**S.M.G.S.A HOUSE LEAGUE RULES**

**1. Application**

 Mite, Junior and Senior divisions will be governed by P.W.S.A. rules, except where indicated below.

2. **Helmets**

a) Personal batting helmets with ear protection and chin straps must be worn when batting or running the bases during both practices and games. A player may remove their helmet only when time is

 called, in order to make adjustments.

b) A player will be called out if the helmet is deliberately taken off

 while running the bases, or prior to exiting the field, through the gate. lf a player crosses the plate and removes her helmet before exiting the field, she will be declared out but the run will count.

c) Personal helmets are mandatory for batters, base runners, catchers, on-deck batters and youth age players who coach in the first and third base coaches' boxes.

d) Catcher's helmet and mask are mandatory for all players and adult

 volunteers when warming up pitchers.

**Uniforms**

a) For a player to be eligible to play in a game, a team sweater must

 be worn. lt is the coach’s responsibility to ensure that a properly

 fitted sweater is supplied to each player. lf a team sweater is not

 worn, assuming enough suitable sweaters are available, that

 player(s) will be ejected from the game after being given one

 opportunity to comply with the rule.

b) A call up player is to wear her own team sweater.

c) Players may wear shorts for practices but not for games. Shorts

 must be three inches (3") above the knee in length. Long pants -

 ankle length - to be worn for games. Hair must be tied back.

 Earrings ,watches, rings etc. must not be worn by any player during

 game or practice. Medic Alert bracelets or necklaces are not

 considered jewellery. No tape required.

d) Players may wear a securely fastened coat or sweater over their

 team sweater during games played in cool weather.

e) Ball hats are optional.

**4. Game Balls**

 It is not necessary to use a new ball for every game. A good used ball, approved by the umpire, will suffice in regular play.

**5. Appeals**

 Appeals can be made at any time up until a pitch is thrown.

a) When making a verbal appeal, no illegal pitch is called if a pitcher:

 i) has possession of the ball and is in contact with the pitcher's

 plate.

 ii) if "play ball" has been declared and the pitcher then requests an appeal the umpire will c all " time out" and allow the appeal process.

b) a fourth out appeal can be made after the third out as long as it is

 made properly and it is made to remove a run.

c) a designated catcher appeal can be made at any time during the

 half inning that the violation occurs ( see rule 6 ).

**6. Designated Catcher Substitution**

When the team on offence has two (2) out and the player designated to catch the next half inning is on base the coach is allowed to substitute the last recorded out of the inning in her place as a base runner. The

designated catcher must then suit up for the next half inning.

The base runner removed for this purpose must be the catcher for the next half inning. lf the so designated catcher does not catch the next half inning, all runs scored as a result of the substitution shall be nullified. lf no runs were scored as a result of the substitution then the first batter of the opposing team or the batter at the plate at the time the violation is discovered shall be awarded four bases and one run will be counted. lf runners are on base at the time the violation is discovered all runners will advance, including the batter/runner until the base runner closest to the plate scores. No more than one run shall be scored as a result of the violation.

**7. Deportment**

 While the game is in progress all players must stay within the fenced-in bench area except for players warming up who may do so away from the field and backstop.

**8. Number of Players**

a) Any game may be played with seven ( 7) players present.

b) lf any team calls up players, and at the game the "team" has enough (9) of their own players, then the call-up can only play

 offensively and cannot pitch or catch( see rule3 b).

c) Only the 1994 age player can be called up to the Senior division.

**9. Substitution**

a) There is unlimited defensive substitution and all players will bat.

b) All players must participate, except where there is an injury or

 disciplinary action is being taken by the coach.

c) Substitution for injury will be allowed at any time without penalty.

 Injured player may re-enter the game at any time in the same batting order.

**HOUSE LEAGUE BY-LAWS**

**1. Governance**

 The League shall be governed by the S.M.G.S.A Constitution Rules and By-Laws the P.W.S.A and C.A.S.A. rules of play.

**2. Schedule**

a) The regular schedule of the league will commence within the first three weeks of May, depending on the weather.

b) All early games during the regular season will start no later than

 6:15 p.m. lf games cannot be started by 6:30 p.m. due to an

 unfielded team, this game will be forfeited.

c) All schedules will show the home team second. For example,

 "A vs. B" indicates that B is the home team.

d) Playoff schedules to be announced. All final tournament to be true double knockout.

**3. Rainouts**

When a game is called because of rain, prior to its completion three innings or two and one half innings if the home team is ahead will constitute a legal game.

**4. Substitutions**

a) There will be no substitutions from one team to another in the same division.

b) Any team in need of players may draw players from a lower division of S.M.G.S.A. Call-up players cannot be all-star or rep players except house league players signed as rep alternates. T-ball may be called up to Rookie Ball if needed.

**5. Player Ages**

Player ages as of January1 of the current year:

T ball 4 and 5 years old

Rookie ball 6 and 7 years old

Mite 8 and 9 years old

Junior 10, 11, 12 and13 years old

Senior 14 to 21 years old

House league age levels and playing divisions will be assessed on a year to year basis and can be changed as necessary according to registrations received.

**6. Player Eligibility**

Any player, if registered or signed on any team outside of Stratford, may

Not register for S.M.G.S.A house league all divisions.

**7. Playoff Eligibility**

To be eligible to play in the playoffs a player must have played in seven

Regular season games. Eligibility can be granted at the discretion of the

League convenor.

**8. Ejection**

a) Any coach, manager, scorekeeper or player ejected from a game will be suspended from that game and will immediately leave the vicinity of the ball park. All ejections must be added to the winning team's scorecard (see general responsibilities #3 scorecard).

b) lf a second ejection occurs that individual will be brought before the Board.

**9. Executive Warnings**

Any member of the S.M.G.S.A. Executive will have the authority to, for any verbal abuse or for any equipment abuse, give the player one verbal warning per year for the first offence, and for the second offence be suspended from that game plus the next scheduled game. The third offence will automatically mean that the coach, player and parent/guardian will appear before the Executive and the said player will be suspended until that appearance. Any warning given must be done in the presence the coach. At the time of the warning the player's name and the reason for the warning must be written on the back of the home team scorecard. The score card must be signed by the coach, member of the executive giving the warning and the player. The card must be turned in to the convenor. This information will be recorded and kept for future reference.

**10. New Coaches**

As of the 1996 season new coaches (have not coached in our Association before) will be required to supply three (3) character references.

**11. Umpires**

**Uniforms & Equipment**

a) A clicker brush, umpire shirt and ankle length pants are mandatory for ALL umpires at EVERY game.

b) In addition to (a) ALL plate umpires must wear a chest protector, face mask with neck guard and shin pads at EVERY game (these to be supplied).

**S.M.G.S.A Rules and By-Laws by Division**

**Mite Division**

1. Players are automatically out on a dropped third strike.

2. The infield fly rule is omitted.

3. Stealing of bases is allowed and there can be no "gentlemen's agreement" to change this prior to the game.

4. An inning will consist of: three outs or seven runs scored, whichever occurs first.

5. The following distances apply:

Pitchers' mound to plate = 28 feet

(after fun tournament, may be moved to 30 feet at discretion of

coaches)

Bases 45 feet apart

6. A "mercy rule" of ten runs applies after 5 innings 4 1/2 if home team ahead.

7. No new inning to start after 7:30 p.m.

8. A pitcher is limited to three innings of pitching alternating the innings. No innings are to be pitched back-to-back by one pitcher.

**Junior Division**

1. The infield fly rule is omitted.

2. An inning will consist of: three outs or seven runs scored, whichever occurs first.

3. The following distances apply:

 Pitchers' mount to plate = 35 feet

Bases 55 feet apart

4. A "mercy rule" of ten runs applied after 5 innings, 4 ½ home team ahead.

5. No new inning is to start after 7:45 p.m.

6. Pitchers are to pitch a maximum of four innings. No more than three

Consecutive innings.

**Senior Division**

1. The following distances apply:

Pitchers’ mound to plate = 40 feet

Bases 60 feet apart

2. A "mercy rule" of ten runs applies after 5 innings 4 ½ if home team ahead.

3. A maximum of ten runs per inning can be scored, and then the inning turns over.

4. Game start time is either 6:15 p.m. or 8:30 p.m. No new inning is to start after either 7:45 p.m. or 10:00 p.m.

**The Responsibilities of Coaches**

**A. Preseason Responsibilities**

1. a) A coaches meeting will be held at the start of the season for

Coaches in each division. lf additional meetings are required during the season coaches will be contacted.

b) After coaches receive their list of players they must immediately

phone every player on their list and tell them what team they are on, who their coaches are, what the coaches phone numbers are and indicate that they will be called regarding the first practice.

c) After the coaches meeting all coaches are to pick up their

equipment and sweaters.

2. a) The coach is to ensure that every player has a properly fitted

sweater.

b) Players should be notified as to the washing instructions for the

sweaters. Do not wash in hot water; do not dry clean; do not

bleach; do not put in dryer; hang to dry.

3. Make sure that each player on your team gets a schedule.

4. Before the season it is a good idea, at the first practice, for coaches to outline expectations of players, such as attendance, deportment, league rules, etc.

5. Coaches will choose or be assigned a practice diamond and time.

**B. Postseason Responsibilities**

**Ratings:**

Player rating sheets will be prepared and distributed to all coaches before the end of the season. Coaches will fill these out and submit them to the Association no later than the final day of playoffs. Ratings are from ten (10), being all-star material, down to one (1). A rating for pitchers and catchers with at least 25% playing time is also to be listed. Contact your Convenor if you require further assistance.

Failure to return forms by September 15th of the playing season will mean head coach will not be accepted to coach the following season as a head coach.

**Awards:**

At the end of the season, the coaches or managers of each time will be

responsible for the selection from their team of:

One Most improved Player

One Most Sportsmanlike Player

One Most Valuable Player

And one Most Sportsmanlike Player from your division.

This information is to be returned to the Director of Banquet and Awards.

In the event of a tie, the coaching staff may choose co-winners that may be

announced at the banquet. S.M.G.S.A will not cover the costs f the extra award.

**Equipment and Sweaters:**

Coaches must return all equipment and sweaters to the Equipment Director at the conclusion of the playoffs.

**C. General Responsibilities**

 **• Home Team Coach**

 • The home team coach of the last game of the day is responsible to pull the bags and put them in the lime room.

b) The home team coach is responsible for determining if a game will be

cancelled because of rain. The home team coach is responsible for

contacting the:

league convenor

opposing team coach

umpire-in-chief

all players on the team

the booth convenor

c) Anne Hathaway Park has four diamonds. Rained out games will be rescheduled by your convenor.

 **• Pregame Preparation**

All players will clear the playing field at least five minutes prior to the start time of the game. The home team is to have their catcher ready by the game start time. lf coaches do not comply with this rule they can be brought before the Board.

 **• Scorecards**

All scorecards are to be marked in ink not pencil. Show by regular marks what each player did at the plate, and beyond that point, on the scorecard. The game date and division must be clearly shown. The home team is to be marked on the bottom of the scorecard. The winning team coach is to ensure that the winning team's score card is signed at the conclusion of the game by a coach of each team and by both umpires. This scorecard must then be deposited in the scorecard box on the lime room door at Anne Hathaway Park on the day of the game.

**4. Beacon Herald Reports**

Newspaper reports are to be completed by the winning team coach and delivered to the Beacon Herald drop box, or phoned or fax the Beacon Herald office the night of the game. They must be clear and filled out properly or the newspaper will not publish the report.

**5. Coach Requirements**

Coaches that cannot attend games must ensure that they make arrangements for their replacement. lf this means phoning a member of the executive to find a replacement, give that person sufficient notice. This will mean making arangements to deliver equipment to your replacement.

**6. Player Discipline**

In order to bench a player for disciplinary reasons, the coach must mark both scorecards before the game. lf a coach deems that a benching is warranted during the game, the home plate umpire and the opposing team must be notified immediately. The scorecards must be marked and the inning indicated.

**7. Breaking of Rules**

For any team that has received three warnings for breaking Association rules, the coach will be called before the executive for an explanation.

**8. Smoking**

Smoking is permitted only outside the fenced-in players bench area. Smoking will be not be permitted anywhere that could be considered the playing area or along the fences.

**9. Board Appearance**

The coach may be required to attend a meeting with the Board as required by By-Law 7.

**10. Problems**

lf any problems arise, it is the responsibility of the coach to call your league convenor.