

GENERAL OPERATING RULES RULE 1.

REGISTRATION

Sec. 1. THE ASSOCIATION, THROUGH ITS BOARD OF DIRECTORS, RESERVES THE RIGHT TO REFUSE ANY APPLICATION FOR REGISTRATION BY PLAYER, COACH, OFFICIAL OR TEAM.

SEC. 2. PROVINCIAL PLAYOFFS. All teams wishing to enter provincial playoffs may do so by notifying the President of their intentions by the date set by the Association.

Sec. 3. SOFTBALL SASKATCHEWAN AFFILIATION AND REGISTRATION FEES. The Association will pay affiliation fees to Softball Saskatchewan for all teams in our Association for the current year.

Sec. 4. THE EXECUTIVE BOARD SHALL HAVE THE AUTHORITY TO ALTER THE REGULATIONS COVERING LEAGUE SCHEDULES, CITY PLAYOFFS OR TOURNAMENTS.

Sec. 5. THE REGISTRATION FEE & UNIFORM DEPOSIT SHALL BE PAID AT TIME OF REGISTRATION. PLAYER WILL NOT BE ALLOWED TO PLAY OR RECEIVE A UNIFORM UNLESS BOTH FEES ARE PAID.

Sec. 6. ANY PLAYER THAT REGISTERS USING A FALSE ADDRESS SHALL BE SUSPENDED FOR A MINIMUM OF THREE (3) GAMES OR MORE AT THE DISCRETION OF THE BOARD OF DIRECTORS, AND WILL BE MOVED TO HER CORRECT ZONE IMMEDIATELY FOLLOWING THE SUSPENSION.

Sec. 7. Players shall register in their age appropriate division. Any exceptions are subject to Board approval.

RULE 2.

ZONES AND TRANSFERS

Sec. 1. M.J.M.G.F. WILL ESTABLISH ZONES IN MOOSE JAW AND THE SURROUNDING DISTRICT AND USE THE ZONING SYSTEM TO FORM THE TEAM ROSTERS IN THE MITE DIVISION.

Sec. 2. ANY PLAYER BEING OPPOSED TO THE RESULTS OF ZONING, MAY APPEAL IN WRITING OUTLINING THE REASONS FOR APPEAL TO THE ZONING COMMITTEE. THE APPEAL MUST BE RECEIVED BY THE COMMITTEE WITHIN THREE DAYS OF NOTIFICATION OF TEAM PLACEMENT. THE DECISION OF THE ZONING COMMITTEE WILL BE FINAL.

Sec. 3. ONE DESIGNATED HEAD COACH WHO HAS HIS/HER DAUGHTER(S) PLAYING IN ANOTHER ZONE FROM WHICH HE/SHE IS COACHING MAY TRANSFER SAID PLAYER TO HIS/HER ZONE. Daughters of coaches other than the Head Coach shall not be allowed to be moved except by a majority vote of the Board of Directors at a duly called meeting for such business.

Sec. 4. ZONING PROCEDURES. The Structure of the zoning procedures will be dealt with by a special committee appointed by the president well in advance of the registration.

RULE 3. THE DRAFT SYSTEM

Sec.1. ROSTERS FOR THE SQUIRTS, PEE WEE, BANTAM, AND MIDGET DIVISIONS WILL BE FORMED THROUGH THE USE OF A DRAFT SYSTEM.

Sec.2. THE DRAFT

a. *General Operating Procedure:*

- 1) The members of the coaching staff for each team (to a maximum of two) must be named before the draft begins.
- 2) If possible, all girls registered in squirt, pee wee, bantam, and midget divisions will be evaluated at Fastball Skills Clinics to be organized by the coaches and the Bantam and Midget Division Coordinators. These clinics will take place prior to the draft meetings. Girls that cannot attend a clinic will be evaluated by the coaches using last year's performance. The results of the evaluation will be shared with all of the coaches to the draft.
- 3) The division Coordinators designates will chair the draft meetings.

b. *Draft Procedure:*

1st & 2nd Round - Pitchers

3rd & 4th Round - Catchers

The remaining players will be selected using the draft system until all of the girls are placed on a roster.

- 1) If a member of the coaching staff has a daughter playing on his/her team and she is a pitcher or a catcher, she must be his/her pick in pitcher or catcher round of the draft
- 2) If a coach's daughter is not a pitcher or catcher, she will be selected on a round mutually agreed upon by all of the coaches in the division prior to the beginning of the draft. If an agreement cannot be reached, the Division Coordinator/ designate will make the decision and it will be final.
- 3) If a coach's daughter must be selected on a particular round, she will be the team's selection for that round.
- 4) The order of a team's selection for the draft will be determined by a draw.
- 5) The selection order shall reverse on each round of the draft. The team which drew the last position of the first round will pick first during the second round. This system of changing order will be continued until the draft is completed.
- 6) Coaches must make a selection on each round of the draft.
- 7) New players will be placed on teams according to the draft order & numbers on the team as coordinated by the division coordinator and in extenuating circumstances at the coordinators discretion.

RULE 4. SELECT TEAMS

Sec. 1. ELIGIBILITY. All players registered in the squirts, pee wee, bantam, and midget divisions of M.J.M.G.F. have the opportunity to try out for a select team/teams which will represent M.J.M.G.F. in the Squirts, Pee Wee, Bantam, and Midget Provincial Tournaments.

Sec. 2. FORMATION OF ROSTERS. The Squirt, Pee Wee, Bantam, and Midget provincial teams will be chosen by the respective coaches of said teams.

Sec 3 **SELECTION OF COACHES.** The head coaches for the Squirts, Pee Wee, Bantam, and Midget select teams will be recommended to the Board by selection committees comprised of the President, Commissioner and the Division Coordinator. Should the selection committee member have a daughter playing in that division, the Board will appoint an alternate to serve on the committee. Coaches will be screened using the application/resume/interview process. The Board will make the final decision.

Sec 4 **SELECT COACHES** will provide a traveling schedule prior to the start of the season, deadline date to be set by the board. Tentative operating budget to be provided at the start of the season with a statement to be provided after the season is complete. All reports must be submitted in writing.

RULE 5. ROAD TEAMS

Sec. 1. **DEFINITION.** Any team that is coached by a M.J.M.G.F. coach and comprised of girls registered with M.J.M.G.E is considered a road team when it plays in games other than regular league games, M.J.M.G.F. division tournaments, or city playoffs.

Sec. 2. **THE ASSOCIATION ENCOURAGES AND SUPPORTS OUR COACHES WHO WISH TO GIVE GIRLS REGISTERED WITH M.J.M.G.F. A VARIETY OF COMPETITIVE EXPERIENCES AS LONG AS THE FOLLOWING CONDITIONS ARE MET:**

- 1 there is no interference with league play.
- 2 M.J.M.G.F. and its Board of Directors are not placed in a position of liability without insurance.

c) The games or tournaments that these teams attend **must** be sanctioned by Softball Saskatchewan.

Sec. 3. **ROAD TEAMS COACHES AND THE PLAYERS ON THEIR ROSTER ARE DIRECTLY RESPONSIBLE TO THE M.J.M.G.F. BOARD OF DIRECTORS.**

RULE 6. GAMES

Sec. 1. **M.J.M.G.F. GAMES WILL BE GOVERNED BY OFFICIAL SOFTBALL CANADA RULES EXCEPT WHEN SUCH RULES ARE SUPERSEDED BY M.J.M.G.F. GENERAL OPERATING RULES.**

Sec. 2. **THE FOLLOWING CONSTITUTE A REGULATION GAME:**

- 1 In all divisions, seven innings (6 and a half if the home team is ahead).
- 2 In Squirts and up, five innings (4 and a half if the home team is ahead).
- 3 In Mites, three complete innings when the game is called by the umpires.
- 4 In all divisions no new inning is to start after 8:20PM
- 5 In all divisions, on diamond 1, a game is called if a new inning cannot start after 10:45. The game will be regulation and the score will be that of the last complete inning.

Sec. 3. **TEAMS MAY PLAY WITH EIGHT (8) PLAYERS DURING REGULAR LEAGUE GAMES AND CITY PLAYOFFS.** The missing ninth batter is NOT an automatic out if she fails to bat. The player who batted first in the inning will be the ninth batter.

Sec.4. IF A TEAM IS SHORT OF PLAYERS, THEY MAY BORROW UP TO A MAXIMUM OF THREE (3) PLAYERS FROM THE DIVISION IMMEDIATELY BELOW THEM. THESE "PICK UP" PLAYERS:

- 1 Cannot play in the place of regular team members who are available and ready to play.
- 2 Will not be allowed to pitch or catch.
- 3 Can play for the same team for a maximum of three games in regular season (including tournament) and three games in playoffs.
- 4 Can play for only one team during M.J.M.G.F. tournaments and/or city playoffs.
- 5 Must be identified on score sheet along with number of times picked up by that team.

Sec. 5. THERE IS NO TIE BREAKER EXCEPT IN PLAYOFFS.

Sec. 6. IF A TEAM IS LATE, THERE SHALL BE A FIFTEEN (15) MINUTE GRACE PERIOD FROM THE TIME THE UMPIRE IS READY TO PLAY BALL. IF THE LATE TEAM IS NOT READY TO PLAY AFTER THE FIFTEEN (15) MINUTE PERIOD, THE GAME WILL BE CALLED BY THE UMPIRE, AND THE LATE TEAM SHALL LOSE BY DEFAULT.

Sec. 7. COACHES MUST ENSURE THAT ALL PLAYERS WILL PLAY NO LESS THAN EIGHT (8) INNINGS IN TWO CONSECUTIVE GAMES IN LEAGUE PLAY OR ½ THE TOTAL INNINGS OF TWO CONSECUTIVE GAMES.

Sec. 8. CITY PLAYOFFS WILL BE SCHEDULED BEFORE JULY 1ST OF EACH PLAYING SEASON AND NO PLAYOFF GAME WILL BE SCHEDULED BEYOND JULY 31ST.

Sec. 9. THERE WILL BE NO LEAGUE STANDINGS IN THE MITE DIVISION.

Sec.10. DETERMINATION OF LEAGUE STANDINGS.

- a. All rained out games that are not made up will be counted as a tie.
- b. Division coordinator must be notified of games cancelled by mutual agreement, by the playing coaches prior to the start of the game.
- c. All postponed games have to be rescheduled no later than one week from date of original game. If no date can be agreed upon, the league will schedule the makeup game,
- d. All defaulted games will be counted as a loss for the team that defaulted the game.

e. If there is a tie in league standings at the end of the season, the following format will be used to determine the team's standings, in the following order:

1. The best record in games played between the tied teams.
1. If still tied, the runs for/against formula will determine the teams standing

NOTE: All defaulted games must be reported to the league statistician or a sheet left with the score sheets in the equipment room with all pertinent information regarding the defaulted game. This must be done within 1 week of the defaulted game. Failure to do this will constitute a mutually agreed cancelled game which will be zero points for each team.

RULE 7. SPECIAL RULES

Sec. 1. **SEVEN (7) RUN RULE.** Each at bat will consist of three (3) outs or a maximum of seven (7) runs. The seventh run scored for the team at bat ends that half of the inning.

- a. The offensive conference rule is waived from the pee wee division & down.
- b. That a game official (plate or base) must issue a warning, indicating what the infraction is to the Head coach before an ejection of a coach or manager from a game in regards to the rule 3 sec 6 a of the Softball Canada rule book.
- c. A head coach may name any person as their manager if needed before or during a game to assist him/her.

Sec. **MITES**

- a. A pitcher or catcher can pitch/catch a maximum of two (2) innings per game including playoffs.
- b. If the catcher drops the ball on the third strike, the **batter is out**.
- c. No new inning to start after two (2) hours of play in a league game.
- d. Batting Order

1) A team's entire roster must be listed in the batting order.

2) **All players bat** whether playing defense or sitting on the bench.

3) Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.

4) If for any reason a player must leave the game, the batting slot of said player remains void. The batting sequence resumes with the name of the player immediately following that of the removed player.

5) Any violation of the above be dealt only through an appeal.

6) No runner shall be allowed home plate unless hit or walked home.

- 7) There is a five (5) run maximum per inning.
- 8) The 5 run rule will be enforced. If the losing team is down more than 10 runs after a complete inning, the losing team gets 4 outs. This will revert back to 3 outs in the next inning if they get back within 10 runs. This will help speed up the game and to help get more innings in. This will also help games to not be one-sided.
- 9) There will be 4 outfielders used at all times. Also 2 coaches will be allowed on the field to help direct players.
- 10) If 3 balls are pitched to the batter, the coach will then take over and pitch. The coach must stay on the field during the innings to help speed up the game.
- 11) There will be "NO" walks allowed unless that person is hit with a pitch. The player has the option to stay and bat!
- 12) No stealing of bases is allowed.
- 13) No use of the infield fly rule.
- 14) No advancement of bases on passed balls & overthrows

Sec. 3. **SQUIRTS DIVISION**

- a. A pitcher or catcher can pitch/catch a maximum of three (3) innings per game including playoffs.
- b. The five run rule is in effect.
- c. If the catcher drops the ball on third strike, the **batter is out** but the ball remains alive.
- d. All players bat whether playing defense or sitting on the bench.
- e. No mercy rule as per Rule 4e Sec 4

Sec. 4. **PEE WEE DIVISION**

- a. The seven run rule is in effect
- b. The third strike rule is in effect. (Rule 8-2b *Softball Canada Official Guide and Rule Book*).
- c. A pitcher or catcher can pitch/catch a maximum of four (4) innings per game including playoffs
- d. Defensive substitutions and/or players rotating into other defensive positions do not affect the batting order.
- e. There is no mercy rule in effect for the Pee Wee Division during the regular season.
- f. All players bat whether playing defense or sitting on the bench.

Sec. 5. **Bantam & Midget Divisions will follow the Softball Saskatchewan Handbook**

Sec. 5. **OFFENSIVE CONFERENCE RULE**

- a. The offensive conference rule is waived the pee wee division and down.

Sec. 6. **POSTING OF RULES DURING PLAYOFFS** - The division coordinator shall post the Special Rules, which govern play in each division, at the concession during the playoffs.

Sec. 7. **ALL TEAM FUNDRAISING / SPONSORSHIP MUST BE APPROVED BY THE BOARD OF DIRECTORS.**

Sec 8. **ANY HELMET USED BY A REGISTERED PLAYER IN THE MOOSE JAW & DISTRICT MINOR GIRLS FASTBALL LEAGUE WILL HAVE AN APPROVED FACE GUARD.**

RULE 8. PROTESTS

Sec. **1. PROCEDURE.** The procedure for presenting a protest shall be that established in the *Softball Canada Official Guide and Rule Book*.

Sec. **2. PROTEST COMMITTEE.** The protest Committee, for regular league play, shall be composed of the Commissioner, President, and one other member to be appointed by the President if the

protest is during the regular season,

Sec. 3. **PROTESTS DURING PLAYOFFS OR LEAGUE TOURNAMENTS.** Protests that are made during city playoffs or tournament games are to be handled by a three person committee appointed by the person in charge of the tournament at the time they are made and before the next pitch is delivered. The decision of the committee in charge of the tournament is **FINAL**.

Sec. 4. **PROTEST OF INFRACTIONS OF SPECIAL RULES.** During playoffs, any member of a team on the playing field can protest

RULE 9. COMPLAINTS

Sec. 1. **ANY COMPLAINT, OTHER THAN A PROTEST OR FAIR PLAY CONCERN, BY COACHES, OFFICIALS, PARENTS OR PLAYERS WILL BE HANDLED IN THE FOLLOWING MANNER:**

- a. The details of the complaint must be presented to the president or commissioner **in writing** with **48 hours** of the disputed act.
- b. The president or commissioner shall give a copy of the same letter to the person/persons who actions brought about the dispute within **24 hours of its reception**. The person/persons will have the opportunity to respond, within **24 hours** of receiving the complaint, with a **written** rebuttal to the president or commissioner.
- c. The president and or/commissioner will decide on the course of action to take within **72 hours** of receiving their copy of the complaint. The complaint may be dismissed, the party/parties may be reprimanded, or both sides may be brought together to resolve the dispute.
- d. Either party may appeal the ruling. The appeal must be **in writing** and in the hands of the president or commissioner within **24 hours** of the ruling. An appeal board of three members will be formed. It will consist of two board members and be chaired by either the president or commissioner. Either party can bring witnesses to aid his/her defense. The appeal board will hear both parties and make their decision within **48 hours** of receiving the letter of appeal. Their decision will be final and binding.
- e. In the event of an extraordinary circumstance, the timelines can be extended at the discretion of the president and/or the commissioner. All involved parties will be advised of any extended timelines.
- f. If the president and/or the commissioner are directly involved in the dispute, their role in the complaint procedure will be taken by the vice president and/or other available executive members.

g. All ejected personnel shall be suspended for the balance of the game in which the offense occurred, and may have an additional game suspension(s), at the ruling of the Commissioner and his/her league board executive if deemed necessary.

RULE 10. SUSPENSIONS

- a. Throwing of helmets or damaging other equipment may result in offenders being ejected from the game.
- b. Coaches have the option for teams in the **PEEWEE DIVISION & UP** to wear approved League pants or shorts.
- c. Striking or threatening an official on or near the playing field will result in suspension.
- d. Ungentlemanly or unladylike conduct, or the use of abusive or vulgar language on or near the playing field will result in suspensions.
- e. Suspensions shall be levied on those persons whose conduct in hotels, motels or billets is unfavorably reported on.
- f. A team may be suspended for refusing to play when they are ordered to play.

NOTE: All circumstances of any ejection must be noted on the back of the game sheet (white copy) and signed by the umpire.

Sec. 3. APPEALS. All ejected and/or suspended personnel can appeal their suspensions through the complaints procedure (RULE 9).

RULE 11. CITY PLAYOFF RULES

SQUIRT DIVISION RULES:

1. **The format will be Double Knockout.**
2. **Home Team will be decided by the final regular season standings, they will occupy the 3rd Base Dugout.**
3. **A Pitcher or Catcher may pitch/catch a minimum of three (3) innings per game. If the game goes into extra innings, the pitching rule is not in effect. (You may use any pitcher you wish, with no limit on the innings pitched).**
4. **Five run rule is in effect.**
5. **Games will end at any point after 4 1/2 innings, if one team is unable to have the ability to score enough runs to continue the game. i.e. 28-6 after 4 1/2 innings.**
6. **Protests must be made known to the plate umpire, prior to the next pitch either legal or illegal. The game will not continue until the protest committee has ruled on the protest. The decision of the committee is final.**
7. **The Protest Committee shall be made up of the Division Coordinator and two (2) other members.**
8. **International Tie Breaker will commence in the 8th Inning.**
9. **All other league rules will remain in effect.**

PEE WEE DIVISION RULES:

1. **The format will be Double Knockout.**
2. **Home Team will be decided by the final regular league standings.**

3. A Pitcher or Catcher may pitch/catch a maximum of four (4) innings per game. **If the game goes into extra innings, the pitching rule is not in effect.** (You may use any pitcher you wish, with no limit on the innings pitched.)
 4. Seven run rule is in effect.
 5. **Games will end at any point after 4 1/2 innings, if one team is unable to have the ability to score enough runs to continue the game. i.e. 28-6 after 4 1/2 innings.**
 6. Protests **must** be made known to the plate umpire, prior to the next pitch either legal or illegal. The game will not continue until the protest committee has ruled on the protest. The decision of the committee is final.
7. **The Protest Committee shall be made up of the Division Coordinator and two (2) other members.**
1. International Tie Breaker will **commence** in the **8th** Inning.
 2. All other league rules will remain in effect.

BANTAM DIVISION RULES:

1. The format will be **Double Knockout**.
2. Home Team will be decided by the final regular league standings.
3. **Games will end if after 5 innings there is a 7 run difference or 15 runs after 3 innings.**

1. Protests **must** be made known to the plate umpire, prior to the next pitch either legal or illegal. The game will not continue until the protest committee has ruled on the protest. The decision of the committee is final.
2. **The Protest Committee shall be made up of the Division Coordinator and two (2) other members.**
3. International Tie Breaker will **commence** in the **8th** Inning. 7. All other league rules will remain in effect.

MIDGET DIVISION RULES:

1. The format will be **Double Knockout**.
2. Home team will be decided by the final regular league standings.
3. **Games will end if after 5 innings there is a 7 run difference or 15 runs after 3 innings. As per Softball Saskatchewan Handbook.**
4. Protests must be made known to the plate umpire, prior to the next pitch either legal or illegal. The game will not continue until the protest committee has ruled on the protest. The decision of the committee is
5. **The Protest Committee shall be made up of the Division Co-coordinator, or their delegate and two (2) other members.**
6. **International Tie Breaker will commence in the 8th inning.**
7. **7. All other league rules will remain in effect.**

Please remember that Moose Jaw Minor Girls Fastball was organized to teach the girls the game of fastball and good sportsmanship! Please stress these points in your coaching!

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