

INTERCOUNTY SOFTBALL ASSOCIATION (ONTARIO) INC.

BYLAWS

I.S.A.- BYLAW 1- TEAMS AND PLAYERS

A- TEAMS

1. Teams are restricted to eighteen (18) players, two (2) coaches, one (1) manager and one (1) trainer who shall be listed on the Team Registration Forms.
2. **Names of divisions will be U7, U9, U11, U13, U15, U18, U19, U22.**
3. All Team Registration Forms shall be sent to the Convenor, in a digital format **NO LATER THAN May 31st** completed in their entirety. The Convenor is responsible for maintaining a digital folder of such Team Registration Forms during the season for easy reference if requested by the Executive.
4. At the conclusion of the Regular Schedule a classification that the Convenor feels is large enough to be split into "A" and "B" divisions as per final standings.

B- PLAYERS

To be eligible for I.S.A. play, a player shall:

1. Appear on an I.S.A. Team Registration Form of the current year.
2. A player shall sign only one I.S.A. Team Registration Form each year, which shall confine his/her current year participation to that team unless properly released by his/her Centre.
3. In order to be eligible to play I.S.A. playoffs, a player shall actually play in at least 50% of scheduled I.S.A. games for the participating municipality, with the exception of T-Ball players and U7. Canceled, defaulted and exhibition games shall not be considered as games played. Clause: games missed by Medical/Injury need to be authenticated by doctor.
4. Any player that appears on two game reports of any Centre in a home municipality shall be considered property of that Centre and must be properly released before playing for any other Centre in that classification.
5. Any player that is knowingly pregnant shall NOT be eligible to play under any circumstances.

C-AFFILIATE PLAYERS

1. Teams are allowed to use players from a lower classification and are called Affiliate Players.
2. Affiliated players (call-ups) may only play a maximum of three defensive innings (in any one game) in a situation where the team can field a team of their regular roster. In a situation where the affiliated player is the ninth, an affiliated player may play more than the maximum of three (3) defensive innings of any one game.
3. Approved over-aged players cannot pitch or catch, in all divisions. (Over age U19 pitchers can pitch when playing U22 teams)
4. Players who are considered tier players (in PWSA or OASA) in their proper age group are to be treated as any other player on the field and allowed to play any positions.
5. A centre with 2 or more teams in a division cannot use members of the different teams as affiliated players. A female player, registered to the same centre, can play as an affiliated player on a male team in the same age division, or a higher age division. This horizontal movement can only be used if the centre does not have a lower division to draw affiliates from.

D-NUMBER OF PLAYERS REQUIRED

1. Any team can start a game with 8 players and finish with 8 players or less, with the 9th batter being an out on the scorebook.

I.S.A.-BYLAW 2 - REGULAR SEASON PLAY

- A) Centres shall ensure that at least two (2) hours exist between game starts.
(e.g., first game at 6:30 pm. second at 8:30 pm. or later, first game at 7pm. second at 9pm. or later)
- B) A complete game is 7 innings or 1 ½ hours of playing time. No new inning after 1 ½ hours. Complete the last inning.
- C) Official game starting time is at the completion of the ground rules discussion and is to be recorded by the umpire as such immediately on the game report.
- D) All classification up to and including U19 shall have a maximum of 5 runs per inning or three outs per inning.
- E) All innings played after one hour of Actual playing time or after 5 completed innings, shall be OPEN INNINGS, except for **U7** and **U9**.
- F) All Open Innings will be capped at 12 runs.
- G) Any Centre with a compulsory curfew shall notify their Convenor at the Registration Meeting.
- H) In the event of a tie at the end of a completed game, the tie score shall stand.
- I) Postponed game rules:
- 1) In the event of a game called due to rain or darkness, or any other reason, the result shall be determined by reverting back to the last complete inning. These games are completed games after 4 innings or 1 hour of play.
 - 2) No-Show games are defined as those Regular season games where an offending team provides less than 48 hours notice prior to the game time to the offended team. A No-Show game is a forfeited game unless the teams agree to reschedule.
 - 3) If a game is to be rescheduled for any reason, the home team will provide two possible dates for the game. Teams have a responsibility to complete rescheduled games.
 - 4) Teams that refuse to make reasonable efforts to complete scheduled games will be reported to the Convenor/Executive, at which time Bylaw 5 B will apply.
- J) I.S.A. mercy rule applies any time after five (5) completed innings **U15** category and down (excluding Three Pitch), shall have a fifteen (15) run difference. **U18** category and up shall have a ten (10) run difference.
- K) In ALL Boys and Girls age classifications, all eligible players shall be added to the line up and shall play with open substitution in the field only. A player that must leave the game before it is completed in open substitution games shall be eliminated from the batting order with no penalty, but that player shall at no time re-enter the game.
- L) All starting players shall be listed on the game report prior to the start of the game. Any substitutes or late players may be added later as long as it is done so prior to that player entering the game.
- M) No **U18** or up game shall start before 8:30 p.m. unless mutually agreed to by coaches. **U15** and down games shall not start before 6:30 p.m. unless mutually agreed to by coaches.
- N) Home scorekeepers shall be responsible for noting starting times, verifying times with visiting teams and notifying umpires of start times.
- O) Stealing Base rules:
- 1) **U7, U9** no stealing allowed
 - 2) **U11** Girls/Boys - base runner may leave his/her base only when the pitched ball has crossed the plate. U11 Boys/Girls cannot advance to home on a steal, passed ball, or wild pitch. The player must be batted in, or forced home by a walk, or is a part of a continuation of play

(i.e.: overthrow). **CLARIFICATION:** If a back catcher throws the ball to any base with the intent of a pick off, the runner may than advance home at his/her own risk.

- 3) **U13** divisions and Up - base runner may leave his/her base only when the pitched ball has released the pitcher's hand.
- P) Infield fly rule applies to all age divisions **U13** and above. It is not to be enforced with **U9** and **U11**.
- Q) When U22 play U19, the pitching distance is at the distance of the U19 distance.

I.S.A.- BYLAW 3 - SPECIAL PLAYING RULES

- A) Pitching shall be as per C.A.S.A. Rule 6 as it pertains to Fastpitch.
- (1) **EXCEPTION—U11 GIRLS PITCHING:** No walks. After the 4th ball, an adult pitcher steps in and completes the count (i.e.: finish out the strike count). If the ball is not hit, it is an out.
Example: Count is 4 balls, 1 strike; batter gets 2 pitches.
- (2) Key term is "**REPLANT**". It is illegal to replant during a pitch.
The right foot of a right-handed pitcher starts on the rubber and is the "planted" or "take off foot". The left foot is set on or behind the plate as the pitcher chooses (right-handed pitcher). Once the pitcher presents the ball, the pitch can be initiated from this starting position.
The planted foot (right foot on the rubber) remains in contact with the rubber as the left foot is driven forward, until the left foot lands on the ground, somewhere in line with the rubber (the shoot). The planted foot (right foot) can leave the rubber during this motion, often referred to as a leaping action but **CANNOT** contact the ground in a pushing action prior to the release of the ball.
Any pushing action by the right foot after it leaves the rubber, is called "replanting" which is illegal.
- (3) No substances are to be used by pitchers to provide additional grip of the ball.
- B) Base running:
- 1) A catcher on base with two (2) outs may have the last available substitute for him/her so that the catcher can get ready for the next inning.
 - 2) A courtesy runner (last available batter) shall be allowed for any player injured while in the act of base running with no penalty.

I.S.A. - BYLAW 4 - CHAMPIONSHIPS

ISA Tournament Convenor will attempt to avoid conflict with PWSA/OASA/OSSTA leagues of that division to the best of their ability.

- A) At the conclusion of the Regular Schedule a classification that is large enough, can be split into "A" and "B" division per their final standings.
- B) The Convenor determines the end of the year format. Final standings are based on the points accumulated through completed games. All tournament entry fees shall be submitted prior to each team's first game of tournament. A penalty of the tournament fee will be assessed to any team that drops out of the tournament within 10 days prior to tournament.
- C) In the event that a tie between teams exists at the end of the regular season play, the tie shall be broken on the basis of the win -loss record between the respective teams. If a tie still remains,

it shall be broken on the basis of run differential between the teams for games they have played against each other. If a tie remains, then it shall be broken on the basis of overall wins and losses of these teams in the classification. If a tie remains, it shall be broken by the toss of a coin.

D) For **U11, U13** and **U15** division, the final championship games for all divisions will be as in league play, 7 innings with no new innings after 1 ½ hours of play. For **U18, U19** and **U22** the final championship games will be 7 innings with no time limit.

E) Play Series Format:

THREE TEAM LEAGUE

First gets a bye into final series.

a) Semi-Finals: Series A: Second versus Third, 2 out of 3.

b) Final: Series B: Winner of series A versus First place team, 3 out of 5

FOUR TEAM LEAGUE

a) Semi-Finals: Series A: First versus Fourth, 2 out of 3

Series B: Second versus Third, 2 out of 3

b) Finals: Series C: Winner of series A and B, 3 out of 5

FIVE TEAM LEAGUE

Bottom 2 teams play 2 out of 3 and then set up playoffs according to Four Team League.

SIX TEAM LEAGUE

a) Quarter Final: Series A: First versus Sixth, 2 out of 3

Series B: Second versus Fifth, 2 out of 3

Series C: Third versus Fourth, 2 out of 3

b) Semi- Finals: Series D: Winners of Series B and C, 2 out of 3

c) Finals: Series E: Winners of Series A and D, 3 out of 5

SEVEN TEAM LEAGUE

First gets a bye

a) Quarter Finals: Series A: Second versus Seventh - 2 out of 3

Series B: Third versus Sixth - 2 out of 3

Series C: Fourth versus Fifth - 2 out of 3

b) Semi-Finals: Series D: First versus Winner of Series C

Series E: Winners of Series A and B - 2 out of 3

c) Finals: Series F: Winners of Series D and E - 3 out of 5

EIGHT TEAM LEAGUE

a) Quarter Finals: Series A: First versus Eighth - 2 out of 3

Series B: Second versus Seventh - 2 out of 3

Series C: Third versus Sixth - 2 out of 3

Series D: Fourth versus Fifth - 2 out of 3

b) Semi-Finals: Series E: Winners of Series A and D - 2 out of 3

Series F: Winners of Series B and C - 2 out of 3

c) Finals: Series G: Winners of Series E and F - 3 out of 5

NINE TEAM LEAGUE

a) Series A: Eighth versus Ninth - 2 out of 3

b) Quarter Finals: Series B: First versus Winner of Series A - 2 out of 3

Series C: Second versus Seventh - 2 out of 3

Series D: Third versus Sixth - 2 out of 3

Series E: Fourth versus Fifth - 2 out of 3

- c) Semi-Finals: Series F: Winners of Series B and E - 2 out of 3
 Series G: Winners of Series C and D - 2 out of 3
- d) Finals: Series H: Winners of Series F and G - 3 out of 5

TEN TEAM LEAGUE

- a) First Round: Series A: Seventh versus Tenth- 2 out of 3
 Series B: Eighth versus Ninth - 2 out of 3
- b) Quarter Finals: Series C: First versus Winner of Series A - 2 out of 3
 Series D: Second versus Winner of Series B- 2 out of 3
 Series E: Third versus Sixth - 2 out of 3
 Series F: Fourth versus Fifth - 2 out of 3
- c) Semi-Finals: Series G: Winners of Series C and F - 2 out of 3
 Series H: Winners of Series D and E - 2 out of 3
- d) Finals: Series I: Winners of Series G and H - 3 out of 5.

G) Replayed games shall be played at the end of the series, if necessary, for example. the replayed game would be the fourth game of a 2 out of 3 series.

1. The extra game in any Series is the Home Game of the team that placed highest in the final standings.
2. Convenors are authorized to set and enforce I.S.A. play off completion dates, as well as with the help of the applying Centre set the dates for playoff tournaments.
3. Any teams failing to commence or finish their games in the allotted schedule time may be ordered to play by the Convenor or neutral representative on at least 48 hours' notice on any field of his choice on dates available. Failure to comply shall be classed as a default. This will be strictly enforced.
4. All playoff rounds shall be 2 out of 3 to be completed in 10 days, or 3 out of 5 to be completed in 15 days. The home team must notify the visiting team within 48 hours prior to the start of Round 1 and shall give a preferred second date.

H) All playoffs with a tournament format shall use the following rules:

1. Tournament shall be a double knock-out or Round Robin divisions of 4 with finals for championship games with the teams seeded according to the regular season final standings.
2. Softball Ontario draw shall be used (draw to be distributed at the same time as schedules)
3. Date of the tournament shall be announced no later than the second Sunday in June.
4. Home team shall be determined by the final standings in the regular season (highest placed team is the Home Team.) In case of split divisions, the Home Team will be determined by the flip of a coin.
5. Mercy rule shall be in effect for all games.
6. All games shall be seven (7) innings or "minimum" of one and half hours. The innings at the time of curfew, shall be completed.
7. There shall be no tied games. The International Tie Breaker Rule shall take effect in the first inning following the curfew.
8. a. Protests shall be allowed but the Tournament Convenor's decision is final. (ARTICLE 10)

- b. Protests shall be submitted and heard upon receipt of the \$100.00 protest fee, immediately following the infraction and prior to the next pitch during the game. (ARTICLE 10)
 - 9. A coach or player asked by the umpire to leave the playing area (including the bleachers) shall do so immediately or the game shall be forfeited to the opposing team.
 - 10. The host community shall provide the umpires.
 - 11. The host community shall not charge spectators at the gate or take a silver collection during the game.
 - 12. All games shall start with at least one new game ball provided by I.S.A.
 - 13. Rain dates shall be announced in the host Centre's application to host a specific tournament.
 - 14. A team caught using an illegal player shall forfeit that game and all remaining games.
 - 15. Teams shall be prepared to play fifteen (15) minutes before scheduled game time.
 - 16. Official team rosters shall be available for each tournament Convenor.
 - 17. A game report shall be completed before each game and held by the game official.
 - 18. C.A.S.A. AND I.S.A. rules shall apply in all other instances.
 - 19. All ejections or suspensions shall be as per Bylaw 5.
 - 20. All game report shall be submitted to the Convenor 15 minutes prior to scheduled game time.
- I) For tournaments, no 1 team shall play more than 3 games in a day, unless it's the 2nd championship game to determine the winner to make it the 4th game that can be played by 1 team.

NOTE: Championship game is the final game of the tournament to determine the winner of the tournament.

I.S.A. - BYLAW 5 - SUSPENSIONS / EXPULSIONS / EJECTIONS

- A) Any member of the I.S.A. violating the Constitution and Bylaws or refusing to abide by the decision of the Executive shall be expelled or suspended.
- B) Any Council Centre must respond to concerns/violations brought forward by any Executive Member regarding issues or concerns pertaining to a coaches' application of rules or conduct within 5 days of receiving the concern. Failure to do so will result in a \$100.00 fine.
- C) Teams, Players, and Officials may be suspended by the Executive Officers for:
 - 1) Permitting improper conduct by players or officials at Association games.
 - 2) Offering, agreeing, conspiring, or attempting to lose any game.
 - 3) Playing with a player that has been suspended or expelled.
 - 4) Having in its list of signed players any disqualified players.
 - 5) Any player or coach ejected from a game will receive an automatic one game suspension. Failure to serve that will increase the suspension to two games for coach and player. The coach, player and Centre are responsible to make sure the suspension is served.
 - 6) Rules and Protect Committee will assess any ejection and assess any penalty that they feel fits the crime committed.
- 7) MINIMUM SUSPENSION SCALE:
 - a) Second ejection from a game in the same season- 1 game
 - b) Unsportsmanlike conduct - 1 game
 - c) Flagrant verbal abuse of an Official - 8 games
 - d) Shoving/Pushing/ Molesting an Official - 12 games
 - e) Striking an Official - LIFETIME
 - f) Flagrant verbal abuse of an Opponent - 4 games

- g) Shoving/Pushing/Molesting an Opponent - 5 games
 - h) Striking an Opponent - 15 games
 - i) Any second offence of the above shall result in the doubling of the suspension.
- B) The Executive may from time to time make rules and regulations not inconsistent with the Constitution or Bylaws as to the eligibility of players, managers, coaches, and other persons associated directly or indirectly with a club or team and may deal with such specific cases as may arise from time to time. All disputes - such as schedules, appeals, eligibility, and other functions - shall be settled by a committee of the President and one other executive member plus the convenor and two council members, not directly involved in the dispute.
- C) The ISA Executive shall deal with all protests and suspensions.
- D) Any suspended party shall be notified Registered Mail by the Secretary with a copy to the Convenor and Centre involved. F) Suspension:
- 1) Any suspended party suspended more than 3 games may request an appeal hearing by the I.S.A. Executive within 5 days of suspension date. Any suspensions are in effect until the appeal is heard. The appeal will be heard before any further games are played in the case of playoffs.
 - 2) There shall be no appeal on a suspension 3 games or less.

I.S.A. - BYLAW 6- UMPIRES

1. The home team shall supply valid, carded Softball Canada, WOAA or ISA plate and base umpires for all games if possible. A game can be played with only one carded umpire. Umpires should be Level I or above.
2. You must turn 12 years of age before the start of the season with recognition of certificate that a course was taken.
3. Umpires must print their name legibly and sign the game report.
4. Ejection from a game must be noted on the game report and initialed by offending team representatives. The convenor is to be made aware of the ejection via email or phone in addition to the game report.

I.S.A. - BYLAW 7- GENERAL

1. Sunday games shall be allowed.
2. Score shall be checked each inning or umpire shall rule to home score as being correct. In case of dispute, the home team score book shall be the official score subject to the approval of the plate umpire.
3. Teams should be dressed uniformly.
4. GAME REPORTS
 - A) Game Reports are to be readable in any electronic format used. Players' full names, centre, coaches' names, and scores clearly noted.
 - B) Game Reports are to be signed upon completion of game by both coaches and umpire.
 - C) The Winning Team must send the game report to the Convenor within 48 hours.
 - D) The Convenor will deal with late or missing game reports at his/her discretion.
5. All Star Games for classifications **U15** and up shall be encouraged but are to be decided upon by the coaches at their meeting with the Convenors.

6. All batters and runners shall wear helmets and face shields with a chinstrap properly fastened to the helmet and the chinstrap must be worn properly under the chin so that the helmet cannot be easily dislodged while running the bases. All players playing the pitching position must wear face masks. Failure to do so will mean immediate ejection from the game.
7. If a centre is getting new uniforms with new colours, it must be pre-approved by the Intercounty in order to avoid multiple centres within close proximity of having the same colour scheme. In doing so will result in less confusion on the playing field.
8. **Red dot and green dot balls are used.**

I.S.A - BYLAW 8 - RULES

1. The I.S.A. shall follow the current playing rules (including ages, ball sizes, base distances and pitching distances) as approved by the C.A.S.A.
2. The I.S.A. Constitution and By-laws shall have precedence in instances of conflict with the rules approved by the C.A.S.A.

I.S.A. - BYLAW 9 - THREE PITCH

U9

BASELINES 45 FEET

PITCHING- CENTRE OF CIRCLE SHALL BE 30 FEET FROM HOME PLATE.

1. Adult pitcher will pitch three (3) balls to each batter. If the 3rd pitch is a foul, they will receive an additional pitch. No more than four (4) pitches will be pitched per batter.
2. Adult pitcher must have **one (1) foot** in the eight (8) foot circle at all times when delivering the pitch.
3. Defensive pitcher shall stand within the eight (8) foot circle until the ball has been struck at .
4. Play is dead when ball reaches any defensive player within the eight (8) foot circle and has control of the ball.
5. If an adult pitcher is hit with a batted ball, it is a dead ball. The batter receives an additional pitch.
6. Players cannot lead off or steal until the ball is hit.
7. All players in attendance shall bat in the order that they appear on the game report. Any players arriving late shall be added to the game report when they arrive and shall bat in order of arrival, continuing on from the original order.
8. Eight (8) players must be in attendance for a game to begin. There will be **ONLY** a 15-minute grace period for 8 players to arrive. The pitcher's helper will be any player who assumes that position during the game.
9. Ninth (eighth) batter will be the last batter and must be announced to the umpire and the opposing team.
10. Last batter is out if tagged or play is made at home plate or any base preceding the runner. For the last batter, only the catcher can make the force play at the plate. Any out, after the last batter hits the ball, ends the inning.
11. **If final pitch is foul, another pitch is offered.**
12. Infield fly rule shall not apply.

13. No bunting.
14. Halfway rule applies at the umpires' discretion.
15. Up to 2 adult coaches are permitted on the field but must remain beyond the baselines.
16. C.A.S.A. AND I.S.A. rules shall apply in all other instances.
17. No three-pitch regular season shall consist of more than 16 games.
18. Mush balls must be used at all Mite games.
19. **U9** Division only - Overage players are not allowed to play pitchers' helper or first base.
20. All U9 games both regular season and tournament/playoffs will be minimum 1 hour and fifteen minutes or 5 innings in length.
21. During a live ball, a base runner may advance one base only, on a ball which has been overthrown in the attempt to make a play at any base, or to the pitcher, if is not caught. If the defending team attempts another throw, an additional base can be taken.

NOTE: Exception for LAST batter, a base runner can run until rule #10 above is satisfied.