



League Rulebook

2019 Season

Redemption
CHURCH

Coach Responsibilities

1. Overall coordinating of the team, players and attitude of team.
2. Game day lineups.
3. Ensures adequate players and equipment for games (may be delegated).
4. A basic working knowledge of softball rules and a good understanding of Redemption Softball modifications.
5. Manages team conflict.
6. Is able to lose graciously as well as win graciously.
7. Collects all registration forms, medical waivers and fees.
8. Submits team lists to league register by mid-league tournament.
9. Active involvement in league functions (i.e., Tournament lunches, Softball Sunday, etc).

Assistant Coach Responsibilities

1. Assumes coach's role in their absence.
2. Assists manager where and when needed.
3. Does not handle disputes if coach is present.

Manager Responsibilities

1. Assists coach with contacting players to ensure adequate number of players for each game.
2. Coordinates the setting up of the field.
3. Takes care of the equipment.
4. Other duties as discussed with coach.

Rule Clarifications

Players

1. All players are subject to approval by the league commissioner.
2. Players are to be 16 years of age or older before the start of the 2019 season.
3. Players are expected to pay a registration fee to help cover operational costs. Fees are collected by the coaches and paid to the registrar by the mid-season tournament.
4. Players must be ready, willing and able to play out their own positions, do their own batting and their own running. Players should NOT expect to have a 'pinch runner,' they need to come healthy enough to play the game completely (exceptions can be granted if an injury takes place in the current game).
5. In order to play in the final tournament weekend games, players must have played in 2 separate previous regular season games (the mid-season tournament counts only as 1 game even if the player plays 2 or 3 on this date).
6. T-shirts provided for teams are to be worn by players. This identifies correct team members for players, umpires, score keepers and fans.
7. Players are encouraged to remove watches, chains, and any other jewelry during games.

Equipment

1. Closed toed shoes are mandatory. Rubber cleats are permitted. No metal spikes/cleats and no bare feet permitted.
2. Use only approved softball bats (wooden are allowed).
3. Only "Gray Dot" 40 core limited flight softballs are allowed for regular season and tournament play for both male and female batters. These will be provided by the league.
4. All batters must wear a helmet when batting and during play while on the bases. Players refusing to wear a helmet will automatically be called out.

General Rules

1. Coaches are to have the fields set up **30 minutes** prior to game time. Home teams are responsible for setting up, although the Visitors can assist.
2. Games shall start at 6:15 pm on regular week dates.
3. The visiting team is responsible for supplying a score keeper and informing the commissioner of the final score the evening of the game.
4. The batting team will provide an umpire during their own at bat. Coaches should appoint players with a knowledge of the rules who are capable of making calls without partiality to their own team. If possible (especially during tournaments), bystanders are permitted to act as umpires if approved by both coaches.
5. Games will normally be 7 innings in length with at least 5 innings completed to be considered an official game.

- Mid-season tournament games may be subject to a time limit with a view to playing at least 5 innings.
6. Maximum of 5 runs per inning in the first 6 innings.
 7. Each game should end with an 'open inning,' therefore coaches need to consider this when moving into the 6th and 7th innings. An open inning may need to be played prior to what would have been the 7th inning.
 8. If enough daylight, extra innings will be played in the event of a tie.
 9. If darkness, weather or time constraints prevent the completion of 7 innings, the score shall revert back to the end of the last completed inning unless the home team is ahead.
 10. If darkness, weather or time constraints prevent a tie from being broken, the game shall be recorded as a tie.
 11. When a home team leads in the last inning after the visitors have finished batting in the top half, the game is over.
 12. Placement in regular season standings is determined firstly by overall win-loss record compared to other teams. In the event of equal overall win-loss records, the following order of tie-breakers applies:
 - Wins and losses between or among these overall tied teams in head to head games
 - Least runs against in head to head games
 - Least runs against in overall games
 - Coin flip presided over by the commissioner
 13. Final regular season placement will factor into home field (last bat) assignment in the playoffs. Playoff standings will be determined applying the same criteria as above in reference to playoff game results.

Lineups

1. Teams are allowed a maximum of 10 fielding positions on defense: the 9 traditional positions and 1 outfield rover.
 - 1.1. Defense Positions: of these 10 players in the fielding positions – a minimum of 3 players are to be female. If a team does not have 3 female players for these positions they will play short in the fielding positions. In other words, a team can have a **maximum of 7 male players in fielding positions.**
 - 1.2. A maximum of 6 players are permitted in the infield (one for each traditional infield position). When a female is at bat, **all infielders (except the catcher and pitcher) must be (a) behind the baseline path between 1st & 2nd and 2nd & 3rd, but also (b) in front of the outfield grass until contact is made by the batter.**
 - 1.3. If teams do not have enough players they can borrow from the opposing team, as long as the opposing team will maintain 10 players as well as their minimum for female players. The goal is always to play the game; therefore, coaches are encouraged to work this out as best they can.
 - 1.4. If a team fields only **8 or 9 players – 2 of them need to be female** – (this can include borrowed players). If a team has less than 8 total players (male or female) or less than 2 female players, the team forfeits (officially losing 7-0, but, again, the minimum can include borrowed players).
 - 1.5. Fielding players in defense positions may be substituted more than once in a game.
 - 1.6. The Batting Lineup: all fit players who show up for the game are entered into a slot in the Batting Lineup.

In the event that a team does not have 3 females in the Batting Lineup they will take an **automatic OUT** when this slot comes up in the Batting Lineup. Latecomers to a game may be inserted into the batting order at the bottom of the lineup (unless replacing an incapacitated starter; otherwise their inclusion does not require that another player be removed from the order).

2. Players are not to be borrowed for the final weekend tournament, unless allowed by the commissioner. To play in these games on a particular team, players are to have played games on 2 separate occasions for the team they are playing for (May mid-season tournament games together count as only 1 occasion).

Pitching

1. Pitches will be thrown underhand from a distance of 50-60 feet from the home plate.
2. The pitch must arc a minimum 6 ½ feet to a maximum of 16 feet. If the pitch does not arc it is called a ball, unless the batter swings at the pitch.
3. If the batter does not swing at the pitch, the ball needs to **hit** the 22" x 48" home plate board to be called a strike.
4. 3 strikes is an out and a foul tip on the 3rd strike is out if caught by the catcher. If a foul tip on the 1st or 2nd strike does not go above the batter's head, it is NOT an out even if the ball is caught after being fouled directly into the catcher's glove. If the batted foul ball goes above the batter's head and is caught the batter is out on any strike pitch.

5. Walks: 4 consecutive balls from the start of the count will get the batter only one base, like other walks. Pitchers are expected to not pitch around (intentionally walk) good hitters and batters are encouraged to attempt to hit pitches that are in or close to the strike zone.
6. If the batter is hit by the pitched ball they do not get to go to first base (the pitch can be called a ball or strike by the umpire – at their discretion).

Batting

1. A batter cannot switch batting sides once they have received a pitch for their time at bat.
2. Cone Rule: **Only** applies when a female is up to bat. No outfield player or rover is allowed inside the cone line (170 foot arc) until the ball is contacted.
3. Females are allowed to bunt. If a bunt rolls foul on the 3rd strike the batter is out.
4. A batted ball that hits home plate without having been touched by any fielder will be called dead and treated as a foul ball strike.
5. On any fly ball, fair or foul, that lands on a home owner's property (in their yard) around the ball fields – the batter will be called out and base runners cannot advance.

Base Rules

1. The distance between the bases is **65 feet**.
2. There will be a double safety bag at first base. Once the batter-runner has touched the orange bag and run through the base they **CANNOT** be tagged out whether they turn right or left unless they have attempted to proceed to 2nd base. On **INFIELD** hits the batter-runner must touch the Orange Bag to be safe at first. If the batted ball passes the infield, the batter-runner may round first base on the **inner** side of first base (by touching any part of the double bag).
3. The batter-runner cannot be tagged out running down the first base line, as a force play to the first base bag must be made by the defensive team.
4. No stealing bases. Base runners are to remain in contact with their respective base until the batter makes contact with the ball. (Anticipation steps will happen – try to keep these to a minimum distance – coaches remind their own players).
5. Fielders have the right of way when attempting to field a ball or when in possession of the ball. If the ball is not coming in their direction as a defender, the runner has the right of way on the base path.
6. When running home, the runner must stay in foul territory. The base runner must not touch home plate, but instead run through the home base line. The base runner cannot be tagged out between the commitment line and the home base line. The defensive team treats all plays at home as a force play once the base runner has crossed the commitment line.
7. The **commitment line** is to be marked **32' 6"** feet from home plate (half way from 3rd). If the base runner crosses the commitment line, the runner must continue

- home. If the runner stops and returns to 3rd base after crossing the line, a force play at home will put the runner out.
8. The catcher/other defensive player with the ball can step on any portion of the home plate board for a force play there.
 9. Out of bounds plays and advance of runners on these plays:
 - 9.1. Batted or fielded balls that go out of bounds are ruled dead.
 - 9.2. Hit balls caught in the air (by a fielder with at least one foot) out of bounds are foul ball strikes, not outs. Batters are out on fly balls that are caught prior to being carried out of bounds. Base runners are awarded the next base beyond the one they had been occupying.
 - 9.3. Batted balls that land fair in the outfield but roll untouched into out of bounds territory are ground-rule doubles: runners move up two bases. Balls hit fair that are touched by a fielder before going out of bounds result in an extra base being awarded base runners.
 - 9.4. On overthrown balls that go out of bounds, base runners are awarded a further base than they would otherwise have achieved on a play.

Alcohol and Smoking

Redemption Softball does not permit alcohol use at or around any of the games: in the dugouts, on the field or in the stands. Any team contravening this regulation will forfeit the game on the first offense and if the infraction is repeated will be asked to leave the league without refund of fees paid. Smoking is likewise prohibited at the

diamonds in conjunction with the games. Surrey Parks and Recreation does not allow alcohol beverages to be consumed on public property unless appropriate permits are obtained. Surrey has also banned smoking in its parks except in designated areas.

Location of Fields

North Surrey Community Park: 15848 - 97A Avenue
Serpentine Heights Park: 16151 - 92 Avenue

Surrey allows dogs in a park with a leash, but does not allow them on a sport field or ball diamond even with a leash.

Local Field Rules

North Surrey #3 (SE diamond, closest to the school)
Fly balls that land in the trees or on the upper field are a homerun. Balls rolling up into the trees are live balls.

Serpentine Heights

Any fly ball that breaks the plane of the tree line in left to centre field is an automatic out. The plane is the front edge of the tree line, whether between the trees or directly into the trees. If a ball rolls into or between those trees (touched or untouched), it is a ground-rule double.

Players and fans are encouraged to not park their cars too close to diamonds, i.e., alongside Serpentine or adjacent to or just beyond the NW diamond at North Surrey.

Handling Disputes

Recognizing that disputes are inevitable, the following guidelines should be used in the event a dispute arises.

1. Players must communicate rule discrepancies/violations to their own coach and not handle the discrepancy on their own. The coach will then make the decision on whether or not to dispute the call.
2. Only coaches are to discuss disputes with umpires and an opposing coach. Assistant coaches can assist in this discussion if their own coach asks for their input.
3. If necessary, call a time out so the coaches can hold their discussion off of the field.
4. If the dispute is irresolvable one of the following options should be used:
 - a. Table the dispute to be discussed with the commissioner and resume the game, agreeing to disagree.
 - b. Call the game – the score will revert to the score at the end of the last completed inning.
5. The commissioner (if present) will enter the dispute only if invited. Otherwise coaches will be expected to settle the dispute. However, the commissioner reserves the right to bench any coach who is exhibiting an inability to control his or her reactions to the dispute.
6. Coaches are to bench any player who is being disruptive in any manner for at least one inning.

Games Called Due To Poor Weather

Coaches will be informed via email by 4 pm on game day if poor weather/field conditions force postponements or cancellations of games. The commissioner or delegate will make this call. Coaches will be responsible to contact their players.