

PJM 2022 Official Rules

New Rules / Changes from 2022 indicated in blue

League Rules

1.0 There is no bunting, stealing, or leading off. Base runners cannot leave their base until the ball crosses the plate. A runner leaving the base before the ball crosses the plate is out.

2.0 Batters face opposing pitchers. Pitching is slow-pitch/ball-donnée. Spin is allowed, but fast pitch and windmill are not. The batter is permitted to ask the umpire for the pitch to be slowed down. If the pitcher is directed by the umpire to slow down the pitch following a request by the batter, any subsequent pitches (that may be strikes) in the same at-bat that are deemed too fast by the umpire are called as balls. Umpires can call a pitch that would normally be called a strike a ball if they believe the pitch was thrown too fast unfairly.

2.1 Pitchers must start their delivery with their feet touching the rubber, behind the rubber or in line with the home plate, with at least one foot touching the rubber.

3.0 The batting order will include all players on the team and it is encouraged that players get equal playing time in the field. **The batting order is open but must include a minimum of 3 women.** The fielding team must have a **minimum of 3 women** in the field. Thus, if a team has fewer than 3 women in the field, then they must play with fewer than 10 fielders and **take an auto-out in the line-up in the 9th spot.**

4.0 Batters that require a **pinch runner** must inform the umpire before they bat. The batter must be able to reach first base and is not permitted to advance past first base. Pinch runners are not permitted to run from the plate. The pinch runner must be the *last player* to have been put out. ***Exception:** If the batter requests a pinch runner and hits a home run over the fence, they are permitted to limp to home plate. In the event of an injury while running the bases, a pinch runner may replace an injured player even if the runner has advanced past first base.

5.0 Plays at home are **force plays**. The fielder receiving the ball must be touching home plate (as if it were first base) and the runner is to run behind the plate so as to avoid collisions. **If the ball arrives before the runner touches the ground on, or over the other side, of an imaginary line extending from the corner of the plate closest to third base, parallel to the extension of the first base line, then the runner is out.** If a runner has gone past the suicide line, they have committed to running home and cannot return to third base. **If a runner touches home plate or interferes with the catcher while the catcher has their foot on the plate, the**

runner will automatically be called out. In the event of the ball being hit over the fence, and only over the fence, the runner is permitted to touch home plate.

It is not permitted to tag the runner between the suicide line and home plate and the runner cannot interfere with the catcher. If a runner interferes with the catcher while they are touching the plate, the runner is out. If the runner is considered by the umpire to have intentionally interfered with the catcher, the runner will be ejected from the game at the discretion of the umpire.

6.0 **Ringers** (players who are on another team's roster) are permitted and must be disclosed to the opposing team prior to the game. Only one of each sex allowed, and they must play RIGHT FIELD or CATCHER. Ringers cannot bat unless otherwise agreed upon by both captains before the game begins. **If you have 10 regular players and at least 3 women present, you are *not permitted* to play Ringers.** If it is decided that a female ringer is not allowed to bat, the other two rostered women players will bat in her place, ensuring that no more than 2 men bat consecutively.

7.0 **Free Agents** (who are not on any team's roster) are permitted to play anywhere but must bat at the end of the batting order. They must be disclosed to the opposing team prior to the game. If you have 10 regular players and at least 3 women present, you are *not permitted* to play Free Agents. Free agents are not permitted to play more than 1 game with the same team without being registered with the league (by emailing jmpsoftball@gmail.com) as a member of that team.

8.0 **Late Arrivals** - Players that arrive late but before the top of the 5th inning can enter the game but must be added to the bottom of the lineup. If there is a ringer or Free Agent being played, the regular player will replace them.

9.0 **Roster** - Players must have four (4) games played in order to qualify for the playoffs. In the event a regular player has been injured for most of the regular season, they are permitted to qualify for the playoffs with less than four (4) games played if they are:

- a) registered on the team since the beginning of the season and
- b) have played the required number of games in the previous season. For insurance purposes, new players joining mid-season must be registered with the league by contacting jmpsoftball@gmail.com. Players added after the final roster submission to the ASBM will not be eligible for playoffs, regardless of the number of games played during the regular season.

Substitutions during playoffs - Teams that are not able to field 10 regular players during a playoff game are allowed to play ONE Ringer from a team that is not playing in the playoffs or whose team has already been eliminated. The player would be restricted to playing RIGHT FIELD or CATCHER, and cannot bat unless agreed upon by both captains. The team that is short will propose a player of acceptable skill (i.e. not a superstar) that would have to be approved by the opposing team. If no agreement can be made between the teams on a suitable

player, then the commissioners would take it upon themselves to approve a player of acceptable skill level.

10.0 Games are **7 innings**. Games can be ended earlier at the discretion of both managers and the umpire. 4 innings are required for a game to be official (or 3 and half innings if the home team is leading).

11.0 **Respect the umpire's ruling.** A meeting will happen before each game between umpire(s) and captains to discuss rules, foul lines, ringers, Free Agents, late arrivals, etc. If captains cannot come to an agreement (ex. regarding ringers, subs, etc) then the rules as written will stand. Any disagreements over rules or a call are to be discussed between captains and the umpire only. Physical violence and verbal abuse will not be tolerated.

11.1 We will use "peer umpires" for the regular season weekday games. Two peer umpires are required. The league will provide paid umpires for Saturday games and the playoffs. If you are unable to provide an umpire from your team, you may hire an umpire from the umpire pool. If teams do not provide an umpire or make arrangements for someone else to umpire in their place (ie. they are a no show) they will pay a fine to the league. The fine is \$20 for the first no-show, increasing by \$10 for each no-show after the first. One of the commissioners will collect the fine.

12.0 **Mercy Rule** – If a team scores 5 runs in a half-inning then the half-inning is over. Except in the last (7th or extra) inning, in which there is no limit on the number of runs that can be scored.

13.0 Teams must share their bats.

14.0 **Overthrow** – In the event that a ball is thrown out of bounds, runners advance only one base, regardless of whether the throw originated from the outfield or infield.

15.0 Alcohol cannot be sold on the premises during league games as it is in flagrant violation of our permit.

16.0 This is a **friendly league** whereby sportsmanlike behavior and respect for others are imperative. While differences in opinion are inevitable, all players are expected to exercise tolerant attitudes whereby seeking mutually acceptable solutions should be attempted collaboratively, and not via rude or otherwise undesirable behaviors. Players who do not respect

this basic code of conduct may be subject to disciplinary consequences at the discretion of the disciplinary committee and commissioners.

17.0 In the event that a team must forfeit their game, the game will be scored as 7-0 for the opposing team.

18.0 The rover is an outfielder position. They cannot come into the infield until after the ball has been hit, the same as any other outfielder.

19.0 There is no DH (designated hitter) allowed under any circumstances. All players must play at least 2 defensive innings.

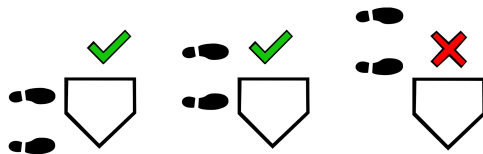
20.0 4 pm is instituted as the earliest possible time to call a game due to a rainout. Make-up games will invariably be scheduled for **the next available Wednesday**, regardless of players availabilities.

Home Team responsibilities

21.0 Home team is responsible for bringing the equipment to the park and ensuring it gets back to the green box after the game.

22.0 Home Team is responsible for marking the following if not already marked by the city:

- Suicide line approximately halfway between home plate and third
- Foul lines between home plate and first and third
- A batter cannot have both feet in front of the plate at any time during their swing.



- An extension of the first base foul line that goes from home plate to the backstop that marks the line that a runner must cross to score.

Safety Rules:

23.0 The first baseman and other defensive players are only allowed to touch the white portion of the safety base during play. The runner must touch only the orange portion of the base during close plays at first. Because a runner is allowed to run through first base, he may run straight through the orange half, remaining in foul territory. If he touches the white half on a play at first, the defensive team may appeal the play. If the umpire noticed the runner's foot

placement, he will be called out. If there is no play to be made at first base, the batter-runner may touch the white half of the base while making their turn toward second. Batted balls that hit the white portion of the base are fair, while balls that hit the orange half are foul.

24.0 ASA / USSSA / ISF approved bats only. Bats must have one of the stamps shown below. For more information, you can visit the Softball Canada and Softball Québec websites: http://www.softballquebec.com/fr/page/a_propos/baton_reglementaire.html <http://www.softball.ca/english/about/approved-equipment/bats.html>

Slo-Pitch (Men & Women)

Acceptable Certification Stamps

ISF 2005



ASA 2000



ASA 2004



ASA 2013



25.0 Metal cleats are prohibited.

26.0 Pitchers and catchers masks are obligatory.

Softball Rules

28.0 Other than those rules stated above, the Softball Canada rulebook will serve as the official reference for softball rules.

Playoff Seeding

29.0 **The top team in each division are seeded 1st and 2nd, regardless of teams' overall records in the other division.** If these two teams have the same overall record at the end of the season the tiebreakers are as follows for determining seedings / playoffs:

- Head-to-head record
- Run differential (head-to-head)
- **Runs against**
- Run differential (overall)

29.0 If any teams have the same overall record at the end of the season the tiebreakers are as follows for determining seedings / playoffs:

- Head-to-head record
- Run differential (head-to-head)
- **Runs against**
- Run differential (overall)