to being hit by a batted ball, if the pitcher is required to make a sudden attempt to avoid being hit by a batted ball, the batter is automatically out, and runners may not advance.

\*The ball must be near enough to the pitcher and traveling at a speed that could reasonably cause significant injury, to warrant a 'sudden attempt' to avoid it; e.g. within inches to less than a foot.

If the batted ball is over a foot or more away from the pitcher's body, it's a fair ball.

\*\* 'Sudden attempt' may include, but not limited to: ducking, diving, scrunching their body in a protective manner.

\*\*\* 'Significant injury' is determined by, but not limited to: broken body parts; internal injury; heavy bruising, etc.

**Umpire's judgment is final!!**

**Any player/participant who argues the umpire's decision will be ejected immediately and the umpire will also have the right to forfeit the game.**

**Any/all ejected player(s) will be subject to a minimum of one (1) game suspension.**

10. The pitcher MUST try to avoid any obstruction or interference with a batted ball or a fielder making a play on the ball. The umpire's judgement will be final.

11. To stop play on a fair batted ball the ball must go from an infielder to the pitcher.

## 12. **HOME RUN RULE**

Only 1 (one) Home run per team per inning shall be allowed. All other balls hit over the fence in fair territory will be automatic OUTS. The runners will NOT advance. The play is dead.

NOTE: A home run shall be any ball hit over the outfield fence in fair territory. If it is tipped by a defensive player's glove or body on the way over the fence it will be four-base award and not count against the home run rule. Teams may choose the "Walk off" option on a homerun. The maximum home runs per inning will still be one.



A ball that makes contact first with the field and then bounces/clears the fence shall be declared a ground rule double. The League reserves the right to re-institute the Designated home run hitter rule if deemed necessary.

13. **COURTESY RUNNER RULE** A maximum of three (3) courtesy runners per team shall be allowed per game. The courtesy runner must be of the same gender as the batter-base runner that they are running for and should be the last out or the player of the same gender preceding them in the batting order who is not on base themselves. Once the batter has made it safely to base, 'time' may be called, and the courtesy runner can be inserted. If the courtesy runner is on base & their at-bat comes due, it shall be an out unless another courtesy runner is available to be inserted.

14. The maximum run per inning rule will be: A limit of 7 runs per team per inning from innings 1 through 6. The 7th inning or last inning as declared by the umpire will be unlimited in the number of runs a team can score.

15. The time limit of games is: 75 minutes. Synchronize your watches with the Umpire at the Home plate meeting prior to the game.

a) A new inning can be started up to the **70th minute** of your game.

b) If, **after 60-minutes of play**, the umpire calls "last inning" and that inning finishes and there is still **more than 5-minutes** left on the clock, the umpire should start a new inning provided less than 7-innings have been played **and the score is within 7 runs**.

However, if another inning is started, a maximum of 7-runs per inning comes back into effect.

16. Metal cleats are NOT allowed in any division.

17. It is strongly recommended that batting helmets be worn by both batters and batter base runners.

18. The Rover / outfielders cannot come into the infield, nor can the infielders go past the baselines (toward home plate) when a batter comes to bat until contact with the ball has been made. All infielders must be in line with the basepaths until ball is contacted by the batter. Outfielders, including the Rover, must remain outside the 'grass line' until the ball is contacted by the batter.

19. ALL teams will be responsible for handing in their scoresheets after every game. Use sportsleagues.co

20. Rainouts - RA League Management is responsible to determine if games will be played up to 4:30 pm on game days. After that time the Umpires are responsible for that decision. All efforts will be made to update the Rainout line ASAP. Players are asked to call the RA RAINOUT LINE AT 613-736-6220 and check Twitter:

@RASportsLeagues, Facebook: /RACentreOttawa. (See Softball League By-Laws rule #9.)

21. PLAYOFFS: A player must have played in 3 regular season games to be eligible for Playoff participation. Player eligibility rules see bylaw 8.1.

**Note: The 3-Pitch divisions are governed by the "RA SOFTBALL LEAGUE RULES AND GUIDELINES" as well as the "House Rules & Regulations".**