



HGSL Rules

These rules are used for the Halton Girls Softball League. The league currently consists of teams for girls from Burlington, Halton Hills, Stoney Creek, Waterdown, Oakville, **and Milton**. Divisions are available at the U12 (formerly SQUIRT), U14 (formerly NOVICE), U16(formerly BANTAM), and U21 (formerly Midget/Junior) age groups where applicable.

Revised January 12, 2021

Amendments to the playing rules may be made at the Interlock meetings provided:

- A. The proposed rule change (along with rationale) is forwarded to all Centers 14 days prior to the meeting.
- B. Majority of delegates present at the meeting must vote in favour.

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League Play

1. Regular Season

- 1.1. Teams will be awarded a Win (2 pts), Loss (0 pts) or Tie (1 pt) for all games scheduled by the HGSL. Teams that forfeit games will receive a loss while their opponent will receive a win by the score of 7-0. In the event of a double-forfeit (both teams forfeiting), both teams will receive a loss of 7-0.
- 1.2. At the completion of the regular season schedule the team with the most points will be considered the Pennant Winner and receive the top seed for determining the playoff matchups. Any teams tied in the points standings will be separated by following the tie-breaker rules mentioned below.

2. Tiebreakers (standings)

- 2.1. In the event of a tie in the regular season standings for playoff results, the respective order of finish will be decided as follows:
 - 2.1.1. Head to Head comparison. Results of games the tied teams played against each other (wins, losses, ties). If there is still a tie then:
 - 2.1.2. Total runs AGAINST divided by games played between teams involved in the tie. Lowest differential advances. If there is still a tie then:
 - 2.1.3. Total runs FOR divided by games played between the teams involved in the tie. Highest differential advances. If there is still a tie then:
 - 2.1.4. Total runs AGAINST divided by all games played. Lowest average will be placed higher in the standings. If there is still a tie then:
 - 2.1.5. Total runs FOR divided by games played. Highest average will be placed higher in the standings. If there is still a tie then:
 - 2.1.6. Coin flip.

3. Playoffs

- 3.1. On the completion of the regular schedule, a playoff (Gala Day) will be held to determine the Division Champion.
 - 3.1.1. Note that playoff games may fall outside the agreed upon "game nights" and most likely will involve a weekend tournament
- 3.2. All teams within a division will participate in the playoffs (Gala Day) and be guaranteed at least one playoff game depending on the format chosen (division formats may vary).
- 3.3. Playoff format to be determined and reviewed by House/interlock authorities prior to the start of each regular season. (ie single, round robin, knockout, double knockout etc) and a schedule distributed to teams prior to the end of the season.
- 3.4. Final team standings will not be determined until the end of the regular season.
- 3.5. All players will receive a participation award which will be the same at each venue at the conclusion of the championships

4. **Tie Games in Playoffs**

- 4.1. No playoff games can end in a tie. If the game is tied after 7 complete innings (7th is open) or the “drop-dead” time has been reached and the score is tied, the International Tie-breaker rule will be used.
 - 4.1.1. Player maximums(pitching, positional rotation) are reset.
 - 4.1.2. Each team will start their next at-bat with a runner on second and nobody out. The runner will be the last person to have batted the previous inning.
 - 4.1.3. Each half inning shall not exceed 4 runs for each team.

Playing Rules

Softball Canada Official Fastpitch Rules used in all instances unless otherwise noted herein.

5. **Playing Field**

- 5.1. The home team shall provide the bases, game balls and the official scorekeeper.
- 5.2. The home team shall be responsible for placing the bases and the pitching rubber, at the proper distances, well before the start of the game.
- 5.3. The double base will be used exclusively at 1st base.

6. **Base and Pitching Distances**

- 6.1. The HGSL will not adopt the 2020 Pitching Pilot Program for Softball Canada.P.W.S.A..

Division	Bases (ft)	2nd Base (ft)	Pitching (ft)	Ball Used
U12 (formerly Squirt)	55	77' - 3.25"	35	11" Hard
U14 (formerly Novice)	60	84" - 10.25"	38	12" Hard
U16 (formerly Bantam)	60	84" - 10.25"	40	12" Hard
U21 (formerly Midget/Junior)	60	84" - 10.25"	43	12" Hard

- 6.2. Batter's Box Measures 1.0m (3') by 2.2m (7') on each side of home plate. Inside lines should be 15 cm (6") from home plate. Front line shall be 1.2m (4') from a line drawn through the centre of home plate. Lines are considered inside the box.
- 6.3. Pitching Circle shall be 8' in radius measuring from center of pitcher's mound.

7. **Equipment**

- 7.1. Players must supply their own helmets. Face masks and mouthguards are highly recommended.
- 7.2. It is recommended that all pitchers wear face masks
- 7.3. Chinstraps are mandatory and shall be secured properly under the chin at all times.

- 7.4. Bats must comply with current Softball Canada standards. If unsure, ask the Umpires for judgement. **Note:** The penalty for using an illegal bat is the batter will be called out. (<https://softball.ca/programs/umpires/approved-bats>)
- 7.5. The game umpire reserves the right to eliminate any equipment from game usage on his/her opinion that is deemed unsafe.
- 7.6. A player should wear the complete team-issued uniform, in addition to proper running shoes/cleats. No metal cleats, or hard plastic spikes similar to metal cleats, are allowed in any division at any level of house league play.
- 7.7. As per softball rules, exposed jewelry deemed unsafe by the umpire cannot be worn. Medical alert bracelets or neck-chains are exempt. Play will be stopped until the player either removes the jewelry in question or tapes it.
- 7.8. Players are not to have cell phones, iPods or other technology to be present/used in the dugout or diamond once the game has started.

8. Game Rules & Regulations

- 8.1. Games start times are 6:30 and 8:30 unless otherwise scheduled.
- 8.2. Coaches and players should arrive at least 30 minutes before game time to allow for player warm-up and diamond setup. 2nd game teams must warm up outside the diamond.
- 8.3. Prior to the start of the game, batting lineups must be exchanged between official scorers.
- 8.4. A team consists of nine players: pitcher, catcher, 1st, 2nd, 3rd base, shortstop and three outfielders.
 - 8.4.1. Exception: U12 (formerly Squirt) consists of ten players (four outfielders).
- 8.5. To start a game, teams require a min of 7 players (~~8 for U16 (formerly Bantam)~~) at official start time
- 8.6. If a team is unable to field a minimum roster due to insufficient players, see Call-ups & Substitutes under Player Guidelines to best avoid defaults/forfeitures
- 8.7. Mercy Guidelines per team at-bat

8.7.1. Innings 1 - 4

Division	U12 (formerly Squirt)	U14 (formerly Novice)	U16 (formerly Bantam)	U21 (formerly Midget/Junior)
Max Runs	4 runs	5 runs	5 runs	5 runs

8.7.2. Innings 5-7

Division	U12 (formerly Squirt)	U14 (formerly Novice)	U16 (formerly Bantam)	U21 (formerly Midget/Junior)
Max Runs	8 runs	10 runs	10 runs	No Limit

- 8.8. Season games will last no more than 7 complete innings.
- 8.9. No new innings can start after 8:05 or 10:05, (1 hour, 35 minutes). All games end with a “drop dead” deadline of 8:20 and 10:20 (1 hour, 50 minutes). If the inning

is not yet completed; and the home team has tied the game, then the game is recorded as a tie; if the home team is leading, the game is scored as a home win; if the home team is trailing and has not yet started/completed their at-bats, the game score will revert back to the last completed inning.

9. Player Guidelines

- 9.1. All players must be listed on the game scoresheet and bat in the subsequent order.
- 9.2. Players arriving late must be allowed to play and are added to the end of the batting order.
- 9.3. If a player(s) leaves the game early for any reason, the team will not be penalized in the batting order and the absent player will be skipped in the rotation.

10. Max innings pitched

- 10.1. U12 (formerly Squirt): No player may exceed 2 consecutive and 3 total innings pitched per game
- 10.2. U14 (formerly Novice): No player may exceed 2 consecutive and 3 total innings pitched per game
- 10.3. U16 (formerly Bantam): No player may exceed 3 consecutive and 4 total innings pitched per game. A U16 (formerly Bantam) pitcher may only pitch a fourth inning if it is the seventh inning of the game.
- 10.4. U21 (formerly Midget/Junior): No maximum.
- 10.5. Note: All innings are treated equally. ie. If a pitcher has already thrown her maximum number of innings, she is ineligible to pitch.

11. Pitching Regulations

- 11.1. At the beginning of each game the starting pitcher is allowed 5 warm-up pitches. Between innings, or when a change in pitcher occurs, the number of warm-up pitches is at the discretion of the umpire usually 3 to a maximum of 5.
- 11.2. If a pitcher hits two batters in one inning the pitcher cannot pitch for the remainder of the inning. If the pitcher hits a fifth batter at any point in the game, she will be deemed ineligible to pitch for the remainder of the game. In both instances she is eligible to play elsewhere in the field. All pitchers will be charged with an inning pitched if a single pitch is thrown, at the discretion of the umpire.
- 11.3. Only one charged "coach conference" per pitcher is allowed per inning. If a second conference is charged, the pitcher must be substituted for the remainder of the inning.
- 11.4. A pitcher substituted during an inning, cannot reenter during the same inning.
- 11.5. Anyone warming up a pitcher must wear a catcher's mask at all times.

12. Call-ups/Substitutes

- 12.1. During heavy periods of team absenteeism, concerted efforts should be made to complete a roster with younger players, or share rosters in order to ensure games are being played!
- 12.2. Call-ups/Substitutes rules apply for both regular season and play-off games.
- 12.3. Once at the diamond, if a team is unable to field a min roster due to insufficient players, a 15 minute grace period will be extended to find an appropriate call-up or to borrow a substitute.
- 12.4. If a team does not have the required min players after a 15 minute grace period, or falls below the minimum threshold during the game (injury, absenteeism) there are two options;

12.4.1. Option 1: Call-ups

- 12.4.1.1. Call-ups must play in a lower division within the house league or interlock. No Call-Overs (sharing between same division, same association teams) will be permitted.
- 12.4.1.2. A team may only call-up enough players for the purpose of fielding a 10-player team and not to purposely “boost” a team’s ability or to sit weaker players.
- 12.4.1.3. If the call-up is invited to play and arrives at the diamond, she must be allowed to play.
- 12.4.1.4. If during the course of the game, the team can now complete their roster with designated team players, the call-up will continue to play.
- 12.4.1.5. Subject to the following rule, call-ups absolutely may not pitch. (Encourage player development within your team and division).
- 12.4.1.6. Call-ups may pitch in the U16 (formerly Bantam) and U21 (formerly Midget/Junior) Division, including playoff games.
- 12.4.1.7. Call-ups are eligible for playoff games and must adhere to all call-up stipulations.
- 12.4.1.8. Call-ups are a player privilege solely at the Coaches discretion, and coaches should look to alternate their call-ups and provide opportunities for other girls.

12.4.2. Option 2: Borrowed players

- 12.4.2.1. If call-ups are unavailable and the opposing team has more than 9 players, teams should borrow substitutes from their opponent in order to play the game. (this ensures families travelling great distances are rewarded with games played and girls are provided necessary development and fitness.)
- 12.4.2.2. Borrowed players must come from the opposing team, designated by the opposing coach.
- 12.4.2.3. The lending coach will choose players at their discretion, but will make efforts not to lend the same player(s) in consecutive games, or exclusively.

- 12.4.2.4. Opposing team can lend players for both defensive and offensive if desired, but they may also lend for defensive only (player will still bat offensively for her own team).
- 12.4.2.5. Opposing team must lend players for fielding. Both team coaches will need to come to an agreement to lend players for batting.
- 12.4.2.6. As late opposing players arrive, borrowed substitutes will be returned to their home team
- 12.4.2.7. The games involving borrowed substitutes are considered "legal" results and recorded.

13. Defaults/Forfeit

- 13.1. There are four circumstances in which games may be forfeited:
 - 13.1.1. A team is unable to field the required numbers of players
 - 13.1.2. A team refuses to play a scheduled game (including rescheduled rainout dates)
 - 13.1.3. The home team does not post the scores to the designated web-site within 7 days (sending scores to the convenor for the purpose of having the convenor enter the scores will be treated as a forfeit)
 - 13.1.4. A player, coach, or fan who has been ordered by an umpire to leave the park and refuses to do so within a reasonable period of time will result in a forfeiture of the game by the offending team. (See Ejections)
- 13.2. Coaches and players are required to be at the scheduled diamond at the scheduled time unless otherwise instructed by the league/convenor who has been in direct contact with the league/town regarding possible field closures. (see Weather Rules)
- 13.3. Only when call-ups and balancing the teams is not possible will the offending team Default the game. The intent should always be to play a house league game
- 13.4. Default/Forfeits will be scored 7-0 in the standings for the winner
- 13.5. If both teams are unable to field a team due to insufficient players, both teams default and each will have a 0-7 loss recorded in the standings.
- 13.6. In all Default/Forfeit situations, coaches should hold an impromptu practice for attendees
- 13.7. All Defaults/Forfeits must be reported to the appropriate convenor by both teams

14. Weather Rules

- 14.1. Teams should assume the game is to be played and arrive at the diamond ready to play
- 14.2. Softball is an outdoor sport and can be played in less than optimal climate conditions. Safety is the determining factor and coaches, umpires, associations and the Towns will make the necessary precautions to ensure safe playing conditions for all and at all times

- 14.3. If both teams have the minimum required players for the game, Rain delay/Cancellation rules are applicable. If one or both teams do not have the min players, see default/forfeit

15. Delay/Suspension of Play

- 15.1. Once at the diamond, Rain Delay/Suspension or Play Resume/Cancellation will be solely at the discretion of the umpires;
- 15.1.1. Softball Canada uses the 30/30 rule for lightning: 30-30 Rule: Determine the threat of lightning in your area.
- 30 Seconds: Count the seconds between seeing lightning and hearing thunder. If this time is less than 30 seconds, lightning is still a potential threat. Seek shelter immediately.
 - 30 minutes: After the last lightning flash, wait 30 minutes before leaving shelter. Half of all lightning deaths occur after the storm passes. Stay in a safe area until you are sure the threat has passed.
- 15.1.2. When the field conditions become unplayable during a rain delay; the umpire in consultation with the coaches will determine if the diamond is unfit to resume

16. Cancellations

- 16.1. The decision to cancel a game is made one of two ways;
- 16.1.1. The Home Center's Association may cancel a game in the event of bad weather/unplayable fields if they notify the convenors/teams well in advance of scheduled game time (by 5:00 for early starts and 7:00 pm for late games)
- 16.1.2. The Umpire will delay/cancel the game on-field at the scheduled game location
- 16.1.3. **Coaches cannot arbitrarily cancel games due to weather under any circumstances.** Such incidents will be reported to the teams' home Association.
- 16.1.4. If play has started, and a game cannot be completed prior to the bottom of the third, the game will be ruled "DNP," and will be rescheduled.
- 16.1.5. If play has started in the bottom of the third and the home team is leading, the game is recorded as a home win; If the home team is trailing and has not completed their at-bat, the game will be ruled "DNP," and will be rescheduled.
- 16.1.6. Starting in the fourth, if the home team is trailing and has not yet started/completed their final at-bats, the game score will revert back to the last complete inning. If the home team has taken the lead during this at bat, the score is recorded as a home team victory, whether the inning is complete or not. If play has not started at the time of the cancellation, no score will be recorded in the standings and the game is ruled a DNP "did

not play,” and will then be rescheduled.

17. Rescheduling games

- 17.1. Every attempt will be made to reschedule games that have been cancelled. Within **two business days**, the home center is responsible for providing two alternative dates for the game to be played. Please see Schedule A for the Rescheduling Process.
- 17.2. Conditions:
 - 17.2.1. The coach of the home team is responsible for confirming a diamond and umpire are available for those dates
 - 17.2.2. The dates must be submitted by email to the visiting team’s coach and the Convenor.
 - 17.2.3. No weekend dates (Friday, Sat, Sun) will be considered unless both teams agree.
 - 17.2.4. The starting game time must coincide with the normal starting time of the home team.
 - 17.2.5. Neither team can have a previously scheduled game on the same date, unless agreed upon by all participating teams.
 - 17.2.6. The visiting team must accept one of the given dates or forfeit the game.

18. Umpires

- 18.1. The umpire should inspect the playing field and boundaries, equipment and clarify association-specific ground rules at the beginning of each game. Coaches should ensure that all association and division rules are clear to the umpires.
- 18.2. Decisions to suspend/continue/cancel play are made at the scheduled game time, at the scheduled diamond.
- 18.3. The umpires shall determine when play is suspended/delayed/canceled due to unplayable/unsafe field conditions; (see weather rules) or injuries.
- 18.4. Such decisions are indisputable.
- 18.5. If an umpire does not show up by game time start, each team shall provide one coach umpire.
 - 18.5.1. One team coach shall be the plate umpire and one team coach shall be the field umpire. Teams may choose to alternate between plate and field, but it is not mandatory.
 - 18.5.2. Should the umpire arrive after game start, the umpire shall resume his/her duties

19. Umpire’s Judgement

- 19.1. In case either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt, confer with his associate before taking any action.

- 19.2. Coaches can request counsel with the umpire to get clarification of the rule as applied.

20. Protests

- 20.1. Under no circumstances shall any player or person other than the coach of either team have any legal right to protest on any decision and seek its reversal.
- 20.2. Protests shall not be considered if they are based solely on a decision involving the accuracy of judgement on part of an umpire, or if the protesting team won the game.
- 20.3. An example of a valid in-game protest is as follows;
 - 20.3.1. Misinterpretation by an umpire of a playing rule
 - 20.3.2. Failure of an umpire to apply the correct rule to a given situation
 - 20.3.3. Failure of an umpire to impose the correct penalty for a given violation
 - 20.3.4. Illegal substitute. ie ineligible batter/runner; breaching the maximum allowable innings at a position.
- 20.4. Protests for the above must be made to the plate umpire before:
 - 20.4.1. next pitch, or
 - 20.4.2. all infielders have left fair territory; or
 - 20.4.3. the last play of the game, before the umpires leave the playing field.
- 20.5. All valid protests with the intent to overturn a game result (e.g. blatant rule violations; ineligible players, roster fixing etc) must be filed in writing to the division convener within 48 hours after the protested game.
- 20.6. See schedule B for the Protest Process.

21. Ejections/Suspensions

- 21.1. Each team's coach will be accountable for their behaviour and that of their respective supporters.
- 21.2. Any persons, players, coaches, managers or supporters, ejected for any reason must immediately leave the playing area, and park.
- 21.3. Umpires have the authority to eject/banish any disorderly person(s) from the playing area.
- 21.4. All ejections will be reported by the umpire to the necessary association authority.
- 21.5. All ejections will be reviewed by the necessary association authority and may result in further disciplinary action.
- 21.6. See Schedule C for the Disciplinary Process

League Rules that are not part of Softball Canada

22. Batting

- 22.1. U12 (formerly Squirt) and U14 (formerly Novice); no dropped third strike rule. Batter is out and the ball is live.

- 22.2.** In the U12 (formerly Squirt) division, when a batter is pitched a fourth ball, the Coach Pitch Rule comes into effect and the Coach (or their designate) will come in to pitch.
- 22.3. The Coach (or their designate) will have no warm ups.
- 22.4. The Coach (or their designate) must pitch from the rubber.
- 22.5. The count will be either 4-0, 4-1, or 4-2. The number of strikes on the batter will carry forward when the Coach (or their designate) comes in to pitch and the batter will have a maximum of 3 pitches to put the ball in play.
- 22.6. All Possible Scenarios:
- 22.6.1. If the count was 4-0, the count becomes 0-0
 - 22.6.2. If the count was 4-1, the count becomes 0-1
 - 22.6.3. If the count was 4-2, the count becomes 0-2
- 22.7. Now a maximum of 3 pitches will be thrown by the Coach (or their designate). By having a maximum of 3 pitches, the only possible outcomes are that the batter reaches base or records an out.
- 22.8. See Schedule E of the rules for practical examples of the Coach Pitch Rule.
- 22.9. Rule 22.2 (Coach Pitch) is in effect up to the last game of the Opening Day Gala, after which, U12 (formerly Squirt) will use Softball Canada rules (called third strike, walks permitted).

23. Stealing

- 23.1. U12 (formerly Squirt)
- 23.1.1. May make their attempt to advance (steal) as the ball crosses the plate.
 - 23.1.2. While the coach/designate is pitching, no base-runner will be permitted to steal.
 - 23.1.3. Cannot steal home on a pitched ball.
 - 23.1.4. Cannot advance to second base on a walk.
- 23.2. U14 (formerly Novice):
- 23.2.1. Cannot advance to second base on a walk.
- 23.3. U14 (formerly Novice) and Above
- 23.3.1. May make their attempt to advance (steal) as the ball leaves the pitchers hand.
 - 23.3.2. Can steal home.

24. Overthrows

- 24.1. When the ball is in play and overthrown beyond the playing area boundaries, all runners are awarded 2 bases from their last legally held base at the time the ball was thrown.
- 24.1.1. U12 (formerly Squirt) Exceptions
 - 24.1.1.1. U12 (formerly Squirt)s will receive one base only.

- 24.1.1.2. U12 (formerly Squirt) base runners may only steal one base at a time.
 - 24.1.1.3. U12 (formerly Squirt) base runners must be hit home.
- 24.2. On a wild pitch within the playing boundaries, base runners can advance at their own risk.
- 24.3. If the ball goes under/over or lodges in the backstop, the ball is dead and runners are awarded one base only. This rule does not apply to U12 (formerly Squirt).



Schedule A

How to Reschedule Rainout Games

Revised January 17, 2021.

Step One: Home Team Responsibilities: Within **two business days** of the rainout:

1. Contact the person in charge of scheduling parks for your Center
2. Contact the person in charge of scheduling umpires for your Center
3. Provide two alternate dates to visiting team (must be a night of the week that is commonly used in that age group unless mutually agreed upon by both teams)
4. Send email to visiting team with proposed dates
5. Include the HGSL Convenor for your age group in the email

Step Two: Visiting Team Responsibilities:

1. Send an email confirming the accepted date for Re-Scheduling.
2. Include the HGSL Convenor for your age group in the email.

Step Three: Home Team Responsibilities:

1. Confirm final date with your home town Park Scheduler.
2. Confirm umpires with your Association.
3. Email the HGSL Convenor.

Step Four: HGSL Convenor Responsibilities:

1. Ensure that the home team has sent out proposed dates within **two business days**.
2. Contact HGSL President (President@hgsl.ca) if a team is deliberately non-compliant.
President@hgsl.ca.
3. Send email to Web-site Manager (webmaster@hgsl.ca) confirming age bracket, teams involved, and the new date.

Step Five: Website Manager Responsibilities:

1. Update the Official Schedule on the website.



Schedule B

Protest Process

When a protest is filed, using the process outlined on page 9 of the HGSL Rules, the following procedure will take place:

1. The HGSL Chairperson will take leadership of the protest committee and a three person committee would be formed.
2. The HGSL Chairperson will set a meeting time, date and location for the Protest Committee meeting.
3. The committee would include one representative from each of the "offending" Associations and then an impartial party from one of the other Associations.
4. The HGSL Chairperson will contact the Presidents of each of these Associations, requesting a representative to sit on the committee. Each partnering Association has a commitment to ensure that they are providing an individual to ensure due process.
5. This third representative (from the uninvolved Association) will then be the chair of the meeting.
6. If required, all involved parties would be invited to speak at this meeting.
7. Once all evidence has been heard, the Protest Committee will come to a decision.
8. Within 24 hours of the meeting, the chair would report back to the HGSL Chairperson with the decision of the group, based on the protest.
9. The HGSL Chairperson will then send an email to all involved parties, informing them of the decision of the Protest Committee.

If applicable, one of the Associations' Umpire-in-Chiefs or the Provincial Women's Softball could be consulted for advice.

Example of a Proper Process:

Burlington and Oakville U14 (formerly Novice) teams are playing a game. The Oakville coach brings his pitcher back in for her 4th inning of pitching in the 7th inning. The Burlington coach allows the Oakville player to pitch one pitch, and then approaches the umpire and Burlington

files a protest. The Burlington Coach then goes home and composes an email, which is filed with the U14 (formerly Novice) convener within 48 hours of the situation.

Once received, the convener would contact the HGSL Chairperson to let her/him know about the situation and forward her a copy of the formal protest. The Chairperson would set a meeting time, date and location, then contact the OGSA President and the Burlington President to ask for two representatives to sit on the committee. The Chair would then connect with the Presidents of the remaining Associations to have a third representative for the committee.

The committee would meet, listen to all parties involved and after reviewing all of the facts, a decision would be made on whether the protest has validity or not. The Protest Chair would then send an email to HGSL Chairperson, to let her/him know the decision of the Committee. The HGSL Chairperson would then send an email to the involved coaches, and the Association Presidents to let them know the decision of the Committee.



Schedule C

Disciplinary Process

Revised March 2015.

The execution of the game falls under the responsibility of the umpires. In an instance where there is a situation that exceeds the umpire's jurisdiction on the field, or where the game officials feel that the situation was excessive and requires further invention by the HGSL Committee, a hearing with the Disciplinary Committee may be required or when a complaint is filed.

1. The umpire must ensure that any ejected player, coach, manager or team official is made aware of the ejection when it occurs.
2. The umpire is responsible for informing his/her Associations Umpire in Chief of the suspension, as soon as possible, at the conclusion of the game.
3. In the case of a player or coach being ejected from a game, she must completely leave the vicinity of the ballpark. She will receive an automatic one game suspension to be served during the offending team's next game. Any suspended person shall not be permitted to attend any game(s) that she has been suspended from.

First and foremost, disciplinary actions must be communicated with the President of the offending league, and this individual should be included in the judicial process, provided that he/she or a family member is not the offending party. If this is the case, a representative must be appointed by the offending league to represent the league.

1. Within 24 hours of an infraction, the Umpire shall complete a full game report to their Association's Umpire In Chief, outlining the situation and the parties involved.
2. The individual Association UIC is then responsible for forwarding this report to both the individual Association's President and the Chairperson of the HGSL within 24 hours of receipt.
3. Any coach or player wishing to appeal the one game suspension shall do so in writing within 24 hours to the Chairperson of the HGSL.

4. The HGSL Chairperson, after compiling the facts, shall decide whether the appeal merits a Special meeting. If she believes that there is insufficient grounds to merit a meeting, she shall decline the meeting. The Chairperson does not have the authority to approve an appeal, only the committee can do so.
5. If it is deemed it is necessary to hold a Disciplinary hearing, the HGSL President Chairperson will form a committee (following the guidelines of the Protest Committee process found in Schedule B) and call a meeting.
6. The committee may, at its option, invite or decline to invite any person subject to discipline, to the meeting at which the discipline is considered.
7. Any individual who is subject to discipline and is invited to the meeting is entitled to representation.
8. The automatic suspension may be delayed by the HGSL Chairperson provided an appeal has been properly filed by the injured party and the HGSL Chairperson has agreed to hear the appeal. Written confirmation must be received by the suspended party, otherwise the suspension must be served.
9. Within 48 hours of the completion of the hearing, the Committee shall forward their recommendations to the HGSL Chairperson. The HGSL Chairperson will then inform all involved parties of the recommendations.



Schedule D

Process flow for Coaches' questions and concerns (other than protests and rain-outs)

If a coach has a concern about any matter concerning his or her team, the following process should be followed in bringing the concern to the attention of the HGSL:

1. The coach will send an email to the Convenor of the Division (whether U12 (formerly Squirt), U14 (formerly Novice) or U16 (formerly Bantam)). The email should outline the question or concern in sufficient detail to allow the Convenor to fully understand the situation. If the question or concern is a result of something that occurred in a game, the coach should bring the matter to the attention of the Convenor within 48 hours of the game being played.
2. If the matter is non-controversial and within the Convenor's expertise (e.g. a question about playoff dates), the Convenor should answer in as short a timeframe as possible. Usually, it can be assumed that the coach's question or concern will be shared by other coaches, so it is best practice for the Convenor to provide his or her answer to the entire list of coaches on the Division.
3. If the coach's question or concern is regarding an interpretation of the HGSL Rules, assuming the correct answer is not obvious, the Convenor should refer the question to the Umpire-in-Chief for the association convening the Division. Again, once the Convenor has obtained an interpretation from the Umpire-in-Chief, the answer should be distributed to all of the Division's coaches.
4. If the coach is concerned about a controversial matter, regarding the conduct of the opposing team or its coaches/parents at a game, in addition to gathering the facts from the concerned coach, the Convenor should also reach out to the other team's head coach to get any other facts that might bear on the Convenor's decision. Once the Convenor is satisfied that he/she has all the relevant facts, he/she should send out a decision on the matter as soon as possible. Once again, this decision should be distributed to all Division coaches, so that every team can have the same understanding of things. The Convenor should consult with another HGSL Convenor or the HGSL Board, if the issue is particularly difficult to reach a decision on.

5. If a coach does not agree with the Convenor's decision, the coach should bring the matter to the attention of one of the coach's association's HGSL Board representatives, who can bring the matter before the entire HGSL Board for a final decision.
6. All decisions rendered by a Convenor should also be forwarded to the HGSL Board, so there is a general league-wide understanding of how the Rules and other matters are being interpreted across all Divisions.
7. For protests, whether made in-game or afterwards, and for rescheduling rained-out games, coaches should refer to the HGSL Rules.



Schedule E

Practical Examples of the U12 (Formerly Squirt) Coach Pitch Rule

COUNT IS 0-0

Example 1

- 1st pitch, the batter swings and misses. The count is now 0-1. 2nd pitch is thrown.
- 2nd pitch, the batter doesn't swing and the umpire calls a strike. The count is now 0-2. 3rd pitch is thrown.
- 3rd pitch, the batter hits a grounder in foul territory. The batter is out because the 3 pitch maximum has been reached.

Example 2

- 1st pitch, the batter hits a fly ball in foul territory and it is caught by the 3rd baseman. Batter is out.

Example 3

- 1st pitch, the batter doesn't swing and the umpire calls a strike. Count is now 0-1. 2nd pitch is thrown.
- 2nd pitch, the batter swings and misses. Count is now 0-2. 3rd pitch is thrown.
- 3rd pitch, the batter swings and misses. Batter is out because it was strike 3 AND the 3 pitch maximum has been reached.

Example 4

- 1st pitch, the batter hits a single. The batter maintains their position at first base and the bat is over.

COUNT IS 0-1

Example 1

- 1st pitch, the batter swings and misses. The count is now 0-2. 2nd pitch is thrown.
- 2nd pitch, the batter doesn't swing and the umpire call a strike. Strike 3 and the batter is out.

Example 2

- 1st pitch, the batter hits a grounder in foul territory. The count is now 0-2. 2nd pitch is thrown.
- 2nd pitch, the batter swings and misses. Strike three and the batter is out.

Example 3

- 1st pitch, the batter doesn't swing and the umpire call it a ball. The count is now 1-1. 2nd pitch is thrown.
- 2nd pitch, the batter doesn't swing and the umpire call it a ball. The count is now 2-1. 3rd pitch is thrown.
- 3rd pitch, the batter swings and misses. The count is now 2-2 BUT the batter is out because the 3 pitch maximum has been reached.

Example 4

- 1st pitch, the batter swings and misses. The count is now 0-2. 2nd pitch is thrown.
- 2nd pitch, the batter hits a grounder in foul territory. The count remains at 0-2. 3rd pitch is thrown.
- 3rd pitch, the batter again hits a grounder in foul territory. The count remains at 0-2 BUT the batter is out because the 3 pitch maximum has been reached.

COUNT is 0-2

Example 1

- 1st pitch, the batter swings and misses. Strike 3 the batter is out.

Example 2

- 1st pitch, the batter doesn't swing and the umpire calls a strike. Strike 3 and the batter is out.

Example 3

- 1st pitch, the batter hits a grounder in foul territory. The count remains at 0-2. 2nd pitch is thrown.
- 2nd pitch, the batter hits a fly ball in foul territory which is caught by the 3rd baseman. The batter is out.

Example 4

- 1st pitch, the batter doesn't swing and the umpire calls a ball. Count is now 1-2. 2nd pitch is thrown.
- 2nd pitch, the batter doesn't swing and the umpire calls a ball. Count is now 2-2. 3rd pitch is thrown.
- 3rd pitch, the batter doesn't swing and the umpire calls a ball. Count is now 3-2 BUT the batter is out because the 3 pitch maximum has been reached



Schedule F

Birth Years for Play Groups for the 2021 Season

U12 (formerly Squirt) 2009, 2010

U14 (formerly Novice) 2007, 2008

U16 (formerly Bantam) 2005, 2006

U21 (formerly Midget/Junior) 2000, 2001, 2002, 2003, 2004