

## DEUX-MONTAGNES SOFTBALL ASSOCIATION

ADULT LEAGUES HOUSE RULESARTICLE 1 – RULES OF THE GAME

1.1 The Deux-Montagnes Softball Association adopts “Softball Canada – Official Rule Book”, as the rules and regulations for play. Unless otherwise noted in these House Rules, the Official Rules with respect to Fast Pitch (Orthodox) will be enforced.

ARTICLE 2 - SPORTSMANSHIP CHARTER

2.1 All participants in DMSA play must adhere to the following codes:

- Strictly observe all the rules, never intentionally cheat or commit a fault.
- Respect the official. The presence of officials or umpires is essential for all competitions. The official’s role is a difficult and ungrateful one. He/she deserves the respect of all members.
- Accept all of the umpire’s decisions without ever doubting his/her integrity.
- Recognize, in a dignified manner, the superiority of the opponent after a loss.
- Accept, with modesty, the victory without ridiculing the opponent.
- Recognize the good plays and the good performances of the opponent.
- Measure up to an opponent in a fair manner by relying on your own talent and ability to win.
- Refuse to win by illegal means or by cheating.
- Keep your dignity in all circumstances by showing that you have control of yourself, therefore refusing to let physical or verbal violence take hold of you.
- The official’s responsibility is to know all the rules and apply them impartially. To show respect to all players and executives of the DMSA at all times.
- Pay all applicable fees to be a member of the DMSA.

2.2 Any member of the DMSA found guilty of participating in the making and/or production of forgery or counterfeit and/or found guilty of making a false declaration is suspended indefinitely.

2.3 Any dispute or opposition concerning the status of a member must be submitted in writing to the DMSA Executive Committee with sufficient proof.

2.4 Any team having in its alignment an illegal player in a game during the regular season or during the playoffs loses the game or all the games played with that player, and said player is suspended.

ARTICLE 3 - DISCIPLINE

3.1 Any on-field or off-field incident may be brought to the attention of the Disciplinary Committee. This committee will consist of the supervisor of the concerned league and the DMSA Executive Committee members. The Disciplinary Committee has the power to uphold, rescind or augment disciplinary measures (including automatic suspensions) based on

the evidence presented to them by the umpire, the coaches and the players concerned. This committee will use previous decisions as a reference. This committee's decision is final.

3.2 Smoking, vaping and alcohol will not be tolerated on the playing field in all categories. The playing field is defined as to include the dugout area and the area immediately surrounding the dugout.

3.3 Any member of the association who is thrown out of a game by the umpires is suspended for the next game whether it is a regular scheduled or rescheduled game. The umpire will have to report the incident to the league.

3.4 In the case of a second expulsion during the course of the same season or the following season, the guilty party will be suspended for the next three (3) scheduled or rescheduled games. Supervisors will be responsible for tracking suspensions. Teams cannot replace a suspended player with a spare.

3.5 In the case of a third (3) expulsion during the course of the same season or the following season, the player in question will be banned from the league for the balance of the current season and will be on probation for the following season i.e., if another expulsion is incurred during the following season, the player will be banned from the league for the balance of that season.

3.6 The coach responsible for each team must refrain from a player playing the game if he/she has reason to believe that the player is in any way intoxicated. If the coach ignores this rule, the umpires will have to eject the player from the game and the case will be brought before the disciplinary committee.

3.7 For the purpose of accounting for expulsions to calculate the period of an automatic suspension, expulsions older than the previous season will not be considered. However, the Disciplinary Committee may consider any history in reviewing the circumstances of a current expulsion or other incident.

3.8 If a player plays in multiple leagues and is expelled from a game in one league, the automatic suspension is served in the league where the expulsion occurred. However, the accounting of expulsions for a player does carry over to all the leagues in which the player plays in. Example: if Player A is expelled out a Marks league game, he received an automatic one-game suspension. If later in the following season, he is expelled from a Mixed League game, he would receive a three-game suspension in that league.

#### ARTICLE 4 – EQUIPMENT

4.1 Any team using the DMSA's equipment is responsible for it and must return it in the same condition.

4.2 Team jerseys are mandatory.

4.3 Non-metal cleats are permitted and encouraged in all leagues. [Metal cleats are specifically banned.](#)

4.4 A bat that has any one of the following stamps and is not on the barred list is legal for play in DMSA Adult leagues.

## SLO-PITCH - (ALL)

### Acceptable Certification Stamps:

ISF 2005

WBSC  
(New)

ASA 2000



ASA 2004

USA Softball  
(New)

USSSA



NEW 2021

**All other bats are not approved for use.** Non-approved Bats shall be removed from competition and visibly marked (e.g. tape). Teams should be advised that attempted use during the game will, by rule, result in ejection.

If an illegal bat is discovered during an at bat by an umpire or by an appeal play, then the bat is removed from the game, the batter is declared out AND the batter is ejected from the game (automatic suspension, as per Article 3).

Barred list: <http://usa.asasoftball.com/e/BB1P2000.asp>

### ARTICLE 5 – LEAGUES

5.1 Three different leagues for adults are being organized by the DMSA: Mark's League (ML), designed for men's recreational orthodox-style softball, the Adult Mixed League – a recreational mixed “3-pitch” league, and the Women's League, designed for women's recreational three pitch softball.

5.2 If not elected, each league will have an individual appointed by the DMSA Adult Leagues Committee to be the supervisor.

5.3 The supervisor for each league will be responsible for the following:

- Coordinate the drafting of the teams.
- Inform coaches of league and association directives.
- Schedule all regular season and playoff games for his/her appointed league.
- Cancellation and rescheduling of games due to inclement weather or other unforeseen events which make the diamond unplayable.
- Work with the umpire-in-chief to schedule and pay umpires ● Re-schedule postponed games.
- Ensure a game ball, game sheets, and necessary equipment are available for each game.
- Prepare standings.
- Form a liaison between the players and the Committee.
- Bring disciplinary issues to the Disciplinary Committee.
- Ensure all players on the field have paid the appropriate fees to the DMSA.

## ARTICLE 6 – TEAMS

- 6.1 All recreational leagues: best efforts must be made by the coaches to substitute for players in a fair and equitable manner to ensure equal playing time for all. Failure to do so will result in a review of the situation by the Disciplinary Committee. Possible actions by the Disciplinary Committee may include suspension of the coach and forfeiture of games won. Captains must approve of the other team's spare.
- 6.2 All recreational leagues: Upon receiving notice of a player's desire to quit, the player will be refunded on a prorated basis, based on regular season games played by his/her team versus the total number of regular season games. This is applicable from Opening Day until July 15<sup>th</sup>, after which no refunds will be issued under any circumstances.
- 6.3 All recreational leagues: When a new player is placed on a team after the season begins, the player must pay to the DMSA a fee on a pro-rated basis, based on regular season games available to be played by his/her team for the remainder of the season versus the total number of regular season games.

## ARTICLE 7 – GENERAL HOUSE RULES

- 7.1 The House Rules for each diamond will be those designated by the DMSA. If a conflict arises between these ground rules and the "Softball Canada – Official Rule Book", the House Rules will prevail.
- 7.2 Every team must, at all times, follow the DMSA schedule. No game may be changed without the prior authorization of the league supervisor.
- 7.3 The only valid reasons to postpone or cancel a game are:
- Bad weather.
  - Bad condition of the diamond or field.
  - Any change approved by the supervisor.
- 7.4 For all leagues, a game will be considered completed if either of the following two situations occurs:
- a) 5 innings have been played (or 4.5 innings if the home team is leading);
  - b) 1 hour of total playing time. (The way b) should be interpreted is as follows: if a rainout occurs on or after the 1 hour mark has past, the score from the last completed inning (or half inning if the home team is leading and at bat) will be the final result, even though that event may have occurred prior to the 1 hour mark. Also, the total playing time can be split in the event of a rain delay.)
- ("Open innings" are not required for a game to become official)
- 7.5 Playoff formats will be established and agreed upon between the coaches and supervisor prior to the start of the season.
- 7.6 A postponed game should be played as soon as possible at the discretion of the supervisor.
- 7.7 Games will begin no later than fifteen (15) minutes after the scheduled starting time. Delay caused by DMSA excludes city delay.
- 7.8 Once a player has pitched in a game, no warm-up is allotted to him/her after the start of an inning.
- 7.9 If a player throws a bat, helmet, or ball, in anger and in a violent manner or if he hits a field object with the bat violently (i.e. the backstop, a fence, a light post, or any other "on or off field" structure), he will be immediately thrown out of the game, which implies a minimum one game suspension. As with any expulsion, further disciplinary measures are at the discretion of the DMSA Disciplinary Committee.

- 7.10 Any fielder (including a catcher at home plate) may not prevent a runner from having access to a base or the commit line (i.e., block the base or line) at any time, whether the fielder is or is not in possession of the ball. If this situation occurs, the runner is awarded the base or the plate. However, in this same situation, if the runner collides aggressively with the fielder (including catcher) with little regard for the safety of the fielder, the runner will be called out and expelled from the game.
- 7.11 The following rules are applicable to all recreational leagues (Mark's League, Adult Mixed League, and Women's League):

REC01 Every player present bats notwithstanding the amount of players on the field. Everyone hits.

REC02 A late-arriving player may enter the game at any time.

REC03 The batting order will consist of all players present when the game begins. Once submitted, no changes will be allowed except to add players who arrive late to the bottom of the list. This means that the home team must submit their lineup before the game starts. If a player is not present when his/her turn comes up to bat for the first time, they are out. They may be re-added at the bottom of the lineup when they show up.

REC04 A runner who leads is automatically out, which means that the foot must always remain in contact with the base unless the ball is hit.

REC05A player cannot play for more than one (1) team in any one given DMSA league with the exception of occasional spare players.

REC06 If a player misses more than three (3) consecutive games without notifying their coach, he/she may be automatically replaced and put on the waiting list with no refund.

REC07 A safety line and a commit line are included on the field. A runner from 3rd base who steps on or over the commit line must advance to home plate. Once a runner passes the commit line, a play at home becomes a force play. Rather than touching the plate, the runner must run on or past the safety line, located beside home plate. Any runner who touches the plate, whether there is a play or not at home, is declared out. All plays at home are non-contact.

REC08 No bunting or half-swings are permitted. This will result in the play being called dead. A pitch will be declared in a 3-pitch league. In the case of a third strike, or a last pitch, the batter is out.

REC09 Teams will be composed of registered players from their league.

REC10 A maximum of 10 players can take up a defensive position on the field at one time. In the case of 3-pitch leagues, this number does not include the pitcher, as the batting team provides that player.

REC11 All spares must be registered in the league they are sparring in. (ex. Only DMSA registered mixed league players can spare in the Mixed League) and must be equal to or lower caliber than the player they are replacing.

REC12 If your team has spares on any given night, the maximum number of players you can have on your team is 10. (For example, if you have 7 players you can have 3 spares, if you have 8 players, you can have 2 spares, and if you have 9 players, you can have 1 spare). If a regular player shows up midway through the game, a spare will have to leave if the team now exceeds 10 players.

7.13 The following rules are applicable only to Women's League

FEM01 No inning may be started after one hour and ten minutes has elapsed from the scheduled start of the game.

FEM02 A maximum of 5 runs per inning is permitted, except in the 9th or declared last inning, where the run total is unlimited. The last inning, or “open inning”, is declared by the umpire at the start of the inning that occurs at least one hour and ten minutes after the scheduled start of the game. If the declared open inning is not the ninth inning, and the inning has been fully completed, and time remains as per, then another open inning can be started. This means that if the home team is leading, and the open “non-9th” inning has been declared, the home team must bat.

FEM03 Pinch runners are permitted. The pinch runner can be used for injury or for strategic purposes. There is a maximum of 3 per game. The batter must make it to first on their own before a pinch runner can be called in. At any time when the ball is not in play (including in between pitches), a team can switch a runner on base for another player in their current lineup. This switch can occur due to injury or for strategic purposes. A team can perform this switch a maximum of three times in a game. (Info are repetitive)

Case 1: If the new runner’s batting spot comes up, the new runner will need to be switched again. In this case, if all three switches have occurred, then an automatic out will be declared, nullifying the batting spot.

Case 2: If after a team uses its three switches and a runner cannot continue due to injury or other reasons, the runner will be declared out.

FEM04 Spares must occupy the last spots in the Batting Order.

FEM05 If the pitcher touches a hit ball in any way, the batter is declared out, the play is dead, and all runners must return to their bases. Time will be called only after the play is over AND the ball is in the hands of an infielder. The pitcher may only receive the ball from an infielder.

FEM06 A pitching fence is required for pitchers’ safety. It is to be placed in between pitcher and batter, on the non-pitching side of the pitcher with at least one leg inside the pitching circle. If the ball hits the fence, it is considered a dead ball and counted as a pitch.

FEM07 Pitcher’s masks are mandatory for all pitchers.

FEM08 All infielders are STRONGLY encouraged to wear an infielders mask.

FEM09 Rovers, in the case of 2 rovers: 1 rover is allowed to play in the dirt / infield. The other must play in the grass.

FEM10 There must be a minimum of 6 registered players from a team and a limit of 3 spares in playoffs or 4 spares in the regular season games.

FFEM11 infielders must stand behind the baseline until contact is made with the ball by the bat.

## ARTICLE 8 – STANDINGS

8.1 The order of the standings of the teams in each classification will be determined by the total number of points accumulated following victories, losses and tied games (2 points for a win – 1 point for a tie – 0 points for a loss).

8.2 In the case of accumulated points being the same, the order of the standings will be determined as follows:

- The team with the most victories

- The results of the games between the teams concerned.
- The highest number of “plus/minus” runs overall between the tied teams
- The most runs made during the games between the teams concerned

ARTICLE 9 - REFUND

9.1 Refunds will only be considered for players who make a request in writing to the DMSA Adult League Committee.

9.2 After the first game, the DMSA Adult Committee permits no refund, unless there is an acceptable valid reason.  
Refer to point 6.2.

ARTICLE 10 – PROTESTS

10.1 All protests concerning a game must be submitted in writing within forty-eight (48) hours following the games to the supervisor. A fee of twenty-five (\$25.00) must be paid for each protest. If the protest is lost, the fee will not be refunded.

ARTICLE 11 – LANGUAGE

11.1 If there is a conflict between the English and French versions of the House Rules, please contact the supervisor of the league for clarification.

ARTICLE 55 – ROCKY

55.1 The number “55” has been officially retired from league play, in honor of Rocky Holt.