

League of Softball

Tourism-Transport-Transit

"For the pleasure of playing"

Regulations 2018

N.B. Numbering should facilitate amendments and identification of different regulations

1- BEFORE PART 5 - SUBSTITUTIONS 9- MISCELLANEOUS

2- SHEETS OF POINTS 6- PLAYING REGULATIONS

3- PART 7 - ELIMINATORIES

4- THE PLAYERS 8- DISCIPLINE

1- BEFORE THE GAME

1.1 Team managers must be prepared to meet the referees at home and not wait for the referees to call the referees to remind the league rules and discuss field rules. They must then ensure that these rules are clear to all players.

1.2 Team managers are responsible for paying the referee in cash (\$ 17.50 per team). \$ 20 for the receiving team and \$ 15 for visitors.

1.3 The receiving team must give the referee a new ball a good quality ball watch.

1.4 If games are played at 6:30 pm, captains and referees will be more flexible with respect to the start time of the game (10-15mins to wait for a player). However, if a team is LEGAL to play, they must start the match immediately. No race will start 1h20 of the scheduled start time of the game so as not to delay the match at 20:00.

1.5 If a team cannot attend the match and the referee's manager has not been notified 24h in advance, the offending team will have to pay the referee's salary for both teams.

2- LEVELS OF POINTING

2.1 Masters must ensure that the names and surnames of all their players appear on the "official" score sheet. At the end of the match, the two captains must confirm the final score and write it in large font on the score sheet.

3- THE GAME

3.1 The games will be seven rounds.

(We are counting on the cooperation of everyone to ensure that time is not lost at the beginning and during the game and that all games can be completed in 9 rounds, in order to make the most of the time for which we pay all).

3.2 Maximum 5 points per round for the first six rounds, the seventh and the extra rounds will be "open" (no maximum points).

3.3 If the game is tied after seven innings and there is time left, both teams are required to attempt to win by playing one or more innings (the referees are required to referee until the end of the match. period, to the captains to make them understand).

3.4 In the event of a rain stop, a game will be considered complete if 4 games have been played (3 ½ if the receiving team is early).

3.5 Only the referee will decide the end of a game before the end of the seventh inning (inclement weather or elapsed time), the score at the end of the last completed round (if 4th, 5th or 6th) will be the one entered in the statistics. .

(In the event of a stop due to discipline, see "DISCIPLINE" regulations).

3.6 It is forbidden for the defensive players, including the pitcher, to warm up by throwing the ball between the heats except in the first run. The referee should go into play as soon as the players are ready. If the referee delays for no reason, let him know politely that you are ready. This is to save time.

3.7 If after 5 innings there is a gap of 20 points or more between the two teams, there will be a stoppage of the game.

4- PLAYERS

4.1 Each team must submit two team contracts: One, before April 30 with a minimum of 10 players for one and a second with a maximum of 20 players before July 11th. All players must have their name, first name, address, no. phone on the team's contract. (signature is not required)

4.2 After July 11, only players whose name appears on a team contract will play in the TTT league.

4.3 Teams can play 10 players (including 3 women minimum) except under certain conditions where we can play 9 or 8 players in case of lack of players or injuries.

(The authorization to play at 8 aims to help the team when one or two players do not show up or arrive late, any abuse will be reprimanded, see "Discipline").

4.4 At 8 players, there must be at least two women on the field.

4.5 If only 9 players are present but with only two women, the team must play at 8 and abide by the 8-player rule (4.5 and 4.7).

4.6 To 8 players, if there is injury or expulsion and no-one to replace, the team in question loses part 7 to 0, regardless of the set.

4.7 At 9 and 10 players, there must be at least three women on the field.

4.8 To 9 players, if there is injury or expulsion and no one to replace, the team will play eight players.

4.9 At any time, it is forbidden to play 8 or 9 players by leaving a woman on the bench.

4.10 to 104.10 At 10 players, if there is an expulsion and no one to replace, the team will play nine players; if the expelled player is a woman, the team will play two women, but 8 players. If there is injury, the team will not be penalized, there will be no automatic withdrawal.

4.11 At 10 players, the tenth player (rover) may play anywhere on the court moving as he wishes but respecting the rules of the infield players.

4.12 If a player arrives late, he may join the line-up at any time

5- SUBSTITUTIONS

5.1 Substitutions must be made man for man, woman for woman or woman for man

5.2 Substitutions should be as follows:

Either: .1 "Each turn", players A and B are at the same position in the batting order and will each hit each turn with each position in the batting order. In defense, they alternate at each round (or each 3 rounds). Both names should appear one below the other at the same position on the score sheet.

Either: .2 In the way of "baseball", ie. that the name (s) of the substitutes be written at the bottom of the score sheet before the start of the game and, every time a substitute comes to replace a player, he must replace him for the rest of the game whatever the round the referee and the opposing team must be notified of the substitution. The replaced player cannot return to the game unless there is injury or expulsion and no one on the bench to replace.

Either: .3 Add a maximum of one man and one woman to the line-up who will rotate in the field with members of the same sex but will each have their turn at the bat. If there is more than one man and / or extra woman, the .1 or .2 rule will apply.

N.B. Each team has the flexibility to use .1 and .2 or .3. Teams cannot use .1, .2 and .3 rules for the same player.

5.3 At no time may the batting order be modified by substitutions except in the case of injury or expulsion.

5.4 On the offensive, an injured rider must be replaced by the last withdrawal of the same sex.

5.5 An injured hitter may be replaced by an emergency rider only after meeting the goals of himself.

6- PLAYING REGULATIONS

6.1 With the exception of the following regulations, the T.T.T. is subject to the rules of play of the ball given in the rule book provided by A.S.B.M.

Captains are responsible for knowing these rules and explaining them to their players as needed

6.2 A line will be drawn from the first goal line to the center of the pitcher's plate, and from there to the third base line to form the "dead zone".

6.3 A ball struck in the "dead zone" will be judged as a foul ball. In summary, if the ball stops itself or is touched by a player while it is "in the dead zone", it will be declared "false".

6.4 The pitcher throws to his own teammates.

6.5 A batter may face up to five shots to hit the ball in play. There will be no "ball" or "prize" declared by the referee. If the batter leaps into the void, passes the ball or hits a foul ball on the fifth shot of his thrower, he is out.

6.6 A "Ajax" line will be drawn on the ground near the home plate (extension of the first goal line) before the start of the game and the referee will be notified of the reason for that line by the two team captains.

6.7 Forced play or not, at the marble all the runners will have to cross the line "Ajax" before the ball arrives in the glove of the receiver to be safe, the receiver will have to be in contact with the marble to make the withdrawal. The runner will not be able to touch the plate and the receiver will

not be able to block the runner's run towards the line. So, at all times, the marble is at the receiver and the line "Ajax" to the runner.

6.7.1 It is written "at all times", so even in the event of a circuit, no rider will be able to touch the marble. Any player who touches the plate will be removed and play will continue if it does not represent the third setback. So, all the points before him will count and the following will be able to count if it is not the third withdrawal.

6.8 If the runner running between the third and the marble exceeds $\frac{2}{3}$ of the distance, the game becomes "forced" and the runner can not return to the third, the withdrawal can be done by touching the marble.

6.9 Two-thirds of the distance between the third and the marble must be determined before the start of the game with the referee (usually bounded by a post of the bench's protective fence).

6.10 Goal flying and sliding are prohibited (automatic withdrawal).

6.11 The hit (damped) is forbidden.

6.12 Pre-field players are not allowed to advance further than the goal line before the ball is hit. (for women only)

6.13 Field players must remain on the turf (outside the infield) until the ball is hit.

6.14 At 8 players there must be at least two field players.

6.15 Riders can "tag" only the first and second cushions (A runner can go to the marble by "tagging" the 2nd cushion).

6.15.1 If a rider "tag" of the first with a runner in the third, the latter may not at any time go to the plate.

6.16 When a woman is at bat, the vaulters and the rover must remain behind the imaginary line (bound and confirmed at the beginning of the game) as long as there is no contact between the stick and the ball. The distance is about 100 feet (35 steps behind each of the cushions). These distances will be confirmed by the referee at the beginning of the game.

6.16 When the batter hits an arrow that touches the thrower, it is automatically removed, whether the ball hits the ground or not before reaching the thrower. The ball is declared dead and the riders will have to return to the goals they occupied.

7- ELIMINATORY

7.1 Ranking method: by priority (valid for the regular season) - The percentage of victory and defeat - the number of points in the standings (victory 2 points, 1 point, 0 point defeat), - number of victories - Sheet between Equal teams - The least point against.

7.2 All teams play in the playoffs.

7.3 The qualifiers will be a series of 2/3. All teams must play one game against all others and the top two teams will meet in the final two of three.

7.4 The playoff games will be seven rounds, only the seventh round and the extra ones, if need be, will be "open". To reconfirm for the final.

7.5 To be eligible to play during the playoffs, all players must be registered on the team contract and have participated in at least: 2 men's games, 1 women's part of their team during the regular season.

7.6 The proof of eligibility for the preliminaries will be the first and last name and on the "official" score sheets of the season.

Commented [MH1]: Need to add regulations that apply for the round robin finale. Suggestion, regular season ranking. Commented [MH2]: New regulation for 2018 to follow air canada to have a better record but finished in 5th position.

7.7 The Round Robin winner will have the home advantage for the final. (if 2/3, the winner of the season will have the advantage of the field)

8- DISCIPLINE

8.1 Any team subject to a fine will have to pay this fine (to the president or vice-president) before its next game, otherwise the team will automatically lose this next game by default.

8.2 Any player expelled from the game by the referee will be automatically suspended for three games and will see his case studied by the league as well as by the ASBM before he can play again in the league. Note that the suspension imposed by the league will have to be purged "in addition" of any sanction that could impose the committee of discipline of the ASBM.

8.3 Any player found guilty of inflicting bodily harm on a referee or another player will be expelled for life from the Softball Tourism Transport Transit League.

8.4 If the game is stopped by the referee for any cause of discipline or regulation (lack of player), the offending team will automatically lose the game 7 to 0. If both teams are at fault (expulsion on each side or lack of players on each side), the score will be 0 to 0 and neither team will score a point in the standings.

8.5 Any team that is found guilty of allowing a player to play while under suspension (in our league or otherwise in the territory of the City of Montreal and governed by the ASBM) will be responsible to pay the fine imposed by the ASBM and will have to assume the consequences of the gesture. Such a case under the ASBM, the TTT league can not support the team at fault in front of it.

8.6 At no time will a player or team jeopardize the integrity of the league and risk losing its license. In such a case, the player or team must leave the league without compensation.

8.7 Any player receiving a suspension of 5 or more games from the ASBM Discipline Committee will be expelled for life from the TTT league.

9-Micellaneous

9.1 Whenever a circuit is hit behind the fence, or a foul ball is unretriechable by the defense, the batting team is responsible for picking up the ball while play continues.

9.2 The Tourism Transport Transit softball league is primarily a recreational activity, any person, player or otherwise, that will damage the reputation of the league or the tranquility of the environment by undesirable behavior for other players, the referees, the spectators or the residents of the district, will be told by the authorities not to appear on or around the field during the activities of the league.

9.3 Team leaders are responsible for providing each of their players with a copy of these rules and the game schedule.

9.4 Team leaders are responsible for knowing the rules of the league and ensuring that everyone is complying with them. 9.5 What is different from our league is that we provide the thrower. We throw 5 balls per batter. No ball or prize. On the defensive, it gives us another rover in the field.

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Have a good season!

