

ECRSA - Rules and Regulations – June 2011

General Rules

1. Softball Nova Scotia playing rules, where not inconsistent with the League's Rules of Play, shall be used so far as applicable during all League games.
2. This is a co-ed league and there are no gender specific rules.

Field play

Game times and cancellations

3. An Umpire must be present for a game to begin.
4. Field closures due to weather will be called by Halifax Regional Municipality (490-7100 or http://www.halifax.ca/recreation/field_conditions.asp)
5. Cancellations of games due to weather where the fields have not been closed by HRM will be called by either the commission or the umpire
6. Scheduled games shall be ninety (90) long. There is no warm up, grace period or extensions given for the start of games. Start time is game time. Games are up to 7 innings.
7. At the sixty-five (65) minutes mark of a game, teams are to finish the inning that they are playing, and declare the next inning the final and open inning.
8. No on-diamond warm up time will be permitted if a game is scheduled to start within ten (10) minutes, or at the discretion of the officiating Umpire.

Players

9. A team must have a minimum of seven (7) full members ready to start a game at its scheduled time.
- 10. Regular Players who arrive late for the start of the game may be entered into the game at the discretion of the opposing Team Captain(s) and Umpire until the maximum number of players to field a complete team of ten (10) players has been reached. Spare players who were added the lineup (to make 10 players) are not to be dismissed with the addition of the late player.**
11. Late Regular Season Players should be put at the bottom of the batting order and must be entered by the top of the fourth inning.

12. If the team fails to have seven (7) full members to start a game ten minutes after its scheduled time, it will forfeit the game by a score of 15-0. At this point, Team Captains may agree to play a game strictly for recreation.
13. **When creating the Batting Lineup for a Game (offensive play), Team Captains may elect to either let all players bat in the lineup for the game, or to make up a batting line-up of 10 players and substitute players in and out of the line-up by the top of the fourth inning.**
 - **If Team Captains elect to make a complete lineup of all players, and a player is injured and removed/taken out of the game, the team will not get an automatic out when this player comes up in the batting order.**
14. All players, including Substitute Players, will play a minimum of three defensive innings per game (i.e. out on the field) and must enter the game by the top of the fourth inning. The exception is if the Mercy Rule is invoked and the game ends anytime after 3 innings.
 - Failure of a Team Captain to comply with this rule may result in a penalty being imposed by the league.

Spare Players

Spare Player is an option for members who require more flexibility (in that they may not be able to consistently attend games) but want to be part of ECRSA. Spare players must be a registered player (has filled out the appropriate forms and paid the associated Spare Fees)

15. Spare player names and contact information will be kept on a general roster and will be contacted by team captains/designates when necessary, however, spare players are ultimately accountable to make Team Captains aware of their availability and desire to play
16. In the event that the Spare Players Roster is exhausted, league members present at the field may be used as spare players in order to avoid a forfeit. Both team captains must agree to the use of any league member and must consider the spirit of fair play and do their best to avoid an advantage with the use of spare players.
17. In the event that a team does not have enough players to field a complete team, Team Captains may select enough Spare Players to bring the playing roster up to the maximum number of ten (10) players for a game (i.e. to field a complete team).
18. Only registered Spare Players may play in Play-off games.
19. A Spare Player may not be removed from a game once started, except in the case of injury.

20. A Spare Player will not be permitted to enter a game once the Umpire has started the game officially, except in the case of injury or with the agreement of the opposing Team Captain.

Replacement of Injured Players

21. **If a player from a team is injured, a Substitute Player may be inserted into that team's line-up in the following order**
- a) **Team mates who are sitting off/out**
 - b) **Spare Players**
 - c) **Players from other teams with the agreement of the opposing Team Captain**
- **Offensively, the Substitute Player must occupy the place in the batting order vacated by the injured player.**
 - **Defensively, the Substitute Player may occupy any position on the field.**
22. Once an injured player has left the game, and a Substitute Player has been recorded as officially entering the game in his/her place, the injured player may not return for the remainder of the game.

Scoring and the Mercy Rule

23. A maximum of five (5) runs per inning will be allowed each team, except for the last inning, which will be an open inning.
24. The Mercy Rule will be set at a fifteen (15) run lead by the end of the 5th inning, and will be recorded as a mercy win. The score is frozen at this time
- i. In the spirit of play, Team Captains/Team may elect to continue play recreationally
 - ii. Standard team rules do not apply to recreational play so teams may be mixed as necessary

Pitching, hitting, running, stealing, and sliding

25. The pitcher must pause with the ball prior to the pitch. Pitcher must deliver the ball in a continuous, underhand motion on the first forward swing of the arm past the hip. 6 – 12 foot arc pitch
26. A **Strike Zone Mat** may be utilized to aid the pitching process; however it does not override the need for an Umpire nor their decisions.
27. **Bunting or chopping down** on the ball is **not allowed** and will result in a dead ball and the batter called out.

28. If a batter throws their bat, a team warning will be issued. After the warning, any team member throwing the bat will be called out, the ball will become dead and all runners will return to their original base.
29. If a player throws anything at the ball to stop it, the play will immediately be called and 2 bases will be awarded to any/all base runners at the time contact was made with the ball.
30. Infield Fly Rule – An automatic out occurs regardless of whether the ball is caught in the following circumstances:
 - If there are runners on 1st and 2nd bases
 - AND if there are 0 or 1 outs recorded in that inning.
31. **Base stealing** is **not allowed**. Runners can leave the base only when the pitched ball is hit.
32. **Sliding is permitted**, but only for the prevention of being out. The safety of a runner and fielder should be the first priority. Unsafe sliders will be called out at the discretion of the umpire.
33. Generally, each team will be allowed only one courtesy runner per inning. The courtesy runner shall be the last player called out. The umpire has the discretion to review all courtesy runner decisions.

Intentional Walks

34. In the spirit of fair play and accessibility, there are no intentional walks and the umpire has the discretion to determine if a walk was intentional.
 - If in the event the umpire determines a walk was intentional, the pitcher shall receive a warning, the intentionally walked batter will be awarded second base and the batter immediately following the walked batter is awarded first base.

Umpires

35. Players are expected to respect the decisions of the Umpire.
36. The Umpire calls the game.
37. A player may be removed from a game should the Umpire deem it necessary to ensure the safety of all involved.

Scheduling Rained Out Games

38. The League Commission will make the final decision on the time of rain-out make-up games and reserves the right to impose deadlines.

39. Make-up games shall be scheduled as soon as possible, and based on HRM Recreation field availability.
40. The Team Captains will agree upon a first and second choice for date and time of make-up game and call this information in to the league's Scheduling Coordinator.
41. The Scheduling Coordinator will book diamond(s) with HRM Recreation and advise Team Captains of the confirmed rain-out game date, time, and diamond location.
42. All rain-out games must be made up prior to any team tournament in order that playoff positions may be determined. Any games not played will not be reflected in the final standings for the tournament seeding.

Regular Season Scoring/Standings Information

43. The Following Abbreviations will be used in standings:
 - GP = Games Played
 - W = Win
 - L = Loss
 - F = Runs For
 - A = Runs Against
 - P = Points
44. Regular Season Points: Two (2) points will be awarded for a win. One (1) point will be given for a tie game.
45. Teams ranked by :
 - Points
 - Head to Head
 - Plus/minus

Tournament

46. Tournament is independent of season play, with exception of points as above.
47. Tournament format will be determined by the Commission year-to-year, and shall be communicated to players by mid-season.
48. Teams will be seeded and schedule will be determined by regular season standings (if necessary).
49. Home advantage for a game shall be determined by the seeding of regular season standings when (a) it is the first game in the tournament for either team, (b) both teams won the previous match to get to a game, or (c) both teams lost the previous match to get to a game. When a team won their previous game, and the opposing

team lost their previous match, home advantage shall be given to the team that won their previous match.

50. There will be no ties during any elimination portion of tournament play. If tied by the end of the game, a runner (player with last out) will be placed on 2nd base and there will be two (2) outs instead of three (3) outs per inning.