



## **2008 C.C.S.A. RULES**

*(Updated 25-Feb-2008)*

***Should these rules be found to be in conflict with the rules plus addendum as stated by the Softball Canada Rule Book, these rules shall take precedence.***

***Note: there may be some repetition.***

Because of the unique nature of our league, certain behaviour and actions will not be tolerated and may, at the discretion of the umpires presiding over the game, result in an automatic ejection and / or suspension as described below. All such ejections or suspensions are reviewable by the C.A.S.E. Committee either (i) upon appeal by parties involved in the incident or (ii) at the discretion of the C.A.S.E. Committee. Upon review, the C.A.S.E. Committee may impose further sanctions.

Actions that result in automatic forfeiture of a game will automatically be reviewed by the C.A.S.E. Committee.

For the purposes of this section, "game" means all events and activities occurring between the time when the first player on the team arrives at the ballpark for a CCSA game and the time when the last player on the team leaves the ballpark.

- i) Umpires will not tolerate dangerous play. Players engaged in such activity will be warned to stop but if in the umpire's judgment it was deliberate and it caused injury, no warning will be given and the persons would be automatically ejected from the game.
- ii) No smoking, alcoholic beverages, or illicit drugs are allowed at any games or activities related to the CCSA. If this is during a game, there will be an automatic ejection.
- iii) Fighting, and any actions that can reasonably be expected to lead to fighting will not be tolerated. Players involved will be ejected from the game and be automatically given a 2 game suspension.
- iv) Swearing, or anything said in spite, excessive anger, any language, any phrase used in vain, or any extreme unsportsmanlike behaviour which could be either interpreted as the intention to swear or as a threat to other players will result in an automatic ejection.
- v) Players who heckle other players will be given one warning and if the heckling continues, the player will be ejected. (e.g., on a fly ball to the outfield, someone shouts at the fielder to drop the ball). That

type of behaviour is unsuitable for our league. We are here to build each other up and not to bring each other down.

- vi) Governors and Coaches are responsible for the behaviour of their teams and their teams' spectators.

- vii) Players are not allowed to make verbal calls of the plays (i.e., safe/out) prior to the umpires making the call. This is rude and can influence the umpire's decision. If any player is found doing so the team is given a warning and the next player on that team to do likewise will be ejected. Since the spectators are the responsibility of the team, any spectators found violating this rule will be warned and if the rule is violated again the team whom the spectator is associated will cause the team to lose sportsmanship points and forfeit their game. If you have any questions for the umpires please tell your coach or governor since only they may direct inquires to the umpires (other than normal appeals during a play).

- viii) All ejected players (Exceptions: ejections due to unintentional infractions such as failing to remove jewellery) may no longer participate in any manner with the softball game, but may continue to be present at the game and participate in the post game activities. However, if players ejected pursuant to this subsection disrupt the game in any manner, the umpire may request the

offender to leave the grounds. If, after giving ample warning, the offender fails to leave the grounds, the game may be stopped and forfeited to the opposing team regardless of score or inning. The final score will be 7-0 on the score sheet.

## Pre-game

- 1.0) ALL games begin with prayer.
- 2.0) Only carded umpires are allowed to be the head umpire for a game. Their assistants may be non-carded, however should be knowledgeable of the rules prior to the game.
- 2.1) Home plate must be umpired by a carded umpire.
- 2.2) An umpiring team must provide a minimum of two carded umpires to each game that they are responsible for. If two carded umpires are unavailable, the umpiring team must provide one carded umpire, and at least two knowledgeable assistants.
- 2.3) Umpires are responsible to umpire the games they are scheduled for, or, if you are unable to umpire a game, it is your responsibility to find suitable replacements for the game (not the league's responsibility). In the case of a rained out or rescheduled game, the umpires are still responsible for the rescheduled game, though it is the scheduled team's responsibility to sufficiently notify the umpires of the rescheduled date. Umpires may use the umpire's directory to contact other umpiring teams.
- 3.0) Minimum number of players to begin a game shall be 9, 3 of which must be female.

- 3.1) Female to Male Ratios will be strictly enforced.

Min. # Of Women	# in Batting Order
3	9-12
4	13-16
5	17-20
6	21-24
7	25-28

- 3.2) If a team has more than 9 players but does not have the minimum 3 women, the team will not be allowed to play and the game will be forfeited to the other team providing they have the proper ratio.

- 3.3) No more than 3 males may bat consecutively.

- 3.4) Substitutions are allowed. If, for example, a team has 17 players but only 3 women, the team will only be allowed to put a maximum of 12 players on the team line-up list, leaving 5 men on the bench. If the team so desires, these 5 men may be introduced later into the game (i.e., after 4 innings) provided that 5 men previously in the line-up list, be removed to keep the maximum number of players to 12. Any substituted players (male or female) may not re-enter the game once substituted for.

EXCEPTION: In the case where an injury occurs, any player of the same sex who was previously substituted for earlier in the game may be re-brought in with the consent of the other team.

NOTE: An injured player taken out of the line-up without a substitution shall not result in

penalty. No outs should ever occur for an injured player. The injured player's turn-at-bat is simply skipped.

However, in the event that the injured player is a female, and the female-male ratio specified in 3.1 & 3.3 is upset:

- a) A batting order for the injured player's line-up spot shall consist of the remaining females in the line-up starting with the female who hits previous to the injured, in the order opposite to that on the current line-up.
- b) Should a female be on base but is either scheduled to hit in this spot or in her normal batting position, she shall be substituted for on the base path, and go up to bat. The substitution shall be the last female who got out.

- 3.5) Substitute runners for injured batters are allowed only after the batter has made it to first base and the play is over. The substitute must be the last out of the same sex. Other injured runners may also be substituted for once the play is over. A maximum of three such substitutions per team per game are allowed. Such injured players need not necessarily be removed from the game (as this is not strictly considered a substitution).

- 3.6) You may not field less than 9 players (with a minimum of 3 females) at any time. Should this occur (even in the case of injury) the game will be forfeited to the other team.

- 4.0) All teams must have uniforms by the date set at the beginning of the season by the CCSA. One run for every player without a full uniform will be deducted automatically from the team's score at the start of the game. A full uniform shall consist of a jersey which is the same for each player (or if jerseys from different years are used, must be as similar as possible to not confuse either team) denoting the team name, with a legible number (different whole Arabic number for each player), the church name (or acronym), and a CCSA patch in a visible location. Patches must be glued or sewn on and must remain visible (not taped or clipped with any kind of a metallic object, e.g., safety pin).

- 5.0) Players will not be allowed to play unless all jewellery is removed. If rings or other jewellery cannot be removed they must be bandaged or taped up properly. Jewellery includes watches, rings, necklaces, earrings, pins, bracelets and all hair accessories that are not made of cloth or elastic. Non-jewellery items such as medical bracelets or other medical devices which have any metal in it will be okay as long as they are taped down, or such as possible to remove threat from protrusions, sharp edges, etc. More stipulations may be necessary due to insurance regulations. After a sufficient warning is enforced, any player caught with any jewellery will be automatically ejected out of the game.

**6.0)** A home team failing to supply the proper full equipment (i.e. 3 bases and 6 spikes) in good condition at the beginning of the game will lose home team status and be deducted one (1) bonus equipment point. If the visiting team is able to substitute or supply the full equipment set, then they will be awarded a bonus equipment point (i.e., if the home team has no spikes available and the visiting team only has one set of spikes, the visiting team will not be rewarded with the bonus equipment point). Even if the visiting team supplies the full equipment set, the original home team still loses home team status and one (1) bonus equipment point. This offence must be noted on the score sheets. If the bases/spikes become loose or damaged during the course of the game, there will be no deduction of bonus equipment points. If a complete set of equipment can not be found at the start of the game, the game will result in forfeiture by the original home team. The scheduled home team will still be required to lead devotions.

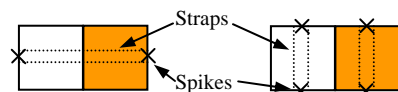
**6.1)** Failure of the home team to provide a new game ball (supplied by CCSA) at the beginning of the game will result in the loss of home team status and the deduction of one (1) bonus equipment point. As a replacement, the best available ball (as judged by the umpires) will be designated as the game ball. The scheduled home team will still be required to lead

devotions. This offence must be noted on the score sheets. If the game ball becomes lost during the course of the game, there will be no deduction of bonus equipment points.

NOTE: Bonus equipment points are tabulated at the end of the season along with bonus points awarded for properly filled in score sheets. Any team can earn up to a maximum of four (4) bonus points by the end of the season, and can not receive less than zero (0) bonus points.

**6.2)** Both second base and third base are to be secured with two spikes each. The two spikes are to be fastened at each end of the strap. The strap for second base should run parallel to the base path between second base and third base. The strap for third base should run parallel to the base path between third base and home plate. It is recommended that two-part spikes be used (not the one-piece T-spikes).

If the safety base at first base has one strap that runs parallel to the length (long side) of the base, then it is sufficient to secure the base with two spikes, one at each end of the strap. However, if the base has two parallel straps that run parallel to the width (short side) of the base, then it is necessary to secure the base with four spikes, two for each strap.



**7.0)** The Home Plate Umpire has the final say on positioning of bases and lines as well as the defining of ground rules pertinent to the playing field.

General criteria to be followed for ground rules: Dead Ball area shall be the area beyond the imaginary extensions of the fences, or where other objects could become an obstruction. Objects such as light poles and trees which are close to the playing field should have fair guidelines to avoid potentially dangerous attempts to field the ball near them while the ball is in flight. Any ball, which hits an object, shall usually be deemed in play and treated as if it has hit the ground.

**8.0)** Teams that do not have the proper equipment or minimum number of players to start a game will be given a 15-minute grace period from the scheduled start time. Teams that still are not ready will forfeit the game to the opposing team provided they have the right number of players and equipment (if Home Team). The final score of a forfeited game will be 7-0, which must be entered on the score sheets and signed by the Umpires and score keeper(s).

If both teams are not ready to play after the 15 minute grace period, the Umpire will not be required to stay any longer and therefore consider the game to be cancelled with no score recorded and no points awarded. The game may or may not be rescheduled depending on the reasons for lack of attendance and the availability of playing

fields. Final decision will be rendered by CCSA. If games are delayed (i.e., previous teams still playing on the field) the Umpire will begin the 15-minute grace period from the time the field becomes available.

Note: It is the responsibility of the Umpire to enforce these rules to ensure the game starts and finishes within the allotted playing time (1:45 after the scheduled start, finish 15 minutes prior to next scheduled game).

## Game Time

**9.0)** A complete game consists of 8 innings. In the event that a game is stopped due to hazardous playing conditions (e.g., rain, lightning, darkness, high winds, hail storm, earthquake, flooding, etc.), 5 completed innings will be considered a complete game (or 4-1/2 in the event that the home team is winning). The Home Plate Umpire has every right to stop a game regardless of score or inning if in the Umpire's judgement the safety of participants (i.e., players and spectators) is in jeopardy. In the event a game is stopped before 5 innings are completed the game will not be considered complete and a rescheduled game, if possible, will be arranged. If playing conditions improve after a stoppage in play, the Umpire may allow play to resume if in the Umpire's judgment, safety will not be jeopardized and the next game on the schedule will not be delayed (i.e., Umpires will stop the game before the next scheduled game begins regardless of score or inning). If a game is stopped (after 5 innings are complete) during an inning and there is no resuming play the final score will be that of the last completed inning. For example, if 6-1/2 innings are played and then stopped, the score of the game will be taken from the last complete inning which would be the 6th inning unless the team 2nd at bat has scored more runs in their half of the 7th inning.

**10.0)** Two rovers will be allowed to field, bringing the total number of defensive players to ten (10) (e.g., 6 men and 4 women) on the field. They may be male or female but if a team uses both rover positions, there must be at least 4 women playing on the field. If a team only has 3 women on the field, only one rover can be used (i.e., 6 men and 3 women, total 9 players).

**10.1)** Infield Line: This line distinguishes the infield and the outfield. Rovers and outfielders cannot be positioned in the infield (e.g., on second base) at the start of play. They must be in the outfield, behind the infield line. They may only come into the infield after the pitched ball is hit. See "Official Dimensions for CCSA Softball Diamonds".

**10.2)** Player's Line: This line is drawn from 1<sup>st</sup> base to 3<sup>rd</sup> base and no fielder with the exception of the pitcher and catcher may be in front of this line until the pitched ball is hit. See "Official Dimensions for CCSA Softball Diamonds."

**10.3)** If the defensive team violates 10.1 or 10.2, obstruction will be called and a delayed dead ball will be signalled.

**10.4)** All fielders must start each play in the same designated spot relative to the other fielders that they started the inning in (i.e., third baseman must be closer to third than the

shortstop, left fielder must be more in left field than the centre fielder, etc.)

**11.0)** Each team is responsible for pitching to themselves. The pitcher must keep one foot on or behind the pitcher's line, which is drawn by the umpire, at all times (minimum distance **30 feet**). The pitcher must be within 1 m either side of the imaginary line from home plate to second. Any batted ball which hits the pitcher before any fielder has had a chance to play shall be declared an out. The pitcher must also make a concerted effort to avoid interfering with the play else interference could be called.

**11.1)** Junior division: 4 pitches for women and 3 for men. Senior division: 3 pitches for women and 3 for men.

**11.2)** Each team may have as many pitchers as they wish, as long as the substitution of pitchers is quick. A maximum of one warm up pitch is allowed, with the exception of the beginning of each inning where it will be to the umpire's discretion. If a pitcher has left the field during the play, the ball returned to the infield with all play sufficiently stopped will warrant a stoppage of play.

**12.0)** No bunting or chopped balls will be allowed. A bunt is any contact between the bat and the ball, which doesn't involve a full swing. A chopped ball is a ball that is hit directly down

onto the ground with a full downward swing in order to make the ball act like a bunted ball, or bounce high into the air. The motion of the bat determines if the ball is being chopped. It is not the motion of the ball that determines the chopping.

If in the judgement of the Umpire a player takes a full swing and it is not a deliberately chopped or bunted ball though it acts like one, the umpire will let the play continue and runners may advance.

Players who bunt or chop a ball will be called out and the ball is dead. Runners may not advance.

**12.1)** A batter's feet must remain within the imaginary batter's box when the ball is hit fair or foul. (i.e., a batter stepping on or in front of home plate at the time of a hit will be immediately called out, and the play is dead).

**13.0)** *A batted ball in foul territory behind the batter will be considered a fly ball and an out if it is legally caught, no matter the height it reaches.*

**14.0)** Batters who throw their bats will automatically be called out, and the play is dead. The umpire will then warn both teams that the next player or players who throw their bats will be called out and ejected from the game for dangerous play.

**15.0)** Leadoff rule: Runners may only depart from their respective bases at the moment a pitched ball has made contact with a fully swung bat (e.g., a runner anticipates the batter to hit the ball and takes his foot off the base, but the batter fails to make contact). The runner will be immediately called out. The ball is dead, and NO PITCH is declared.

**15.1)** Runners may slide into any base except for and around home plate. EXCEPTION: On playing fields where back fences are in close approximation to home plate, umpires may allow runners to slide over the safe line for purposes only to slow down and/or to avoid collision with the fence or back catcher.

**15.2)** Runners may slide head first or feet first. However, in the case of a feet first slide, the runner must keep his/her feet as close to the ground as possible in order to prevent injury to any other players. If in the view of the umpire, the slide was intended to injure another player or to break-up a possible double play, the runner will be ejected from the game.

**15.3)** Women in the junior division are allowed to overrun all bases, but will be liable to be put out if they make a deliberate attempt to run to the next base.

**16.0)** Play is considered to be over when:

- a) Umpire calls TIME, FOUL BALL, or DEAD BALL.
- b) Runners have stopped advancing and the ball is in the infield in the control of a defensive player and then Time is requested.
- c) Runners have stopped advancing and the pitcher is given the ball by a defensive player in the INFIELD. (Pitchers do not have to catch a ball that is thrown to them from the OUTFIELD.) If a pitcher has left the field during the play, the ball returned to the infield with all play sufficiently stopped will warrant the stoppage of play.

**17.0)** There will be a 7 run mercy rule enforced in the first 7 innings of every game. Each team will only be allowed to score a maximum of 7 runs per inning regardless of the number of outs.

Both teams will be allowed to score as many runs as possible in the last inning of the game (i.e., if the game drags on too long, an umpire may declare the next inning (e.g., 6<sup>th</sup> inning) the last inning and extra innings if necessary.

**18.0)** At diamonds where there is a home run fence, the first fair batted ball over the fence for each team will be declared a home run. All subsequent home runs over the fence for that team during the remainder

of the game shall be declared ground-rule doubles.

EXCEPTION: Should awarding a home run or a ground rule double result in more than 7 runs scoring in an inning in which the mercy rule is enforced, only 7 runs will be scored and recorded for that inning. The batter and runners are awarded the maximum number of bases such that no more than 7 runs score in the inning. All subsequent hits over the fence for that team can only be awarded a maximum of a ground rule double.

## **Post-Game**

**19.0)** All persons who participate in the softball game must also attend the post-game devotions (unless pre-game devotion is planned). Any pardons from devotions MADE DURING THE GAME must be addressed to both team's coaches and governors, and to the umpires. Teams that do not abide by this will lose their sportsmanship points, forfeit their game, and any further action will be at the discretion of the CASE Committee. All such decisions will automatically be reviewed by the CASE Committee to determine if there were any extenuating circumstances.

**20.0)** Please completely fill out score sheets, (i.e., game code, park, time, teams played, umpires, final scores, sportsmanship points, equipment points, incidents, umpiring evaluation).

**20.1)** The score sheets will be considered complete if the place, teams, scores, game code, time of start and finish, the head umpire's name, code, team and signature are filled out. Umpires should fill out the sportsmanship and equipment portions (assumed good if left blank). Governors and coaches should fill out the umpire's feedback portion after the umpires have signed and/or left (assumed excellent if left blank).

20.2) Points are awarded for wins, ties, losses, forfeits, sportsmanship, equipment, and umpiring.

20.3) In addition to points awarded for being present to umpire scheduled games, points may be deducted for the poor quality of umpiring, based on both team's evaluation.

21.0) The head umpire of the game must report the score at www.ccsasoftball.net by the Monday night after the game. The umpire will need to log in to the website, and report the game code, place, time, teams played, final score, sportsmanship and equipment points awarded. Any extraneous circumstances, incidents, or ejected players are also reported. Report scores through the hotline (416-293-0949) if the web is unavailable.

21.1) If no scheduled umpires were present at the game, the winning team is required to phone in the score and who ended up umpiring the game.

22.0) Both sets of score sheets should be mailed to the CCSA address in the provided envelopes. Should the winning team fail to send in the score sheets postmarked no later than one week after the game, the game will be considered a tie.

23.0) A double forfeit will result in a 0-0 score with no points awarded. If no umpires phone

in this result, the game will be considered a tie.

24.0) In consideration for the environment and to the Parks & Recreation Department, please dispose of all of your garbage and help keep the parks clean.

25.0) If you have any questions, or would like to help out on the committee, feel free to leave a message on the CCSA. hotline directed to umpiring, or send an e-mail to umpiring@ccsasoftball.net.

**ADDENDUM TO “The  
Canadian Amateur Softball  
Association (Softball Canada)  
2007-2008 Official Guide and  
Rule Book: Official Slo-Pitch  
Rules of Softball”**

*Changes from previous are bolded  
and italicized*

**Rule 1. DEFINITIONS**

2d5 Clarification: An illegal pitcher is a pitcher who is not in the batting order. When a player is substituted out of the game, he may no longer act as a pitcher in the game.

2d11 Clarification: Teams with such players must inform the opposing team as well prior to the change, or before the game starts.

5 Omit.

7c Clarification: “No intention to hit the ball” does not exempt the batter from being called out for a half swing.

10 Clarification: Lines may be either drawn, or, if not drawn, left to the discretion of the umpire.

11 Delete “of ten (10)”.  
Delete “or eleven (11) with an EP (Co-ed only (12) twelve with two (2) EP's)”.

11b Omit. Refer to CCSA Rules 3.1 and 3.6.

14f1c

15 Change to “CATCHER'S AREA. The catcher shall begin each play in foul territory in an area behind the plate and the batter's boxes, relative to the pitcher's line.”

15a Omit.

15b Omit.

16 Add “Limit of one defensive or offensive charged conference per inning per team. It is not a charged conference when a pitcher is being changed.”

19 Change “6.4m (21 ft.) to “6.1m (20 ft)”.

19a Change “reach home plate” to “cross the safe line (i.e., any part of the runner's foot across the line and touching the ground)”.

19b Change to “No tagging is allowed, and will be considered on obstruction.”

22a Note 1: Change “called out” to “played on”.

22b1 Change to “When a runner is physically assisted by anyone other than a runner prior to an uncaught batted fly ball, regardless of whether the fly ball was fair or foul.”

25 Delete “and the grounds”.  
Clarification: A player who has been ejected from the game must continue to be present and attend devotions if the player is not disruptive to the game or a threat to any participants. If the player is disruptive, the player will be requested to leave the grounds, with failure to do so resulting in forfeiture of the game for his team.

28 Clarification: Fake tags are not tolerated and may result in an immediate ejection of the player causing the fake tag, if deemed dangerous.

35b Omit.

35 Note 2: Change “strike” to “out”.

35 Note 4: Change “dead” to “live.”

36 A helmet approved by either the CSA or UL needs to be made

- available to the players by the team, but is not mandatory to be worn in a game, including the junior division.
- 37 Change to “The Home Team shall be as designated by the league for all games. In the event that no team is designated, it shall be decided by a coin toss. The Home Team is also responsible for the placing and pegging of bases.”
- 38 Omit.
- 40 Omit.
- 41 Clarification: An illegal player is any eligible player on the active roster who has been used contrary to the rules of the game, or a player who is not registered with the team.
- 41a Omit.
- 42a Clarification: A substitution of a starting player for one who is injured will not be considered illegal.
- 42a Change “a second time after twice” to “after”.
- 42b Omit.
- 42c Delete “by either the original starting player or”.
- 43d Omit.
- 43e Omit.
- 47b Change “in the current line-up” to “not registered to play on the team”. Refer to CCSA Rule 3.4.
- 51b Delete “Pitchers and”.
- 52b Delete “pitcher”.
- 56 Omit.
- 60 Omit.
- 61a Change “umpire” to “opposing team”.
- 61a1 Delete “last name”.  
Delete “position”.
- 61a3 Omit.
- 61a4 Omit.
- 66a5 Omit.
- 71 Omit. Refer to CCSA Rule 11.
- 72 Omit.

- 73a Change “box” to “area”.
- 74 Delete “held five (5) minutes”.
- 74a Delete “At the meeting”.
- 75 Omit.
- 78c Omit. Refer to CCSA Rule 3.4.
- 81a Change “being tagged; or” to “a defensive player legally holding the ball while in contact with home plate, the runner shall be declared safe.”
- 81b Omit.
- 81c Change to “Sliding across the safe line or touching of the home plate in an attempt to score will result in the runner being called out. EXCEPTION: CCSA Rule 15.1.”
- 82a Omit.
- 82b Delete “and positions”.
- 83 Omit. Refer to CCSA Rules 3.0 and 3.6.
- 85 Omit.
- 87 Change “listed on the official line-up card” to “registered to play on the team”.
- 87b Omit. Refer to CCSA Rule 3.4.

## **Rule 2. THE PLAYING FIELD**

Clarification: General, applicable to all rules: Diamond dimensions and any special ground conditions or ground rules shall be subject to the size and condition of playing field, and will be discussed and agreed upon by the umpires and the coaches before the start of the game. Dimensions given should be used whenever possible. (Refer to drawing showing “Official Dimensions for CCSA Softball Diamonds”.)

1d Omit.

3 Change “9.81 m (65 ft.)” to “18.29 m (60 ft.)”.

- Change “15.2 m (50 ft.)” to “**9.1 m (30 ft.)**”.
- 4 Change “19.81 m (65 ft.)” to “18.29 m (60 ft.)”.
- Change “15.2 m (50 ft.)” to “9.1 m (30 ft.)”.
- 4a All procedures could be followed, adhering to “Official Dimensions for CCSA Softball Diamonds.”
- 4g Change “6.4 m (21 ft.)” to “6.1 m (20 ft.)”.
- Change “back of home plate” to “front corner of home plate closest to third base”.
- 4j Change to “PITCHER'S LINE. The front of the pitcher's line shall be 9.1 m (30 ft.) from the bottom corner of home plate, extending 1 m (3 ft.) in both directions perpendicular to the top side of home plate.”
- 4k Note 4: Change “over-running the base” to “attempting to advance to the next base”.

## **Rule 3. EQUIPMENT**

- 1a Add “List of non-approved bats: [www.asasoftball.com/about/certified\\_equipment.asp](http://www.asasoftball.com/about/certified_equipment.asp).”
- 1e Delete “or three-sided”.
- 1e2 Omit.
- 1g1 Omit.
- 2 Clarification: Any bat which complies with the official bat requirements as outlined in Rule 3, Sec. 1 may be used as a warm up bat.
- 3 The Official Softball shall be as designated by the league at the beginning of the season. One game ball per home game will be issued to each team prior to the start of the season. Only a new game ball should be used at the start of each game. Should a

- new ball not be available, the ball used must be in good condition and agreed upon by the umpire(s) for use.
- 5d Omit.
- 6 Clarification: Helmets are not mandatory to be worn, including in the junior division. However, one which is approved by either the CSA or UL needs to be made available to the team. In the event that one is used in a game, all rules and effects as outlined in Rule 3, Sec. 6 shall apply.
- 6d EFFECT 1a – Omit.
- 6d EFFECT 1c – Delete “or a bases loaded walk”.
- 8 Note: Omit.
- 8a1 Omit.
- 8a2 Change “female players but” to “players and”.  
Delete “If more than one type is worn, they all must be alike in colour and each of the same type must be of the same colour and style.”
- 8b1 Change “a solid coloured” to “an”.
- 8b2 Delete “but those that are worn must be alike”.
- 8c1 Change “all long or all short” to “long or short”.
- 8c3 Omit.
- 8d1 Change “the back” to “a visible location”.
- 8d4 Delete “not”.
- 8d Note2 – Omit. Clarification: Players with duplicate numbers will be considered as not having proper full uniforms.
- 8e Change “above the numbers on the back of” to “on”.
- 8 EFFECT – Delete “or fails to wear the appropriate uniform when requested by the umpire”.

**Rule 4. COACHES, PLAYERS AND SUBSTITUTES**

- 1b Change to "Player coaches also must be wearing proper uniforms as outlined under CCSA rules 4.0."
- 1c Clarification: Lines may be either drawn, or, if not drawn, left to the discretion of the umpire.
- 2 Omit.
- 3a1 Change to "The defensive positions consist of: catcher, first baseman, second baseman, third baseman, shortstop, left fielder, right fielder, center fielder, and two (2) rovers."
- 3a2 Change to "Anyone on the team may play more than one position during the course of a game, as long as he is on the active batting order."
- 3a3 Omit.
- 3a4 Omit.
- 5 Omit.
- 6 Omit.
- 7d Change "scorer" to "opposing team".
- 7h EFFECT 1a(1): Delete "(subject to the re-entry provisions)". EFFECT 1a(1): Change "ball and strike" to "pitch".
- 7h EFFECT 1b(3): Omit.
- 7h EFFECT 1d(1): Delete "(subject to the re-entry provisions)".
- 7h EFFECT 2a(2): Change "balls and strikes" to "pitch count".
- 7i Exception 1: Change to "In the case where an injury occurs, any player who has been substituted for may re-enter the game with the consent of the other team."
- 7j Omit.
- 10e Clarification: In the event that the withdrawn player is female, and the female-male ratio

specified in CCSA Rule 3.1 and 3.3 is upset, refer to the procedure outlined in CCSA Rule 3.4.

- 10f Omit.
- 10 EFFECT 1: Omit.
- 10 EFFECT 2: Omit.

**Rule 5. THE GAME**

- 3 Change "seven" to "eight".
- 3a Change "seven" to "eight". Change "six" to "seven". Change "seventh" to "eighth".
- 3b Change "seven" to "eight". Clarification: In regular season play, only one (1) additional inning shall be played. If the game remains tied after the extra inning, then it shall be deemed a tie game. In playoff play, additional innings shall be played as stated.
- 3f1 Delete "or".
- 3f2 Omit.
- 4c7 Change to "If, because of the removal or an ejection of player(s) from the game by the umpire or for any cause there are less than the total number of players or a team does not meet the female-male ratio as outlined under CCSA Rule 3.6."
- 4c7a Omit.
- 5b Delete "A regulation tie game shall be played from the beginning".
- 6 Omit.
- 7 Omit.
- 8a Delete "home plate or".
- 8a Exception: Omit.

**Rule 6. PITCHING REGULATIONS**

Omit Section – Refer to CCSA Rules.

**Rule 7. BATTING**

- 1b Clarification: Lines may be either drawn, or, if not drawn, left to the discretion of the umpire.
- 2b Omit. Refer to CCSA Rule 3.3
- 2c-d EFFECT 2a(1): Change "ball and strike" to "pitch".
- 2c-d EFFECT 2a(2): Omit.
- 2c-d EFFECT 2b(3): Omit.
- 2c-d EFFECT 2b(7): Omit
- 2e Change "ball and strike" to "pitch".
- 2f Omit.
- 3a EFFECT: Change "call a strike" to "add one (1) pitch count".
- 4 Change "STRIKE" to "PITCH".
- 4a Change to "For every legal pitch the batter does not swing at and touches the ground."
- 4b Change "strike" to "pitch".
- 4h Change "ball is in the strike zone" to "batter is inside the batter's box".
- 4a-i EFFECT 2: Change "third strike" to "last pitch".
- 5 Omit.
- 6d Change "third strike" to "last pitch".
- 6d2 Change "pitch is in the strike zone" to "batter is inside the batter's box".
- 6f Omit.
- 6j Omit.
- 6k Omit.

**Rule 8. BATTER-RUNNER AND RUNNER**

- 1b Omit.
- 1c EFFECT 1: Add "or the batter is played on."
- 1d EFFECT 1: Delete "(including the pitcher)".
- 2e2 EXCEPTION: Omit.

- 2j EXCEPTION 2: Change "strike" to "pitch". Change "count prior to hitting the ball was less than two strikes" to "the batted foul fly ball was not the last pitch".
- 2j EXCEPTION 3: Change "third strike" to "last pitch".
- 2m EFFECT: Change "may be awarded the bases they would have achieved had there been no interference" to "must return to the last base legally touched before the illegal action".
- 3 EFFECT 3b: Change "ball and strike" to "pitch".
- 4i Omit.
- 5e2 Delete "including the pitcher".
- 7a Omit.
- 7b EFFECT 1: Change "called out" to "played on".
- 7f EFFECT: Change "advance to home plate" to "cross the safe line".
- 7j1-2 EFFECT 2: Change to "All other runners must return to the last base legally touched at the time of or before the illegal action."
- 7j3-6 EFFECT 2a: Change to "All other runners must return to the last base legally touched at the time of or before the illegal action."
- 8g Omit.
- 9f1 Change "he is legally tagged" to "the ball is legally held by a defensive player who is in contact with home plate".
- 9f2 Omit.
- 9f3 Change to "The runner shall be called out for stepping on home plate, except if such actions are an attempt to avoid a collision."
- 9f4 Omit.
- 9k Omit.
- 9h-k EFFECT 2c EXCEPTION NOTE 3: Omit.

- 9h-k EFFECT 2c EXCEPTION NOTE 4: Change “pitcher” to “defensive team”.
- 9u Delete “touches the ground, reaches home plate or”.
- 9u Delete “touches the ground, reaches home plate or”.
- 9u EFFECT: Change “other runners must return to the last base legally held at the time of the pitch” to “all runners who lead off shall be called out immediately”.
- 10f Delete “including the pitcher”.
- 10k Delete “He cannot be stopped by the pitcher receiving the ball while on the pitching plate, nor by stepping on the plate with the ball in his possession.” Clarification: The pitcher may choose not to receive a ball thrown to him unless “TIME” is called by the umpire, or if the play is still live. However, should the pitcher choose to receive the ball, all runners must return to the last base legally touched before the pitcher received the ball. In the event that the pitcher receives a throw while the play is still live, interference may be enforced, depending on the position of the runners and the umpire’s judgement.

**Rule 9. DEAD BALL – BALL IN PLAY**

- 1o Change “reaches home plate” to “makes contact with a fully swung bat”.
- 1p Change “strike or ball” to “pitch”.
- 1q Exception: Omit.
- 2bb Omit.

- 3a Change to “When a runner is physically assisted by anyone other than a runner prior to an uncaught batted fly ball, regardless of whether the fly ball was fair or foul.”

**Rule 10. UMPIRES**

- 1a Add EXCEPTION: Unless no scheduled umpires are present. Both teams must agree on the person(s) to fill the duties of the umpire(s) for the game. The incident must be recorded on the score sheets and reported to the league for further review and approval. The league has the right and all power to determine the legitimacy of the game.”
- 1c Omit.
- 1d Change “must” to “should”.
- 1h Change “balls and strikes” to “pitches at home plate”.
- 2a Change “in the back of the catcher” to “near the backstop as outlined and suggested by the CCSA Umpiring Committee”.
- 2b Change “balls and strikes” to “pitches”.
- 6 Delete “a pitched ball a strike or ball”.
- 7a Add “To indicate that play shall begin or be resumed, the umpire shall call “PLAY BALL” and at the same time motion the pitcher to deliver the ball.”
- 7b Add “To indicate the number of pitches delivered to the batter, the umpire shall use the appropriate number of fingers of one hand. The umpire shall also declare last pitch for the benefit of all players.”
- 7c Add “To indicate a FOUL, the umpire shall call “FOUL

- BALL” and extend his arms directly above his head to stop all action.”
- 7d Add “To indicate a FAIR BALL, the umpire shall raise his right arm toward the center of the diamond using a pumping motion.”
- 7e Add “To indicate a batter or runner OUT, the umpire shall raise his right arm upward to a 90° hammer position with the fist closed.”
- 7f Add “To indicate that a player is SAFE, the umpire shall extend both his arms to the sides at shoulder level with palms toward the ground.”
- 7g Add “To indicate suspension of play, the umpire shall call “TIME,” and extend his arms directly above his head to stop all action. All other umpires shall immediately acknowledge the suspension of play by extending both arms above their heads.”
- 7h Add “To indicate a DELAYED DEAD BALL, the umpire shall extend his left arm horizontally, parallel to the ground.”
- 7i Add “To indicate a TRAPPED BALL, the umpire shall extend his arms sideways at shoulder level with palms faced toward the ground and call “NO CATCH” in a loud and clear voice.”
- 7j Add “To indicate a GROUND RULE DOUBLE, the umpire shall extend his right hand above his head and indicate with two (2) fingers the number of bases awarded.”
- 7k Add “To indicate a HOME RUN, the umpire shall extend his right hand with a closed fist

- above his head and circle his arm in a clockwise movement.”
- 7l Add “To indicate an INFIELD FLY, the umpire shall call “INFIELD FLY, IF FAIR, BATTER IS OUT,” and extend his right arm above his head with the fist closed.”
- 7m Add “To indicate NOT TO PITCH, the umpire shall raise one hand with the palm facing the pitcher. “NO PITCH” shall be declared if the pitcher pitches while the umpire has his hand in the said position.”
- 8f EFFECT: Omit.
- 9 EFFECT 5: Change “shall go directly to the dressing room for the remainder of the game, or leave the grounds” to “must continue to be present and attend devotions if he is not disruptive to the game or a threat to any participants. If that person is, he will be requested to leave the grounds.”
- 9 EFFECT 6: Add after “game”, “for his team, and further actions by the CASE Committee”.

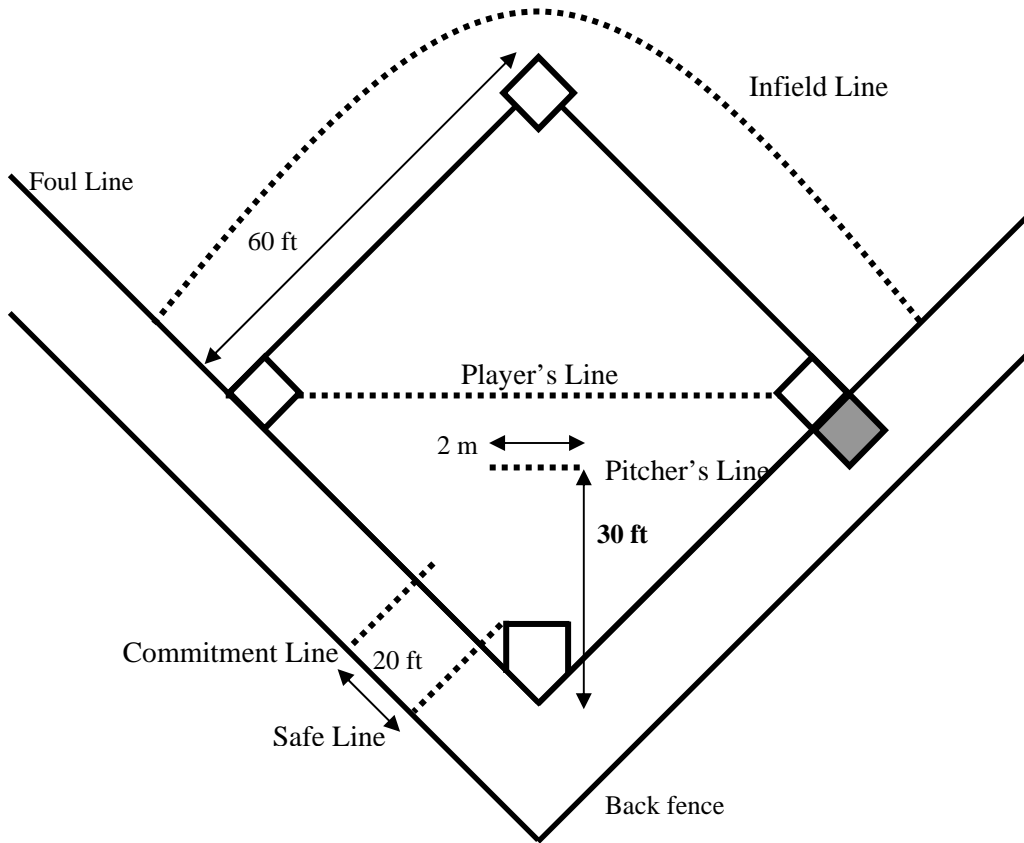
**Rule 11. PROTESTS**

- 1b3 Omit.

**Rule 12. SCORING**

Refer to CCSA Rules for score sheet requirements. Keeping statistics is optional for teams and individual players.

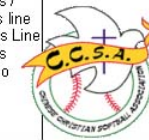
**OFFICIAL DIMENTIONS FOR  
CCSA SOFTBALL DIAMONDS**



Name: \_\_\_\_\_

Card #: \_\_\_\_\_ Team: \_\_\_\_\_

Pre-Game	Game	Post-Game
<input type="checkbox"/> Opening Prayer	<input type="checkbox"/> Calls and signals	<input type="checkbox"/> Devotional attendance
<input type="checkbox"/> Weather	<input type="checkbox"/> Mercy Rule	<input type="checkbox"/> Sign completed scoresheets
<input type="checkbox"/> Conditions / Hazards	<input type="checkbox"/> Thrown Bat	<input type="checkbox"/> Dispose of garbage
<input type="checkbox"/> Dimensions (20', 60')	<input type="checkbox"/> Language	<input type="checkbox"/> Report game score 416-293-0949 or through web
<input type="checkbox"/> Lines: Fair/Foul, Home Plate, Commitment, Safe, Pitchers	<input type="checkbox"/> Thrown Objects	<input type="checkbox"/>
<input type="checkbox"/> Equipment: Bases/spikes, Game Ball	<input type="checkbox"/> Infield Fly	<input type="checkbox"/>
<input type="checkbox"/> Equip Pt?	<input type="checkbox"/> Score / Time check (1hr30)	<input type="checkbox"/>
<input type="checkbox"/> 15 min Grace	<input type="checkbox"/> Interference / Obstruction	<input type="checkbox"/>
<input type="checkbox"/> M:F ratio	<input type="checkbox"/> Injury / Substitution	<input type="checkbox"/>
<input type="checkbox"/> Ground Rules	<input type="checkbox"/> Fan	<input type="checkbox"/>
<input type="checkbox"/> Jewelry	<input type="checkbox"/> Interference	<input type="checkbox"/>
<input type="checkbox"/> Bats cleared	<input type="checkbox"/> Fielder's / Player's line	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Pitcher's Line	<input type="checkbox"/>
	<input type="checkbox"/> Leadoffs	<input type="checkbox"/>
	<input type="checkbox"/> M:F ratio	<input type="checkbox"/>



Incidents: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

Signature: \_\_\_\_\_

Game Code: \_\_\_\_\_ Date: \_\_\_\_\_  
Park \_\_\_\_\_ Time: 2 4 6

	Visitor	outs	Home	outs
1	RRRR	XX	RRRR	XX
2	RRRR	XX	RRRR	XX
3	RRRR	XX	RRRR	XX
4	RRRR	XX	RRRR	XX
5	RRRR	XX	RRRR	XX
6	RRRR	XX	RRRR	XX
7	RRRR	XX	RRRR	XX
8		XX		XX
9		XX		XX
Total				