FITZROY HARBOUR MEN'S FASTBALL LEAGUE RULES

The league will be operated in accordance with rules of play adopted by the Canadian Amateur Softball Association (CASA) with the exception of the rules specified on this document.

All efforts should be made to commence games at the time indicated on the league schedule. If one or both teams do not have six (6) players present, the starting time will be extended by up to 15 minutes. In the event of rain or other inclement weather, players should report to the designated diamond at the appropriate time unless advised otherwise by their team captain.

No new inning will commence after 1 hour and 45 minutes from the starting time A game is considered complete following the expiration of the appropriate time limit when the inning being played is finished (top only if home team is ahead).

CASA rules will be applied with regard to determining whether or not a game is complete in the event that a game is called by an umpire because of weather, darkness etc.
The teams in the final game on any evening are responsible for gathering up any equipment used from the hall and ensuring it is securely stored in the provided lockers at the diamond.

Game sheets should be kept by home team captain in case of any discrepancy. –No need to hand in physical game sheets, its fine to text the scores after the game.

RULES

Each team must field a minimum of six regular players for each league game.

Spares may be used during regular season and tournament games if a team can field more than 5 but fewer than 9 players from their roster. Spares cannot be used if a team has 9 regular players before the commencement of a game. Spares may **only** be drawn from other league teams.

Spares must play left field, right field, third base, or first base. All spares must bat at the bottom of the order.

Should a team be able to field nine regular players subsequent to the commencement of a game, spares may continue to play for the balance of the game

Spares cannot be used during the playoffs - unless agreed upon by both captains.

Teams using unregistered players will forfeit any games in which such players have participated.

During the playoffs, the team with the better regular season record will be deemed the HOME team.

Any pitcher deemed to possess skills that are markedly superior to league standards may be deemed ineligible (to pitch) at the discretion of the league executive.

Metal spikes may be worn by any player.

No player may be forced to sit out two or more consecutive innings.

EQUIPMENT

Helmets are mandatory for all batters, base runners, and on deck players.

Masks and helmets must be worn by all catchers.

No part of any bat used may contain any other material than aluminum /alloy. NO COMPOSITE. Any player who bats with an illegal bat will be called out and ejected from the game.

The double base is mandatory, with the white portion being placed in fair territory and the orange portion being placed in foul territory.

A batted ball hitting the white portion of the base is declared fair. A batted ball hitting only the orange portion of the base is declared foul.

When proceeding from home to first base, the batter must use the orange portion of the bag. Henceforth, the baserunner must use the white portion of the bag (including instances when he is tagging up on a fly ball). If the batter is proceeding beyond first base after hitting the ball (ie. when there is no play on him from the infield) he may use either the white or orange portion of the base.

*** On a dropped 3rd strike play at first, after the throw from catcher the 1st baseman may claim either side of the bag. Once he has established which bag he is on, the runner must use the other side of the bag.**

GAMEPLAY

In the event that one or both teams are unable to field a complete team during regular season or tournament games, spares may be used as outlined above. A game should commence on time or as soon as both teams have a minimum of 6 players. Games may not be delayed longer than 15 minutes.

The following will result in a forfeited game being assessed against a team:

not having at least 6 regular players within 15 minutes of the scheduled start time

refusing to begin play or resume play (within two minutes) after being instructed by the umpire to do so

employing tactics to delay the game

wilfully violating the rules of the game following a warning by the umpire

whose player(s) fail to obey an order of ejection within one minute.

The score of all forfeited games will be recorded as 7-0.

Pinch runners are permitted. The player who made the last official out preceding the player requesting the runner will pinch run.

Regular season games can end in a tie, with one point in the standings awarded to each team.

In the case of a tie following seven innings, or the expiration of the time limit, of a tournament final or a playoff game, each subsequent inning will begin with a runner at second base. The player making the last out of the previous inning will be positioned at second base and the regularly scheduled batter will be at the plate. A pinch runner may be used at second base only if that player has used a pinch runner previously in the game.

Bunting is allowed. Once a player squares to bunt he can either pull back or bunt. No showing bunt and slapping. Any player who shows bunt or who squares to bunt, fakes and slaps will be called out.

On a close play at any base other than first the runner must attempt to avoid contact with the fielder. Any collisions caused by baserunners that could have been avoided will result in the runner being called out. (umpires judgement)

At Home plate, on a ball hit in play and a close play at home, the catcher must move to the front of the plate and from there can move any direction to receive the throw. Attempt to deliberately block the plate is not allowed and runners will be safe (Umpires judgement)

On the 'A' Diamond the ball must clear the entire fence for a homerun. The 3 high fence in right field is in play.

PITCHING

All pitchers will be judged on the legality of their pitching techniques at the discretion of the umpire

No player entering the league as a new player is eligible to pitch unless he has indicated at the time of the draft that he is a potential pitcher.

A drafted pitcher may only remain in the game as a pitcher through 4 complete innings (or 12 outs) if both drafted pitchers are present. If only one of the drafted pitchers is in the game the rule does not apply.

Non-drafted pitchers are limited to pitching a total of nine outs if either of the designated starting pitchers are present. There is no such restriction if the 2 designated starting pitchers are not in the game.

TIE BREAKER

Ties in the final standings will be broken according to the following criteria:

i. most wins
ii. head-to-head record
iii. run differential in head-to-head games
iv. coin toss