



Don Victoria Softball League  
Serving the Youth of Fenside, O'Connor Hills and Victoria Village since 1958

# DON VICTORIA SOFTBALL LEAGUE

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## OFFICIAL SOFTBALL RULES

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Don Victoria Softball League (DVSL) uses the 2011-2012 Softball Canada Official Rules.  
The rule book may be borrowed from the league upon request.

This document outlines DVSL game administration and league exceptions to the Softball Canada rules.

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**I. Rules of play:**

1. Games are 7 innings and shall be considered official after 4 innings or 1 hour of play.
2. A team must have at least 7 players to play. If a team has less than 7 players, the game is defaulted.
3. No complete inning shall start after 1:45 of play (8:15 for regularly scheduled games). The official time piece is the umpire's watch. If the umpire does not have a watch he/she will designate an official time piece.
4. The Home Team will keep official score and is responsible for giving the score to the Division Convener on the night of the game. The home and visitor score sheets should agree on the score. Disputes will be resolved by the umpire.
5. The Home Team will supply a new ball and the Visiting Team will supply a satisfactory second ball to the umpire before the start of the game.
6. Batting helmets must be worn at all times by the batter, runners and player in the on deck circle.
7. Catchers must wear full equipment.
8. Shoes: Only running shoes are required for play. If a player wears cleats, they must be rubber. Metal, hard plastic, nylon or polyurethane cleats are not allowed. Any dispute on cleats will be settled by the umpire.
9. Non-DVSL supplied bats are not permitted and will be considered illegal.
10. The batting order will consist of the entire team (all players after the 9th player will be considered extra players). No defensive player will sit out two innings in a row.
11. A player removed from the game due to sickness or injury may return to the game. The player shall occupy his original spot in the batting order. If an injured player is due up to bat, their turn will be skipped with no penalty.
12. Players coming late can be added at the lineup before 1 hour has elapsed from the official starting time (i.e. players may be added prior to 7:30 for a 6:30 start – regardless of the time the game actually starts). Players will be added to bottom of the batting order.
13. Pitchers may pitch in at most 4 innings. A pitcher shall be considered to have pitched in an inning if he or she pitches at least 1 pitch.
14. The infield fly will not be called at the mite level.

15. Stealing is not permitted at the mite level.
16. At the squirt level, a player attempting to steal shall not leave the base before the ball crosses the plate.
17. In the MITE and SQUIRT categories, the batter is out on the third strike, regardless if the ball is caught or not, and the ball remains alive.
18. Five (5) runs capped per inning, last inning uncapped. Last inning is the 7th unless otherwise agreed by the Umpire and communicated to BOTH Home and Opposing Coaches PRIOR to the beginning of the last inning.
19. If the catcher is on base with two out, he/she may be replaced with a pinch runner (the last out) to get ready for the next inning.
20. Diamond Distances

| Level  | Pitching Distance | Base Distance |
|--------|-------------------|---------------|
| Mite   | 30'               | 45'           |
| Squirt | 37'               | 55'           |

21. Throwing the bat: Any player throwing the bat will be warned. If the player throws the bat again, the player will be called out, the play will be called dead, and all runners will return to the base occupied at the time of the pitch.
22. Sunglasses: Sports sunglasses will be permitted. Exception – if in the judgement of the umpire the sunglasses worn by a player are made of inferior materials and would be in danger of shattering if hit, the umpire will have the player remove the sunglasses.
23. Encroachment: If **in the judgement of the umpire** a fielder is too close to the batter and is in danger of being injured by a batted ball, the umpire will ask the player to back up.
24. A pitched ball that hits home plate is not automatically a ball at mite level. If it goes through the strike zone before hitting home plate, it is a strike.
25. MITE LEVEL NO WALK RULE WHEN THE BASES ARE LOADED:
- i. Should a batter receive 4 balls when the bases are loaded, a friendly pitcher shall come in to pitch.
  - ii. The friendly pitcher can be any coach, player, parent or other member friendly to the batting team.
  - iii. The mite pitcher remains in the field to field balls in play.
  - iv. The friendly pitcher will pitch a maximum of 3 pitches.
  - v. If the batter has not put the ball in play after 3 pitches, the batter is out.

**II. Game Administration:**

The Don Victoria Softball League plays all games in accordance with the C.A.S.A. rulebook. Additional 'league specific' rules for Softball are indicated below. Coaches may request to borrow a copy of the C.A.S.A. rulebook from the league.

1. Games are scheduled for 6:30 p.m. and must start no later than 6:45 p.m. Games end at the time on the schedule (8:30 p.m. for a 6:30 p.m. start).
2. The Coach of the Home Team is responsible for postponement of games and MUST notify the opposing Coach, Division Convenor and Umpire-in-Chief at least one hour (1 hour) before game time ( 5:30 p.m. or earlier).
3. Games can only be postponed for the following reasons: poor, unsafe field conditions, inclement weather, or school commitments which reduce a team's strength to less than seven players.
4. To reschedule a postponed game, the Home Coach must contact the Umpire-in-Chief as soon as possible. The Umpire-in-Chief will advise the Coach of available diamonds. The Home Coach will inform the Opposing Coach of dates and diamonds available, and both Coaches must agree on a date for replay. If both Coaches are unable to agree, then the Division Convenor will set the date for replay and both teams must appear or forfeit. The Home Coach is responsible for obtaining Umpire(s) for the replay of postponed games through the Umpire-in-Chief.
5. All regular League games not played by season closing date (the Thursday prior to Championship day) are forfeited.
6. Home Coaches should layout the diamond as diagrammed in Section III of the Coach and Captain Duties document.
7. Protests:
  - i. Must be discussed with the convenor that night.
  - ii. Within 48 hours, remit an explanatory letter, the score card (which must be signed by the Umpire), and twenty dollars (\$20.00) to the League President.
  - iii. Umpire(s) and coaches will be requested to file reports with the league president.
  - iv. Protest committee to rule and inform all parties of outcome of protest within 5 days.
  - v. Money will be returned only in the event of a successful protest.

8. End of Season Ties: If, after completion of the season, teams are tied:
  - i. When Time Permits:
    - a. If two teams are tied, they will play a sudden death playoff game. The home Coach or Convenor will contact the Umpire in Chief to arrange an umpire
    - b. If three teams are tied, a bye shall go to the team ranked highest who will then play the winner of a game between the other two. NOTE: RANKING: The season's won/lost record among the teams involved in a tie will determine the team ranked highest or the winner as the case may be. If after that a tie still exists, all runs for and against in the season will determine the team ranked highest.
    - c. If four teams are tied, then ranking as noted above shall be used to determine pairing for two semi-final games.
  - ii. When time does not permit, the season's won/lost record among the teams involved in a tie will determine the winner without additional playoff games being scheduled.
  - iii. If after (ii) a tie still exists, all runs for and against in the season will determine the winner.