

Bradford Minor Baseball Association (BMBA); including York Simcoe Fastpitch Loop (YSFL): Rules

ALL OTHER RULES AS PER THE SOFTBALL CANADA RULE BOOK

GENERAL HOUSE LEAGUE RULES

SECTION A: PRE-GAME RESPONSIBILITIES

1. The home team is responsible for setting up the diamond which includes installing the pitching rubber and bases.

2. Distances:

Division	Pitching	Bases	Balls
T-BALL	20'	40'	9"
U8	30'	42'	11"
U10	30'	45'	11"
U12	35'	55'	11"
U14	40'	60'	12"
U16	42'	60'	12"
U16/U20	44'	60'	12"
U20	46'	60'	12"

3. Ground Rules, including the out of bounds lines, are to be established prior to the game by the umpires and both coaches.
4. Each team will supply the opposing team with a copy of their lineup prior to the start of the game.

SECTION B: GENERAL ITEMS

1. Players must remove ALL jewelry prior to entering the playing field; this includes camp and support bands. Only Medical Alert Identification is allowed, so long as it is taped to prevent injury, while not concealing the Medical Alert Identification information. Umpires must be made aware of players with Medical Alert Identification before the game starts.
2. All bats used in a game must be marked with acceptable certification stamps or ones supplied by the Association; otherwise, the bat could be declared illegal and removed from the game. All legal bats are those that comply with Softball Canada Rules. No wooden bats allowed.

Coaches/Parents are advised to check list of illegal bats on Softball Canada website prior to purchasing a bat for their child. Acceptable Certification Stamps:



More information regarding approved bats as per Softball Canada can be found [HERE](#).

3. A minimum of 7 players is required to constitute a starting team. Conveners / Coaches may bring up players (as per call up rules) from the next lower division to bring a team up to a maximum of nine (9) players. Any team not consisting of the required minimum number of players within 15 minutes after the official starting time of a game shall forfeit the game. T-ball games will disregard this rule.
4. Any player catching for a pitcher during warm-ups on or around the playing field MUST wear full protective equipment. Any adult catching for a pitcher MUST wear a mask as well.
5. A pitcher or coach will not be allowed to ask for an Intentional walk. All batters must receive the required number of pitches to receive a walk.
6. The Softball Canada Rulebook cannot be brought onto the playing field under any circumstances. The person doing so will be ejected from the game.
7. All team members shall bat in the order designated at the beginning of the game on the Score Sheet. Batting out of order is an appeal play which may be made by the coach of the defensive team only.
 - a. If the error is discovered while the incorrect batter is at bat, the correct batter may take his place, assume any balls and strikes, and any runs scored or bases run while the incorrect batter was at bat shall be legal.
 - b. If the error is discovered after incorrect batter has completed his turn at bat and before there has been a pitch to another batter, the player who would have batted is out. Any advance or score made because of a ball batted by the improper batter or because of the improper batter's advance to first base on a hit, an error, a base on balls, or a hit batter shall be nullified. The next batter is the player whose name follows that of the player called out for failing to bat.
 - c. If the error is discovered after the first pitch to the next batter, the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failure to bat. Players who have not batted and who have been called out have lost their turn at bat until reached again in the regular order.

- d. Any latecomers above the minimum number of players will be added to the end of that batting lineup.
8. If a bat is thrown in a dangerous manner, the umpire shall have the discretion to record the batter as an out and base runners shall not advance.
9. Abusive language by a coach/player or spectator may result in said person being ejected. (As per Softball Canada Rules)
10. Only positive cheering allowed.
11. No Rep players will be allowed to play on any House League team, unless they have been vetted by the YSFL Convenor.
12. All games will be a maximum of 7 innings during regular season play, if the division time limit is reached, the Umpire will stop the game and the score will remain as of the last full inning.
13. Coaches will ensure that every player sits out one inning before any player sits out two innings.
14. Game scores and 3 player highlights must be emailed promptly after every game so the information can be sent to the local newspaper for publication.
15. Any coach willfully disobeying any rules may be subject to removal from the game or other discipline.
16. When a player is injured or becomes ill after the start of the game, the team will skip over that player when it is their time at bat without penalty, provided the opposing team is notified. If the injured or ill player returns that player is merely inserted into their original spot in the batting order and the game continues.
17. All players must provide proof of age when it is requested by their association. Players will have 48 hours to provide age verification to continue participating in scheduled games.

SECTION C: UNIFORM

1. Shoes must be worn by all players and on field coaches/managers. A shoe shall be considered official if it is made with either canvas or leather uppers or similar materials. No metal cleats or shoes with detachable cleats of any material (hard plastic, nylon, polyurethane spikes/studs similar to metal sole and heel plate which could leave an exposed fastener) are allowed. T-ball - only flat soled or "standard" treaded running/turf shoes will be allowed.

2. Players will wear the uniforms provided by the Association. Any player who does not wear his/her uniform will not be allowed to play in the game. Players shall not wear shorts or cut-offs, tear away or side zippered pants. A player or coach does not have to wear a baseball hat, but if he/she does, it must be the one supplied by the Association.
3. All players must tuck in their shirts as per Softball Canada Rules.
4. Players are required to wear athletic support with protective cup.
5. No player shall remove his or her helmet before entering the dugout. Premature removal of the helmet shall result in the offending player being recorded as an out. Any minor (under 18 years of age) or player acting as a coach, or entering the playing field for other reasons, MUST wear a helmet. If a helmet is not worn, the said person will not be allowed onto the playing field and may be subject to further discipline.
6. Youth age coaches that are registered with BMBA as coaches are not required to wear a helmet.

SECTION D: BLOOD RULE

1. Any player, coach or umpire showing evidence of external bleeding for any reason will be removed from the game until such time as the bleeding is stopped. Substitution for a bleeding player will be without penalty. If a substitute player is not available, the Umpire shall allow a reasonable amount of time for the player to resume.
2. Any portion of a player's, coach's or umpire's uniform or clothing soiled by blood must be cleaned or removed. As with above rule sufficient time will be allowed for this purpose. A replacement uniform does not have to conform to team colours in this situation. (if blood cannot be removed)
3. A Softball soiled by blood must be removed from play.

T-Ball Specific Rules

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 60 minutes.
2. No scores are to be reported as the focus of play at this level will be on teaching fundamentals. Teams are encouraged to keep score in order to have a batting order and in an effort to teach parent volunteers the scoring process. Coaches will report player highlights for local newspaper publication.
3. T-ball games will disregard the General House League rule, Section B, 4). No minimum number of players required and no call-ups.
4. The home team is responsible for setting up the diamond. This includes setting up the batting tee, staking the bases, drawing the 6' "live ball" line and pitching line. Game balls will be supplied by the Umpire.
5. The field shall be comprised of all players. Example: Pitcher, Catcher, First, Second, Third, Shortstop, Left, Right and Centre Field. All other members of the team shall take up the remainder of the outfield. An extra player may play between first and second bases, to allow an extra shortstop.
6. Coaches will rotate all players. No player may play the same position twice in a game. The only exception is catcher.
7. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
8. No coach shall physically help any defensive player field or throw the ball, the batter swing the bat or make any contact with a base runner. A coach shall remove the batting tee from home plate immediately after a fairly hit ball.
9. During a game, the objective is to prevent the outfield players from fielding batted balls from within the infield and the infield players from fielding batted balls from the outfield.
10. Two coaches for the defensive team may coach their team from any position behind the baseline provided they do not obstruct the view of any player.
11. The batter shall hit the ball off the batting tee placed on top of home plate.

12. A strike shall be recorded if the batter missed the ball or strikes the batting tee. If a batted ball does not travel past the six (6) foot "live play" line, it shall be recorded as a strike. A batter is declared out after 5 strikes. If a batter accidentally knocks the ball from the tee for any reason other than an "official" swing, it shall not be recorded as a strike.
13. No stealing. No leadoffs. No sliding. Defensive players are not allowed to dive while attempting to tag a base runner.
14. In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base. The infield is defined as the area from and including home plate to 15 feet past the base path.
15. When a batted ball is hit past the infield the base runners may advance at their own risk and once an outfielder throws the ball, in any direction, all runners MUST stop at the base they are at or the base they are advancing to. This is at the discretion of the umpire.
16. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.
17. Once two (2) outs or four (4) runs are recorded the player that is to be the catcher in the next inning is to suit up. If on base, he/she is to be substituted with a pinch runner. (The last player out)

U8 (formerly Atom) Specific Rules

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 80 minutes. In case of a rain delay, darkness, or any suspension of play for whatever reason, a minimum of three (3) full innings will constitute a full game. The score will stand as of the last full inning.
2. The offensive team shall have their coach pitch to them from the pitching rubber.
3. The five-pitch program is in effect. There will be no "walks" allowed. If after five (5) pitches the ball is not hit, the player is out. Bunting is not allowed, batter must take a full swing.
4. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
5. The coach who is pitching may wear a glove but cannot touch a batted ball or interfere with the play of the ball. (Effect: If the coach pitching is hit, the ball is dead and the pitch count resumes as though the pitch had not occurred.)
6. The coach pitcher will ensure they do not interfere or obstruct the view or play of any defensive players.
7. The defensive pitcher plays the pitcher position for the fielding team. The defensive pitcher must wear a helmet equipped with a cage and with the chinstrap done up. The defensive pitcher must stand behind, and to either side, of the pitching rubber until the ball has been hit. Once the batter has hit the ball, the defensive pitcher may leave their starting position and field the ball.
8. In the event a batted ball does not leave the infield, runners may advance at their own risk to the next base. The infield is defined as the area from and including home plate to 15 feet past the base path.
9. When a batted ball is hit past the infield the base runners may advance at their own risk around the bases. All runners **MUST** stop at the base they are advancing to once an infielder is in possession of the ball within the infield. This is at the discretion of the umpire.
10. The batter will not advance beyond 1st base on an overthrow of 1st base. Base runners will not advance on an overthrow to any base.
11. The infield fly rule does NOT apply.
12. No stealing. No leadoffs.

13. A minimum of seven (7) players are required to constitute a starting team, a maximum of ten (10) players may be on the defensive field with a maximum of six (6) players in the infield.
14. Players shall not play the infield more than two consecutive innings or the outfield consecutive innings.
15. For the purpose of fairness and to become a team player, coaches, shall not allow a player to "run" the field. The umpire may award a base to the base runner at his discretion.
16. One coach for the defensive team may coach their team from any position behind the baseline provided they do not obstruct the view of any player.

U10 (formerly Mite) Specific Rules

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 80 minutes. In case of a rain delay, darkness, or any suspension of play for whatever reason, a minimum of three (3) full innings will constitute a full game. The score will stand as of the last full inning.
2. No pitcher shall be allowed to pitch MORE than three (3) innings per game. At no time shall a player be allowed to pitch more than two (2) consecutive innings. A player who has pitched any portion of an inning will be deemed to have pitched the entire inning, unless removed due to injury.
3. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
4. Stealing is allowed after the ball crosses the plate in U10. Runners are NOT allowed to steal home on a passed ball, wild pitch or a throwback to the pitcher. However, if the catchers try to make a play at 3rd, 2nd or 1st the ball is considered live and the base runner at 3rd can advance at their own risk.
5. The dropped third strike rule does NOT apply.
6. The infield fly rule does NOT apply.

U12 (formerly Squirt) Specific Rules

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 90 minutes. In case of a rain delay, darkness, or any suspension of play for whatever reason, a minimum of three (3) full innings will constitute a full game. The score will stand as of the last full inning.
2. No pitcher shall be allowed to pitch MORE than three (3) innings per game. At no time shall a player be allowed to pitch more than two (2) consecutive innings. A player who has pitched any portion of an inning will be deemed to have pitched the entire inning, unless removed due to injury.
3. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
4. Base runners may steal on any legally pitched ball when it has left the pitcher's hand.
5. The infield fly rule DOES apply.
6. The dropped third strike rule does NOT apply.

U14 (formerly Peewee) Specific Rules

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 90 minutes. In case of a rain delay, darkness, or any suspension of play for whatever reason, a minimum of four (4) full innings will constitute a full game. The score will stand as of the last full inning.
2. No pitcher shall be allowed to pitch MORE than four (4) innings per game. At no time shall a player be allowed to pitch more than two (2) consecutive innings. A player who has pitched any portion of an inning will be deemed to have pitched the entire inning, unless removed due to injury.
3. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
4. Base runners may steal on any legally pitched ball after it has left the pitcher's hand.
5. The dropped third strike rule DOES apply.
6. The infield fly rule DOES apply.

U16 (formerly Bantam) / U20 (formerly Midget+)

1. Games will commence at the time posted as per the schedule on the association website; with no new inning to start after 105 minutes. In case of a rain delay, darkness, or any suspension of play for whatever reason, a minimum of four (4) full innings will constitute a full game. The score will stand as of the last full inning.
2. Pitchers may pitch UNLIMITED innings. No hopping, both feet must start on the rubber.
3. Coaches will ensure that every player, including the pitcher, sits out one inning before any player sits out two innings. If this is not the case and it is proven to the umpire, the situation must be corrected immediately, should the coach not correct the situation he/she will be ejected from the game. If the situation occurs a second time, the situation will be corrected and the game will be halted while the offending coach is ejected.
4. Three (3) outs or a maximum of five (5) runs shall constitute a half inning by the batting or offensive team.
5. Base runners may steal on any legally pitched ball after it has left the pitcher's hand.
6. The dropped third strike rule DOES apply.
7. The infield fly rule DOES apply.
8. Any player that is ejected from a game for any reason may not play the next scheduled game. (Ejections should be recorded on the game sheet and reported by email to Convenor/Scheduler).
9. In the U20 division, there is an allowance for 1 over aged player who does not reach their 22nd birthday within the calendar year. These players CANNOT pitch or catch.

Playoff Rules All Divisions

1. All House League and Canada Softball Rules will apply except for any changes listed below.
2. Home Team Score sheet is the official score sheet, but both scorekeepers MUST CONFER at the end of each inning. It is important that an accurate record be kept of all players left on base (see Rule # 4).
3. International Tie Breaker Rule: In case of a tie, a runner (the last completed batter in the previous inning) will be placed on 2nd base and a complete open inning will be played. (In the case of a potential championship game this will be the second open inning)
4. If a tie still exists after International Tie Breaker inning, the tie will be broken by counting the number of runners left on 3rd base for each team; if a tie still exists, by counting the number of runners left on 2nd base; and if a tie still exists, by counting the number of runners left on 1st base. In the event the tie remains unbroken, the game will be decided by coin toss.
5. Home team right through to and including the championship game is the team which finished highest in the regular season.
6. POTENTIAL CHAMPIONSHIP GAMES SHALL BE;
U8: 4 innings, U10: 5 innings, U12: 6 innings, U14 and up: 7 innings.
7. LAST INNING OF A POTENTIAL CHAMPIONSHIP GAME IS AN OPEN INNING.
8. ALL DECISIONS MADE BY THE UMPIRES ARE FINAL. NO PROTESTS ALLOWED.
9. Call up players are allowed in the playoffs as per the Call Up Rules, with one exception. A team with 10 or less players may use call up players to bring the team to a maximum of 11 players.

Call Up Rules

1. A team with 8 or less players may use call up players to bring the team to a maximum of 9 players. (maximum of 10 in U8 division). If at game time the team has 9 players or more, the pre-arranged call up player will be able to play. (Pre-arranged call up is a player that was contacted by the convenor or coach prior to game time.)
2. Convenors or coaches may call up players. The Convenor is to provide the next higher division coaches with a list of eligible call-ups.
3. The convenor of the called up player has final choice of the player(s) being called up.
4. Any player in the next division lower may be called up providing they have shown the proper capabilities and are on the list provided by the convenor to the coaches.
5. In a forfeit situation, a younger player on site may be used as a call up player, providing the player is a registered player in the next lower division and must have parental permission.
6. Parental permission must be given to the umpire.
7. Call up players will wear their regular team jersey and hat unless it is a Rule 5 situation.
8. Call up players will bat last in the order and are allowed to pitch.
9. Teams can only use call up players from within their own association.

York Simcoe Fastpitch Loop Rules

1. The rules of play shall be as set down by Canadian Amateur Softball Association and as modified by the Ontario Amateur Softball Association or by the rules as contained therein.
2. It is the responsibility of the home team/centre to provide carded umpires as follows:
 - a. Midget and above - Two (2) Sr. umpires holding the current season Softball Ontario Card.
 - b. Bantam and below - Two (2) umpires with at least one (1) umpire holding the current season Softball Ontario card who shall be the Plate umpire.
 - c. Notwithstanding subsections a. and b., the host association may use any available umpires to ensure games have two (2) umpires, even if those umpires play in the same division. These instances should be kept to a minimum and only when all other options have been exhausted.
3. All games shall be a maximum of 7 innings (or time limit).

Park curfew will be defined as the time at which the lights go out or the next game has to start. The park curfew time is to be discussed with the umpires and coaches prior to the start of the game. If park curfew is reached prior to the normal end of the game, the score used will be as of the end of the last complete inning of play, regardless of the number of innings played.
4. Any team that is not prepared to start a game within 15 minutes of the scheduled start time shall be in default and the game awarded to the team that was prepared to start.
5. In the event of rained out games, the coach of the visiting team and the diamond scheduler of the home team must reschedule the game within two weeks and advise the appropriate Convener of the new date. If the visiting team and the diamond scheduler fail to mutually agree on a date, the "executive" will schedule the game. In the event that a team fails to appear for the rescheduled game, Rule 4 shall apply. (Game does not need to be played with the two week period).
 - a. Home team delegate to contact the visiting coach to setup rescheduled date.
 - b. Send email to YSFL Scheduler stating the rescheduled date.
6. In the event of rain, it is the responsibility of the home team to attempt to notify the visiting teams coach that the field is unplayable. If possible, every effort should be made to prevent a needless trip.
 - a. Home team delegate to contact the visiting coach.
 - b. Contact the YSFL Convener/Scheduler at the email address and/or phone number provided so that the rainout can be placed on the softball website (when possible).

7. Players must wear a sweater of uniform colour with numbers on the back.
Hats need not be worn. If the home association supplies hats as part of the uniform then these are the only hats to be worn.
Coaches must have a uniform look.

8. Game scores must be emailed to YSFL Convenor/Scheduler within 48 hours by BOTH teams. If only one score is received, it will be taken as correct.
BRADFORD teams need to email scores promptly after every game so that game scores and information can be sent to the local newspapers for publication.

Document Update Log

Date	Name	Description
April 26, 2019	Daryl Pickard	<ul style="list-style-type: none"> -Added Document Update Log -Changed division names to "U" system -Added "Acceptable Certification Stamps:" with logos, updated approved bat link and wording concerning the link
May 16, 2019	Daryl Pickard	<ul style="list-style-type: none"> -Removed "(as of YYYY)" from all sections, this Document Update Log provides a timeline
May 19, 2019	Daryl Pickard	<ul style="list-style-type: none"> -Updated Call Up Rules 1. "... may use call up players to ..." from "... may use a call up player to ..." -Updated Call Up Rules 5. "..., a younger player on site may be used as a call up player, ..." from "..., a younger player on site may play, ..." -Added Call Up Rules 9. "Teams can only use call up players from within their own association." -Added Playoff Rules All Divisions 9. "Call up players are allowed in the playoffs as per the Call Up Rules, with one exception. A team with 10 or less players may use call up players to bring the team to a maximum of 11 players." -Updated SECTION B: GENERAL ITEMS 1. "..., so long as it is taped to prevent injury, while NOT concealing the Medical Alert Identification information. Umpires ..." From "..., so long as it is taped to prevent injury. Umpires ..." -Added SECTION B: GENERAL ITEMS 5. "A pitcher or coach will not be allowed to ask for an Intentional walk. All batters must receive the required number of pitches to receive a walk." and renumbered remaining rules within the same section.