

BRAMPTON GIRLS' SOFTBALL ASSOCIATION



BGSA HOUSELEAGUE RULES AND GUIDELINES 2019

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NOTE: Every effort is made, when developing these Rules and Guidelines, to make the game of softball playable and fun. However situations may arise that are not covered or are ambiguous. The House League Committee will address these situations. Any specific inquiries or concerns should be directed to the House league VP.

1.0 BGSA Operating Principles

Brampton Girls' Softball Association's house league program:

- provides a fun experience so that players will return each year.
- creates an environment of competitive softball that every player can enjoy.
- provides guidance to coaching staff to assist in teaching the fundamentals of softball.

2.0 Key Participant Responsibilities

2.1 League Executive Responsibilities

League executives steer the house league program, ensuring financial objectives are met.

League executive responsibilities include:

- discussing changes to rules and policies to ensure a more positive experience for players.
- choosing appropriate convenors, coaches and umpires to improve the image of BGSA.
- providing tools, training and support to coaches and umpires to build and manage the house league program.
- communicating to stakeholders – players, parents and volunteers – to keep them updated.
- listening for ideas on possible improvements.
- showing leadership and building a positive atmosphere by reinforcing all of the responsibilities of the convenor, umpire, coach, parent and player as we participate in events and games.
- creating an organization that provides players with the enthusiasm to continue life-long participation in sport.

2.2 Convenor Responsibilities

Convenors serve as the front line volunteers, directly supporting the coaches who have the most influence on whether a player has a positive experience and returns the next year.

Convenor responsibilities include:

- dividing the available talent when making teams to ensure an equitable and competitive level of play. If a team does not win a game, or goes undefeated, we have not been successful.
- providing tools, training and support to coaches and umpires.
- attending as many games as possible to ensure that coaches are managing teams that allows every participant to have fun, improve their skills and play competitive ball.
- being decisive in resolving conflicts and ensuring all involved understand that any decisions made are consistent with supporting the league objectives.
- providing communication to stakeholders – players, parents and volunteers – to keep them up to date.
- listening to stakeholders for ideas for improvements.
- showing leadership in building a positive BGSA atmosphere by reinforcing all of the responsibilities of the umpire, coach, parent and player.

2.3 Umpire Responsibilities

Umpires have a difficult role, ensuring that all participants follow the rules while trying not to negatively influence the playing experience or determine the outcome of the game. They must have firm control of the game and not let conflicts escalate to the point where they overshadow the objective of having fun and playing competitive ball.

Umpire responsibilities include:

- acting in a professional manner, including uniform and behaviour (including no smoking during games).
- ensuring that all conditions are right for any game to begin (a safe playing area, safety issues, any field problems that may affect play, both teams are ready to play, etc).
- clearly outlining any rules that must be followed by each team prior to the beginning of the game
- providing at least one warning prior to ejecting any player or coach from the game
- giving their best effort at managing the rules and staying alert throughout the game.
- applying their best judgement fairly to both teams.

- accepting feedback from convenors and not being afraid to learn from mistakes.

2.4 Coach Responsibilities

A coach is one of the most influential people in a child's life. Their job is not only to teach how to hit a ball or make a play, but also to teach how to win and lose graciously while having fun. The athletic skills players learn may only be used for a few years but the attitudes they develop toward themselves and others will last a lifetime.

Coach responsibilities include:

- serving as a positive role model to all players, both on and off the field.
- displaying good sportsmanship in all cases, regardless of the outcome of the game.
- teaching respect for all players, both team mates and competitors.
- showing respect for the rules, the officials and their decisions.
- showing leadership in building a team atmosphere by using constructive advice and positive reinforcement.
- helping athletes develop a positive self-image for themselves, no matter what their skill level.
- giving all players an equal opportunity to learn skills and play different positions.
- providing players with the enthusiasm to continue a life-long participation in sport.
- teaching that softball can be competitive and fun. Don't ever let the competitive part destroy the fun part.

2.5 Parent Responsibilities

Parents have the opportunity to lead by example every day. To ensure that players have a fun and fulfilling experience with softball, parents should support and encourage all efforts.

Parent responsibilities include:

- not putting pressure on their daughter to play a sport or a particular position.
- remembering that the child plays softball for their enjoyment, not the parent.
- leading by example and serving as a positive role model. Applaud good plays and performances by both teams. Never resort to abuse or hostility towards any player, coach, umpire or league official.
- offering support and stressing the fun. Never ridicule or yell at a child for making a mistake or losing a game.
- teaching their daughter to display good sportsmanship in all cases.
- showing respect for the rules, the officials and their decisions. Support the coaches, umpires and league officials and show appreciation for the time that these volunteers commit.
- respecting the game and all involved by being on time and advising the coach of absences.
- not smoking near the players or spectators in the bleachers

2.6 Player Responsibilities

The player has made a commitment to the league and team. Make the most of the experience by having fun and participating in every practice and game to improve their skills.

Player responsibilities include:

- participating because they want to and to remembering to always have fun.
- playing by the rules and in the spirit of the game.
- knowing that winning isn't everything - having fun, improving skills, making friends and doing their best is also important.
- contributing to the team by giving all their effort and supporting team mates. Never let the team down by missing games and practices without good reason.
- respecting opponents and always acknowledging all good plays of all teams.
- showing respect for the rules, the umpires and their decisions. Display good sportsmanship in all situations and never verbally abuse an umpire.
- recognizing and thanking all those convenors and coaches who volunteer their time.

3.0 Coaches' Guide

Thank you for volunteering to coach for BGSA. It is the coaches' responsibility to make the upcoming season enjoyable for yourself and the players. It is advisable that all coaches be 16 years of age or older, and any first year coach that is 16 or 17 years of age serve an apprenticeship year with an adult coach. A minimum of a BGSA coaching clinic is recommended. Be safety conscious at all times.

3.1 Quick Info

- Have the defensive positions assigned and ready before the game. (Section 7-fielding line up).
- Maximize playing time by making catchers aware of their positions so they can get ready quickly.
- Hustle on and off the field between innings to speed up the game.
- Home team is responsible for the diamond set-up prior to game time. Home team for Day of Champs will be determined by a coin toss at home plate prior to the start of the game.
- Coaches must verify scores at the end of the game. Scorekeepers should check at each inning. Email or phone game results to the division convenor according to the convenor's instructions.
- Score sheets should be filled out properly.
- Accident forms (see Section 7) must be completed immediately and handed in to the convenor.
- Rating sheets must be completed, and handed in to the convenor as instructed. (See Section 5.0 and the rating form Section 7.0).

3.2 Fair Play

Integrity, fairness and respect are the principles of fair play. With these, the spirit of competition thrives, fuelled by honest rivalry, courteous relations and graceful acceptance of the results. A fair play coach believes and teaches that sport is an ethical pursuit, one that builds character and shapes attitude. As a coach, fair play means:

- helping athletes develop a positive self-image
- promoting respect for the rules, officials and their decisions, and opponents
- encouraging a constructive attitude toward competition
- developing a sense of dignity under all circumstances
- providing equal opportunities for everyone to learn skills
- encouraging players to continue participation in sport.

Refer to the Fair Play agreement document in Section 7.0. It is strongly recommended that these forms be used to reinforce the importance of fair play.

3.3 Coaches' Conduct

BGSA coaches will **not**:

- use any language deemed unsuitable for use on a ball diamond.
- attack, either verbally or physically, any official, opponent, player or spectator. **Coaches will treat umpires with respect and will not demonstrate any verbal or physical abuse. These situations will be treated with zero tolerance and will result in an immediate ejection and a subsequent one game suspension for the next scheduled game.**
- show ANY unsportsmanlike behaviour. (i.e. disparaging or insulting remarks to players, officials, spectators, or committing any act that could be considered unsportsmanlike behaviour.)
- smoke in the dugout, spectator area or on the diamond during the game. Umpires will only issue 1 warning and any coach breaking this rule will be ejected from the park.
- take or administer any drug not prescribed by a physician.
- represent BGSA in any capacity while unfit due to alcohol.

All members of the managerial and coaching staffs of all teams sanctioned by BGSA, are prohibited from consuming alcoholic beverages immediately prior to, during or immediately after any game or tournament play.

Coaches will report to the House league VP any player found:

- possessing, consuming, using or under the influence of non-prescribed drugs or alcohol.

Brampton Girls Softball Association will not tolerate any behaviour judged to be degrading or unbecoming to the image of BGSA.

PENALTY FOR ABOVE OFFENSES: The person(s) involved could be reprimanded by BGSA and/or removed from the coaching position; players suspended from the league, and/or default the game. The gravity of the act(s) would be considered, all aspects of the problem would be investigated and discussed thoroughly (e.g. personal contact and discussion with all those involved) before any decision would be made.

3.4 Coaches' Responsibilities

In addition to the responsibilities outlined, the coach has other duties that are important to increase the enthusiasm of all BGSA players.

- Teach and improve each player's overall skills and those appropriate to the positions that they play. A BGSA clinic or Level 1 Coaching course is highly recommended. Studies have shown that even if a player has a losing season they will return if they believe that they have learned something and improved their level of play.
- Have as many practices as possible throughout the season. Schedule a practice on the game days that you do not play.
- Plan your practices in advance-know what drills you will run based on what skills you need to improve. Keep the drills fun and involve as many players at once at all times. If practices are fun, players will attend and learn the necessary skills. A batting cage is available for booking.
- Ensure that the "Player History" sheets are filled out and returned by the second game. (See Section 7.5).
- Ensure the Favourite Positions Form (7.4) is completed and submit a copy to the convenor by the 3rd game. Use this form to ensure that all players are given an equal opportunity to play their favourite positions. It is not intended to put players into positions that they cannot play safely but all players should be given a fair chance to try different positions.
- **Post the game line-up in the dugout so that everyone (players, parents, convenor) can see that players are being rotated fairly.** The convenor will also use the "Favourite Position" form to see if players are getting a chance to play their preferred positions.
- Be responsible for the conduct of the players, both on and off the diamond. **Positive songs and cheering only.** The coach is also responsible for the behaviour of the team's spectators (parents and/or friends).
- Inform all parents of the basic rules of softball for the division being played.
- Be responsible for the proper maintenance, care and control of all equipment. Equipment must be returned clean and in good condition, at the date specified by the league.
- Ensure that players adhere to all BGSA house league rules and regulations.
- Maintain the proper dress code for players and coaches during games. Coaches will wear the shirts provided by the league. Hats are optional, but if worn, must be BGSA hats.
- Ensure that at least one person from the coaching staff is present in the dugout area of base coaching box during the game.
- **Wait until all players have left the park safely after any team function.**
- Report any injuries to the convenor immediately.

4.0 House League Rules

Only girls registered with BGSA House League are eligible to play. All games are governed by the Canadian Amateur Softball Association rules except where noted.

4.1 General Playing Rules

4.1.1 Diamond Set-up and Pitching Distances

DIVISION	YEAR/AGE as of January 1	BASE DISTANCE	PITCHING DISTANCE	BALL SIZE	SELECT DISTANCES
LEARN TO PLAY T-BALL	2013-2014 5 - 6 yrs	40'	N/A	9"	N/A
MINOR MITE	2011-2012 7-8 yrs	45'	25'	11"	N/A
MITE	2009-2010 9-10 yrs	50'	27'	11"	30'/50'
SQUIRT	2007-2008 11-12 yrs	55'	31'	11"	35'/55'
NOVICE	2005-2006 13-14 yrs	60'	35'	12"	38'/60'
BANTAM	2003-2004 15-16 yrs	60'	38'	12"	40'/60'
MIDGET	1996-2002 17-23yrs	60'	40'	12"	43'/60'

4.1.2 Team Requirements

- Ideal maximum number of players per team is 12 for all divisions (however player number is based on registration numbers).
- Number of players that constitutes a legal game: minor mite/mite =6, squirt/novice/bantam/midget=7.

4.1.3 Call-up Rules

- Call-ups are used where teams are short of players due to absences.
- Coaches are given a list of "farm teams", a listing of the teams in the division below (when available). Each team is assigned a farm team and an alternate for each month of the regular season. The convenor will ensure that the farm teams are rotated throughout the season. The team coach will call the coach of the farm team directly to arrange for a call-up as needed. Call-ups CANNOT be arranged through the players directly.
- Call-ups for playoffs will continue on the monthly farm team rotation. As per regular season, if they cannot arrange for a call-up from their designated farm team, proceed to the next team on the list as usual.
- Call-ups are allowed to bring a team to a maximum of **9 (nine)** players. Coaches must be sure of team attendance prior to requesting call-ups.
- Call-ups cannot be used in the pitching position. **Note**-*In the event of extenuating circumstances, it is the convenor's discretion to use a pitcher call-up. The coach requesting the call-up must contact the convenor.
- **IF a call up pitcher is granted by the convenor, she must be the 2nd pitcher NOT the main pitcher for that given team.**
- The coach requesting the call-up is responsible for making sure that the call-up player:
 - plays for that game and is not sent home or sat out more innings than house league rules. Every effort must be made to accommodate them. (If the opposing team does not have enough players and would forfeit and the other team has more than enough players, the call-up would go to the opposite team)
 - feels welcome, is thanked for their participation and has an equal opportunity to play positions other than outfield
- If on the day of a regular season game, a call-up is needed, the coach can use 1 available legal player, who happens to be on site provided the convenor is notified after the game. **This call-up cannot be used again by this team as an emergency call up.**

- Individual players can be brought up from a lower division to a maximum of 3 times per team per season, including Day of Champs, unless authorized by the convenor or VP House league. For midget, players can be brought up from a lower division to a maximum of 5 times per team per season.

PENALTY: If the call-up rule is not adhered to, the game will be forfeited.

4.1.4 Game Times and Weather

- All games will start at 6:20 PM and be defaulted at 6:30 PM. If both teams have enough players (6 or 7 depending on division) at 6:20 PM then the umpire **must** start the game.
- No new inning will start after 90 minutes of play. As a safety precaution, starting the 2nd Monday in August, on diamonds without lights, no new inning will start after 7:45 PM due to shorter days at that time of year.
- Late games will start at 8:20 PM based on umpire availability and will be defaulted at 8:30 PM unless 7 players are present and ready to play.
- Standard Softball Canada mercy rules only apply in Bantam and Midget divisions, as outlined in this document. All other divisions will continue to play until the time limits above.
- If during the last inning the 90 minute mark is reached, the inning shall be completed in full **UNLESS**:
 - the home team is at bat and is leading or takes the lead
 - either team is ahead by, or goes ahead by 6 or more runs in minor mite to novice (11 in bantam and midget)
 If either a) or b) applies, the end of the game will be called by the umpire at the 90 minute mark.
- If you do not hear any news from the convenor, GO TO THE DIAMOND. Scheduled games are governed by the convenor until 5:45 PM. After this time, the umpire (not the coaches) makes the decision whether alterations to games are necessary (e.g. rain out or delays, extreme heat, etc.)**
- Rainouts are rescheduled by the convenor pending diamond availability from the City. **Not all games will necessarily be rescheduled.**
- Thunder and lightning: As per City of Brampton's policy on outdoor green space activity, "A 20 minute time lapse must occur after the last lightning flash or thunderclap in order for participants to resume activities". Coaches cannot call a game

4.1.5 Game Defaults

- If a game is defaulted due to lack of players, an exhibition game should be played, if agreed to by both coaches. A double default occurs when both teams fail to have enough players to constitute a legal game.
- Umpire defaults are also possible. (Section 4.1.6)
- Rescheduling of games other than rainouts is not permitted.

4.1.6 Umpires

- An umpire must preside over all legal games. If there is no umpire present by 6:25 PM then an effort should be made to get 2 spectators, chosen and agreed to by both coaches, to officiate the game at the plate and the bases.
- All home plate umpires must wear a face mask and chest protector.

4.1.7 Equipment

Division	Equipment	Mandatory	Strongly recommended
All divisions	Batting helmet (with chin strap) with face guard	X	
All divisions: -Tball, Minor Mite Mite, Squirt -Novice, Bantam, Midget	Helmet with face guard for pitcher (supplied) Pitcher face guard (players encouraged to buy their own)	X X	
All divisions	Mouth guard		X
	Catcher-chest protector, shin guards, mask, helmet	X	
	Jill (female version of jock)		X
	Face mask on any player, parent or coach warming up pitchers, on or off the field	X	

- No wooden bats are allowed.

4.1.8 Uniforms

- BGSA uniforms must be worn at all games as issued, with **no alterations in any way**. Solid black shorts are allowed in Midget, Bantam, Novice and Squirt only. Black **baseball** pants are allowed in place of shorts at any division. **(NO leggings, yoga pants etc allowed)**
- All hats must be BGSA approved houseleague hats/visors, either provided by the league or purchased through BGSA or the sponsor. The wearing of hats is not mandatory but should be encouraged by the coaches and parents as a safety factor. **Bandanas are not allowed (unless the catcher requires one to make the helmet fit more snugly.)**
- **Shirts must be fully tucked in** at all levels while batting to ensure that pitches hitting loose shirts are not mistaken for hitting the batter.
- No metal cleats, spikes or shoes with detachable cleats that could leave an exposed fastener, are allowed.
- Regulation approved batting helmets are mandatory and must be provided by the player. The helmet must remain on the offensive player until they are off the field. This also includes bat girls and any player coaching first or third. **PENALTY:** Both teams will be warned as part of the pre-game umpire instructions that any player removing their helmet before leaving the playing field will result in an automatic out.
- Select uniforms **or sweaters** are not allowed at house league games.

4.1.9 Jewellery/Electronic Devices

- It is strongly recommended that all jewelry be removed. This includes all pierced jewelry such as studs or rings in ears, nose, lip, eyebrow etc. Hair barrettes (metal or hard plastic), hair beads or braided beads should be removed or any other item judged unsafe by the umpire.
- Any dangling jewellery must be removed. This includes hoops, dangling earrings, necklaces, bracelets and watches.
PENALTY: Any player found to be wearing jewellery will receive a warning and the jewellery must be removed before continuing to play. If the player refuses, they will be ejected from the game and an out will be recorded if they are up to bat.
- Medical alert bracelets or neck chains are not to be removed and must not be taped.
- No cell phones, ipods or technology are allowed on the playing field.

4.1.10 Smoking

- Smoking on the diamond or in the dugout/bleacher/spectator area is not allowed by coaches or players. **Umpires will only issue 1 warning and any coach/player breaking this rule will be ejected from the park.**

4.1.11 Game Ejections

- Any profanity by the coaching staff or players will result in an ejection from the game, plus a minimum of one game suspension from the next scheduled game, based on the severity of the infraction. No protests or appeals are allowed - the decision of the umpire/convenor/VP Houseleague/Umpire in Chief is final.
- Any player/coach who wilfully abuses any equipment (i.e. throwing bats, helmets) will be ejected from the game. The coach/umpire is responsible for removing the player. The coach must ensure that all players respect the equipment provided.
- Players/coaches who participate in a verbal or physical fight will be ejected from the game and will be given a minimum one game suspension from the next scheduled game.
- Parents or spectators must treat all coaches, players, umpires and league officials with respect and cannot subject them to verbal or physical abuse. If a parent or spectator violates this rule, the coach of the respective team will receive one warning. It is up to the coach to speak to the parent or spectator. If the abuse continues, the parent/spectator is ejected and must leave the park.

PENALTY: Any coach or player who has been ejected from the game will automatically receive a minimum 1 game suspension from the next scheduled game. Any player, coach, parent or spectator who has been ejected must leave the immediate area of the playing field, including the player's bench and spectator area. The umpire should ensure that they have left and cannot be seen or heard by the players on the field. If they refuse, the game can be forfeited by the offending team.

4.1.12 Disciplinary Committee and Process

Disciplinary action against coaches, parents, players or league officials will only be considered if there is a complaint in writing.

- The complaint must be sent in writing, via email or letter, to the appropriate convenor within 7 days of the incident.
- IF the convenor does not feel he/she can resolve the issue, it will be forwarded to our Conflict Resolution Officer
- IF the Conflict Resolution Officer needs assistance, he/she will then take the matter to the VP of Houseleague to investigate the incident and, if required, select members of the Houseleague Committee to assist in gathering background information and input.
- VP of Houseleague will investigate the incident and, if required, select members of the Houseleague Committee to assist in gathering background information and input.
- All relevant information will be shared with the house league committee and a recommendation for any action will be jointly formulated and communicated to all parties.
- Any reports of infractions of playing rules will be reviewed by the convenor, House league committee and House league VP as necessary and game wins may be forfeited.

4.1.13 Standings

When applicable, teams will be awarded 2 points for a win, 1 point for a tie, and 0 points for a loss or default for all regular season and playoff games. Convenors will keep a record of all games and prepare standings at regular intervals.

Coaches must contact their division convenor with game results as outlined by the convenor (phone, email etc) within 24 hrs of the end of the game. Failure to report your game results may cause your team to lose the points earned in that particular game.

Convenors will choose, based on the response from their division coaches, if they wish to track and publish standings during the regular season.

4.1.14 Breaking of Ties

To determine final standings for play-offs in any division, the following will be applied in order, unless otherwise prescribed by the division convenor. The convenor may meet with the coaches prior to playoffs to review the format as each division may choose a different format.

- a) How they did against each other in playoffs
- b) Plus/minus differentials among the tied teams from playoff games

4.1.15 Days/Nights of Champs

In the event of a rain out for Days/Nights of Champs, we will do everything in our power to reschedule (subject to diamond availability) If unable to reschedule through the City, the convenor will confer with the VP House league and awards will be given out at the discretion of that meeting. Consideration will be given to what games/innings have been played prior to rain, (if applicable) and any play off standings and/or regular season standings.

4.2 LEARN TO PLAY/T-BALL SPECIFIC RULES

In 2005, the “Learn to Play” program was introduced at the t-ball aged level. Players at this age level work through lessons developed by Softball Ontario and progress to a version of softball known as “Blastball” and to Tball games.

The “Learn to Play” program:

- fosters the involvement of all players, regardless of their skills.
- introduces the skills of the game through activities while adding fun and action.
- eliminates the competition as children at this age rank competition and winning as low.
- develop individual softball skills and build self-confidence, giving a solid start to move through the age levels and their softball career.
- emphasizes fun, a higher number of repetitions of skills, progression through skill levels and involvement for all players. T-ball traditionally involved competition, less action for most players, domination for more aggressive or skilled players, less emphasis on skills, and little opportunities to improve their skills.
- allows all players to be involved through the lesson plans.

4.2.1 Structure

- Each Tball Co-Ordinator will receive a Learn to Play Level I and a blastball manual. The season is set so specific drills are introduced each scheduled night. Over the course of the summer, the game of blastball will be introduced, allowing players to experience a game situation.
- A schedule is developed to move from Learn to Play drills, to half drills/half blastball games to all blastball games. Coaches and Co-Ordinators will work together with all players to build on skills and progress throughout the season.
- Teams are made with sponsors and uniforms. During Learn to Play, all players will interact with each other, moving from station to station and working with a variety of coaches, parents and volunteers.
- Learn to Play takes place Thursdays from 6:30 to 7:45 pm. Additional practice times are not required.

4.2.2 Expectations of Coaches, Convenor and Parents

Coaches:

Through Learn to Play, more expectation is put on coaches to come prepared to the sessions and be familiar with the drills. Not only is this a benefit to the players but ultimately makes for a stronger coach as they learn the elements of the game. These elements can then be applied to any age level as they move through the divisions.

Parents:

It is expected that parents will play an active role in the drills and exercises by assisting with the tasks. Not only does this allow parents to interact with their children, it also gives the parents an opportunity to learn and understand the skills involved in the drills. Parents take this basic information with them to work with their children at home and offer positive reinforcement and encouragement through the season and the years to come.

Convenor/Volunteers/Coordinators:

The convenor is available to act as a leader and consultant. The convenor is not responsible for leading the drills and activities each week. When possible, other volunteers or coordinators may assist.

4.2.3 Equipment

Each coach is provided with the equipment and supplies necessary to implement the drills and activities.

4.2.4 Tournaments/Day of Champs

In place of an "In House Tournament" in Tball, players will participate in a "Graduation" night where they will transition from Learn to Play to more structured Tball games. A non-competitive fun evening is planned with a ceremony, certificate and a blastball (Tball) game. All players participate in the Day of Champs, playing a game and receiving trophies.

4.2.5 Umpires (applicable as games develop)

- The home team supplies the plate umpire and visitors supply the base umpire. These are volunteer positions and assist with direction and set up.
- Coaches are allowed on the field.

4.2.6 Short Handed Teams (applicable as games develop)

When a team is shorthanded, (in keeping with fair play) the opposing team will lend extra players. As players arrive, they will be integrated into their team and other players returned to their own team.

4.2.7 Players and Positions

- The maximum number of players per team is dependent on registration.
- All players must be rotated equally through all positions (catcher, fielding, infield, etc). All players can be on the field in defensive positions for each inning (no sit outs). Infield players should be kept off the base paths to avoid collisions.

4.2.8 Definitions

- **Playing Line:** an imaginary line with a radius of 8 feet from the back of home plate, running from foul line to foul line in fair territory. This is a guideline for the umpire to determine a fair hit ball.
- **Fair Hit Ball:** a legally batted ball that in the umpire's opinion will, or could have, firmly crossed the playing line in fair territory, even if it is fielded before crossing the line regardless of the final position of the tee stand.
- **Fielder's Choice:** plate umpire will stop play when any defensive infield player has thrown the ball overhand in an attempt to make a play to the infield. When a stop in play occurs, players running the bases will continue to the next base if they have reached the halfway point between the bases. If a ball is bowled in an attempt to make an out, the runner will be awarded an extra base.
- **Ball Hit to the Outfield:** outfield is defined as the field areas approximately 10 feet past the baseline. A ball hit to the outfield will require an overhand throw by the fielder to an infielder who must then make a softball play to stop the play. A softball play occurs when the infielder either: touches a base, makes a throw to another infielder (who does not need to be on a base) or tags out a base runner. An outfielder is not allowed to "tag out" a base runner.

Note: If an outfielder is very close to the infielder when a throw is intended, the outfielder may toss the ball underhand in the air. This is to be an umpire's call for the safety of players.

4.2.9 Team Defensive Requirements

- **Catcher:** plays far enough back as to not interfere with the batter
- **Pitcher:** plays in a position on the pitcher's mound and must assume a set position until the ball is hit. Both feet must be behind the line drawn in the dirt.
- **1st, 2nd, 3rd base and shortstop:** plays in positions regularly played by those infielders and will not cross the playing line until the ball is hit.
- **Outfielders:** players not playing in designated infield positions must play in the outfield positions at least 10 feet behind the base line.

4.2.10 T-ball Playing Rules

- a) The plate umpire shall instruct the home team to take their positions in the field, place the ball on the tee and

- call "Play Ball" for every batter on the offensive team.
- b) After the batter has successfully hit the ball in fair territory and past the playing line, the umpire will raise their right arm to signal a stop in play when one of the following has occurred:
 - 1. the ball is hit into the air and is caught by a defensive player (pop fly)
 - 2. the ball is hit to an infielder who runs and touches a base.
 - 3. the ball is hit to an infielder who throws to a base
 - 4. the ball is hit to an outfielder who throws to an infielder. The infielder must then either touch a base, a base runner or throw to one of the bases
 - 5. the infielder tags a runner for an out.
 - c) Once the umpire signals a stop in play, by raising their right arm, all play shall stop when
 - 1. the batter is out, either by caught fly ball, tagged out as a base runner if they have chosen to run past 1st base. ALL batters will be safe at 1st base no matter what. All other bases need to be acquired safely by the runner.
 - 2. base runners pass the half-way point between bases and either are successful in getting to the next base or are tagged out.
 - 3. an infielder has touched a base or made a throw to a base and none of the base runners has passed the half-way point between bases
 - d) The inning will continue until 9 batters have had their turn at bat. When the 9th batter comes to the plate, the offensive coach will announce to the umpire and the other team "last batter". If the coach fails to call last batter, the umpire will call the batter out.
 - e) In the event there are only 9 players in the line up, the last batter must be rotated as followed—1st inning 9th batter bats last, 2nd inning, 1st player bats last, 3rd inning 2nd player bats last.
 - f) If the 9th batter hits the ball on the ground or in the air, the inning will end when the catcher receives the ball and touches home plate. **Bowling the ball to the catcher is not allowed**
 - g) All runners coming home must step on the blast base or plate.

4.3 MINOR MITE SPECIFIC RULES

4.3.1 General Rules (also refer to Supplemental Rule Clarification available from the convenor)

- GAME LENGTH: Maximum 5 innings and minimum 3 completed innings or time limit.
- UMPIRES: In the event there is no umpire, the home team supplies the plate umpire while the visiting team supplies the base umpire. These are volunteer positions.
- PLAYERS & POSITIONS: All players must be rotated equally through all positions-infield plays outfield every other inning, number of players permitting. Players cannot play the same infield position twice in one game. Infield players should be kept off the base paths to avoid collision.

4.3.2 Short Handed Team

When a team is short handed to start the game and the opposing team has extra players the following rules apply to regular season games only.

- a) The opposing team must lend enough players to the short-handed team until the minimum player level (6).
- b) If by this arrangement, both teams can field a team of at least 6 players each, this will be counted as a regular game.
- c) If the short-handed team cannot draw enough players from the other team, then the short-handed team will lose by default.
- d) The team may integrate late arrivals, thus returning the borrowed players. The late arrival and the loaned player(s) returning to their own team will have their names added to the bottom of the line-up.

4.3.3 Team Pitching and Defensive Requirements

- Pitching- Inning 1, 3, 4, 5 -the coach/parent will pitch
Inning 2 -the first player pitcher pitches to first 3 batters
-the second player pitcher pitches to the next 3 batters (pitcher should have been warming up on the sidelines.
-the coach/parent then pitches to the last 2 batters
-One defensive coach will be on the field, near the pitcher, to assist and encourage the pitcher.
-When a player is pitching, a walk will be granted after 3 balls.
- However, in order to give each player a chance to hit the ball, the defensive coach (already on the field) will pitch one hittable ball to the batter. If the player does not hit the ball, she is awarded first base as per the walk, **If the player hits the ball, all regular rules apply as per a batted ball.**
-If a pitcher throws 3 strikes, before throwing 3 balls, the batter is out and their turn at bat is over.
-Walks and strike outs are only in effect when the player is pitching.
-The player/pitcher must pitch with at least 1 foot on the pitching rubber.
-A hit batter (not slowly rolling on the ground) will be awarded first base. (Apply ball 3 rule to bat again)
-There is no advancing to first base on a drop third strike.
- 1st, 2nd, 3rd and Shortstop-positions regularly played by those infielders
- Outfielders-Those players not playing in a designated infield position must play in the outfield positions at least 10 feet behind the baseline.
- Catcher-plays far enough back as to not interfere with the batter

4.3.4 Minor Mite Playing Rules

- a) **The pitching coach** (either a coach or parent assigned to do the pitching for the team):
 - pitches to his/her own team from approximately 3 feet in front of the pitching rubber, marked with a line

in the dirt. The ball is pitched to offer the batter the maximum opportunity to hit it. In order to keep the game moving, a maximum of 4 pitches per batter is allowed.

- must not play a hit ball. A defensive player, playing in the area normally occupied by the pitcher, will play balls that are hit near her or the pitching coach. If the ball should hit the pitching coach for any reason, the umpire will call time and any play is automatically dead. A “no pitch” will be charged to the pitcher, and the batter will return to bat assuming the count of pitches she had prior to the no pitch occurrence. If at the discretion of the umpire, there is intentional interference with the defensive play by the pitching coach, he/she may be asked to leave the game. EXAMPLE: Not getting out of the way of the player in the pitching circle, or blocking view between 1st and 3rd base.
 - must make every attempt to not interfere with the play. After the pitch, the pitching coach should move to a position outside the rim of the circle towards 2nd base.
 - ensures that the catcher is in a safe catching position before the pitch.
- b) The catcher will return the ball to the pitching coach or pitcher (whoever is pitching).
- c) After the batter has hit the ball in fair territory, the umpire will signal a stop in play when:
- 1) ball is hit into the air as a pop fly and caught by a defensive player. All runners return to their bases. (There are no double plays or tagging up.)
 - 2) ball is hit to an infielder who runs and touches a base.
 - 3) ball is hit to an infielder who throws overhand to a base.
 - 4) ball is hit to an outfielder who must throw towards the infield to make a play, either in 1 throw or in a subsequent throw from an infielder.
 - 5) infielder tags a runner for an out.
- d) The umpire will instruct the runners as to which base is awarded, based on the location of the runners in relation to the half-way point between bases at the time of the “stoppage in play” event.
- e) Coaches will not physically assist any runner while the ball is in play. In the event he/she does, the umpire will give one warning before next time calling the runner out at the same time of the infraction.
- f) The inning will continue until 8 batters have had their turn at bat. When the 8th batter comes to the plate, the offensive coach will announce to the home plate umpire, “LAST BATTER”. If the coach fails to call “LAST BATTER”, the last batter will be replayed.
- g) An out made on the 8th batter, before she attains first base safely, or on a caught fly ball, will end the inning, and no runs will score. If a play is not made at 1st base and the ball has not gone out of bounds, then the defensive player must make a play at home plate. Runners must touch home plate to score a run
- If the 8th batter hits the ball on the ground or in the air, the inning will end when the catcher receives the ball and touches home plate. Bowling the ball to the catcher is not allowed. All runs will score until the ball is thrown to the catcher. If the 8th batter strikes out or flies out, the inning is complete and no runs score.
- ** Note: if a team has only 8 players, the second batter will start the order for the 2nd inning, the 3rd batter for the 3rd inning etc to ensure a different last batter for each inning.
- h) The maximum number of runs per inning is 8. Runners coming home must step on the plate to score.
- i) No additional bases will be awarded on an overthrow of any base by any defensive player, except in the case of a ball hit by the last batter. On the last batter, if the ball crosses the "out of play" line as a result of a defensive play, then all runs shall be counted as having scored.
- j) No stealing bases, lead offs, sliding into bases or home plate. No bunting.
- k) The batter cannot advance to 1st base on a dropped 3rd strike.
- l) If a base runner is hit by a batted ball from the 1st to 7th batter, the runner is out. The batter is awarded 1st base and all other runners return to their bases occupied at the time of the pitch unless forced to the next base. If a base runner is hit by a batted ball by the 8th / “last batter”, the runner is out, and no runs are scored.

4.4 MITE SPECIFIC RULES

4.4.1 Pitching

- Pitchers must wear a helmet and face shield at all times while playing this position.
- **PITCHERS MUST PITCH WINDMILL OR AT LEAST HALF WINDMILL. NO UNDERHAND OR LOB STYLE IS PERMITTED**
- No pitcher can pitch consecutive innings.
- A maximum of 3 innings per pitcher in the game is permitted.
- No pitching substitution is permitted once an inning has begun except in the event of an injury. (Rule regarding consecutive innings still applies.) If 2 or more pitchers are used in 1 inning (due to injury) each pitcher is credited with pitching 1 inning.
- Immediately after the 4th walk by a pitcher in any inning, the pitcher will move to a fielding position next to the pitchers plate and the batting team will supply a coach/parent to pitch (as in minor mite). The adult will pitch the remainder of the inning until 3 outs are recorded or 5 runs have scored. Parent pitching rules as per minor mite will be effect. (no stealing, 4 pitches per batter).
- A hit batter is considered a walk
Note- In discussion with the coaches, the convenor will assess the progress and after the mid-season tournament, may direct that the pitcher will remain in the game pitching until the end of the inning. There will be no substitutions.
- The parent/coach, when on the field, shall step aside after pitching the ball to allow for the defensive pitcher to field the ball. (See Minor Mite Rules - Section 4.3.4)
- When the parent/coach is pitching there is no bunting.
- The parent/coach pitcher cannot speak to, or coach, the batter or base runners during play. The umpire shall give 1 warning after which the parent/coach pitcher must be replaced.
- Once the ball is put into play, all mite rules apply.

4.4.2 Base Running

- All batters are automatically out on a third strike call.
- Base runners can only steal only 1 base per batter after the pitched ball crosses the plate.
- A runner who has gained a walk may not steal second base until the next pitch.
- Base runners cannot steal home-they must be hit or forced home.
- No infield fly rule.
- No player shall advance when the parent/coach is pitching unless forced or the ball is hit.

4.4.3 General

- When the team is in the field, all players take a position, with extra players in the outfield. There are no sit-outs.

4.5 MITE THROUGH MIDGET RULES

4.5.1 Game Length

- Mite through midget- an official game is minimum 3 innings (2.5 if the home team is leading) and maximum of 7 innings or time limit.
- **Once playoffs start, all innings MUST be played in FULL regardless if the home team is winning**

4.5.2 Score Sheet

- All players are listed on the score sheet in the same order as the batting line up. For tournaments and Day of Champs, list both the first and last names on the score sheet along with the players' number.
- **If a player arrives late, they can enter the game anytime. Their name will be added to the bottom of the team's original batting order.**

4.5.3 Player Rotation

- No player, including call-ups, can play 2 consecutive innings in an outfield position. If a player sits out, that is not considered a consecutive inning. For example, do not put a player in the outfield in the 1st inning, sit them out in the 2nd and return them to the outfield in the 3rd.
- No player, including call-ups, can sit out 2 innings until every player has sat out 1 inning. Subsequently, no player, including call-ups, can sit out 3 innings until every player has sat out twice etc.
- **No player can play the same position in 2 consecutive innings (mite to novice), excluding pitcher and catcher (see 4.5.5 for pitcher/catcher rotation)**
- For Day of Champs and tournament play, line up and sit out forms may be requested by the convenor.

4.5.4 End of the Inning

- Minor mite to novice - at 90 minutes and the game is mathematically out of reach for the team with least runs, the umpire will call the game to an end. **(except in playoffs)**
- Mite to novice - 3 players are out or a maximum of 5 runs have been scored. Bantam - 3 players are out or a maximum of 5 runs have been scored in innings 1 through 4 (closed innings). Innings 5, 6 and 7 are open innings to a maximum of 10 runs. If a team is ahead by 11 runs after 5 or more complete innings, then the game shall be over.
- Midget - 3 players are out or a maximum of 5 runs have been scored in innings 1, 2, and 3 (closed innings). Innings 4, 5, 6, and 7 are open innings. If a team is ahead by 15 runs after 4 or more complete innings, or 10 runs after 5 or more complete innings, then the game shall be over.
- When playing a game with a time limit, the umpire will determine the start of the next inning to occur at the end of the previous inning. This is usually at the third out.

4.5.5 Pitcher/Catcher Rotation

- **SQUIRT AND NOVICE.....**

Pitchers.... - in all games (exhibition, regular season, playoffs, tournaments and Day of Champs) a pitcher cannot pitch consecutive innings in the first 5 innings (innings 5 and 6 can be pitched consecutively) and not more than 4 innings total in a game.

Catchers....- Catchers cannot catch more than 3 innings of the first 5 innings and no more than 2 consecutive innings. Exceptions can be made at the convenor's discretion in extenuating circumstances.

- **BANTAM AND MIDGET.....**

Pitchers..... -in all games (exhibition, regular season, playoffs, tournaments and Day of Champs) a pitcher cannot pitch more than 2 consecutive innings and no more than 4 innings in a game total.

Catchers.....-There is no limit on catchers. However fair play and rotation is expected based on number of experienced catchers.

- **ALL DIVISIONS....** If 2 or more pitchers are used in 1 inning, each pitcher is credited with pitching 1 inning

4.5.2 Batting Out of Order Rules

- If the error is discovered while the wrong batter is at bat, the correct batter will take her place and assume any balls and strikes and any runs scored on bases run while the incorrect batter was at bat.
- If the error is discovered after the incorrect batter has completed her turn at bat and before there has been a pitch to another batter, the player who should have batted is out. Any runs scored are cancelled and the base runners must return to the bases occupied when the incorrect batter took her position in the batter's box. The next batter is the player whose name follows that of the player called out for failing to bat. If the batter declared out under these circumstances, is the third out, the correct batter in the next inning shall be the player who would come to bat had the player been put out by ordinary play.
- If the error is discovered after the pitch to the next batter, then the turn at bat of the incorrect batter is legal, all runs scored and bases run are legal, and the next batter in order shall be the one whose name follows that of the incorrect batter. No one is called out for failing to bat. Players who have not batted and who have not been called out have lost their turn at bat until reached again in the regular order.

4.5.3 Drop 3rd Strike

- Mite and squirt - all batters are automatically out on a 3rd strike, whether the ball is dropped by the catcher or not.
- Novice, bantam, midget - any player can attempt to gain 1st base on a dropped 3rd strike in (Softball Canada rules) unless 1st base is occupied with less than 2 outs. With 2 outs, runner may go even if first is occupied.

4.5.4 Infield Fly Rule (bantam and midget only)

This rule is added to ensure that coaches, players and parents understand it.

- The batter is automatically out on an infield fly called by the umpire, when there are runners on 1st and 2nd or 1st, 2nd and 3rd and there are less than two outs. The runners may run at their own peril with the potential of being tagged out if the ball is not caught.

4.5.5 Double Bag Interpretation

- A double-base (15" x 30", not more than 5" in thickness, half white/half orange) is used at first base. It is designed to reduce collisions, spiking's, tripping and other mishaps that could cause injuries to players.
- The white portion is securely fastened in fair territory and the orange portion securely fastened in foul territory.
- If a pitched ball is bunted, hit to the infield, or a dropped third strike, the batter-base runner must use the orange portion of the bag on their first attempt at first base.
NOTE: 1. This applies only if a play is made to 1st base. If the batter-baserunner does not use the orange portion of the bag, and a play is made at 1st base on the batter-baserunner, the batter-baserunner is declared out.
2. If there is no play made on the batter-baserunner at 1st base, then the batter-baserunner has the option of using either the orange or white portion at 1st base.
- If a ball, hit to the outfield, is played to first base and it is the batter-baserunner's first attempt at first base, the orange portion of the bag must be used. If the orange portion is not used, the batter-baserunner is called out.
NOTE: This rule applies only to the batter-baserunner being put out as a result of a force play at first base and NOT when the outfielder attempts to pick-off the batter-baserunner rounding first base.
- After the first attempt at first base, only the white portion of the base is to be used by the baserunner when:
 - a) the base runner rounds first base on a walk, on a hit through the infield or to the outfield.
 - b) tagging up
 - c) returning to first base after having passed it.

- A defensive player MUST use only the white portion of the base at all times.

4.5.10 Base Running/Stealing

- **Mite & Squirt Only...** a runner who has gained a walk may not steal second base until the next pitch. Runners can only steal one base at a time. Runners can steal home (except Mite)
-

5.0 Player Rating Process

The rating process is very important to ensure an accurate appraisal of each players' abilities. This rating sheet is the primary tool used to put teams together. Each coach must complete a Player Rating Sheet (Form 7.1) at the end of the regular season and deliver it to their division convenor prior to Day of Champs. The division convenor will provide guidelines at the beginning of the playoff season to assist in rating players. By using the coach's fair and accurate assessment of each player, teams will be more balanced, making the game more enjoyable for all.

5.1 General Guidelines

When assessing players' skills, attitude or baseball knowledge, make sure that you are comparing them against all the players in the division, not just the players on your team.

- Rate the players correctly in each category. A player may have a great attitude and good baseball knowledge but is lacking in skills. Make sure that each area is rated according to the guidelines noted below.
- Rate pitchers and catchers carefully as they are particularly important (refer to guidelines below).

5.2 Rating Categories

Attitude and baseball knowledge contributes to the overall performance of any baseball player. Players with an intuitive feel for the game, and a great attitude, can generally outperform a skilled player who doesn't use her talents effectively. Consider the statements below to evaluate players, using a rating from 1 (Poor) to 5 (Excellent).

- **Base Running:** Are they one of the fastest runners in the division or slower than most? Can they slide effectively and use this skill on a regular basis? Are they a smart base runner, watching for coaching signals or looking for opportunities to steal and advance a base?
- **Fielding:** Are they better at catching the ball than other players in the division? Are they effective at line drives, long fly balls and grounders? Do they move quickly and position themselves to catch the ball or are they caught out of position? Do they know where to make the play after catching the ball?
- **Throwing:** Do they have good fundamentals in throwing the softball? Can they throw across the diamond or hit the cut-off player with accuracy or is this a struggle? Do they have a quick release?
- **Hitting:** Are they consistent at the plate in getting hits or working the count to gain a walk? Do they have a good sense of the strike zone at the plate or do they swing at bad pitches or get out on called strikes? Do they have good fundamentals – a balanced stance, solid swing using the legs and hips and are they prepared when they step into the batter's box?
- **Softball Knowledge:** Do they have less knowledge, the same or more knowledge than the average player at this level? Do they have a good grasp of the rules or know why certain coaching moves are made?

5.3 Rating General Skills

Players are rated from 1 to 5 based on the criteria below. Half scores are allowed if the coach feels that a player's rating should fall roughly between categories. Remember to rate your players **against all of the league players within your division, not just your team.**

1 = Poor Beginner, needs lots of work to improve skills. Generally 90% of the players at this level are better.

2 = Below average Knows the basics but is weak, needs practice. Generally 60-70% of the players at this

- level are better.
- 3 = Average** Demonstrates all the skills and uses them some of the time. Generally this player is roughly equal in ability to the average player at this level.
- 4 = Good** Very good player, has the skills and demonstrates them most of the time. Generally this player is better than 60-70% of the players at this level.
- 5 = Excellent** Outstanding player, knows all the skills and uses them constantly. Generally this player is better than 90% of the players at this level.

5.4 Rating Pitchers and Catchers

For obvious reasons, pitchers and catchers are particularly important to rate correctly. Please use the following guidelines in addition to the rating guidelines noted above.

PITCHERS

- 1 = Poor** Beginner, few strikeouts, high percentage of walks per inning, does not handle stress well
- 3 = Average** 1-2 strikeouts per game, less than 2 walks per inning, handles stress on par with most other pitchers.
- 5 = Excellent** In the top 10% of pitchers, 1-2 strikeouts per inning, less than 1 walk per inning, excels in stressful situations.

CATCHERS

- 1 = Poor** Beginner, inconsistent on throws to the bases, does not call plays to the infield, does not handle stress well.
- 3 = Average** Fairly consistent on throws, calls some plays in the infield, handles stress on par with other catchers.
- 5 = Excellent** In the top 10% of catchers, throws consistently to every base, calls out plays, excels in stressful situations.

6.0 Select Program

6.1 General Information

The goal of the select program is to form a team to compete in tournaments at a level higher than house league.

- ELIGIBLE- all players in their respective divisions of mite through midget, as teams are identified.
- TRYOUTS— Later in May, once the houseleague season starts
- TOURNAMENTS - participation in tournaments in and around southern Ontario. BGSA will fund the cost of the entrance fee for 4 or 5 tournaments, as determined in the budget.
- COSTS - an additional select registration fee is required, which covers the cost of a uniform, hat, team pictures and tournaments.
- Select teams may be required to work BGSA fundraising BINGOs on their assigned dates and ALL Select parents are to take their turn working concessions, field maintenance, set up etc for their home tournament

6.2 Coaching Requirement

Select coaches are current house league coaches or assistant coaches (for the appropriate division) and should have coached or assisted in BGSA in the previous year. BGSA would prefer that the select coach has attended a Softball Ontario Grassroots instructional course and has a Level 1 Technical Coaching Certificate. Although coaching experience from previous years is considered it will not be the only criteria. Satisfaction surveys from the previous year and feedback from parents and players will be collected by the select convenor and presented as well. Selection is made on which coach will deliver the most value to the players on the team in terms of motivation, coaching, individual skills development and having fun

6.3 Selection Process

Select coaches are chosen according to the guidelines and procedures drawn up by the BGSA house league committee. Submissions must be made to the select convenor, no later than March 1st, by completing an application with their experience and qualifications.

- Select coaching decisions are made at the houseleague committee meeting in March.
- Any member of the house league committee that has a conflict of interest must declare it and be excused during the discussion and voting process for that division.
- Applications shall be thoroughly reviewed. Each committee member will vote for a specific applicant.
- In the event that all the applicants do not have the Softball Ontario Instructional course training, the committee will review the applications and select the one that is most qualified.
- If there is only one applicant for a given division, then that applicant is discussed. If there are any concerns with respect to their suitability as a coach, then the select committee may reject the applicant, and solicit other applicants. In order to ensure that the team has a coach, it would be acceptable to make a selection from an applicant that did not meet all the requirements.
- If there are two or more qualified applicants, one of the following may occur:
 - the select convenor may approach applicants with the proposal of co-coaching (maximum 2 coaches).
 - members of the houseleague committee may choose to complete interviews in the case of coaches with equal qualifications.
 - a vote for the select coach can be made (by closed ballot).

6.5 Notification

The select convenor will notify all applicants after the selection meeting. The successful head coach may choose one assistant from current BGSA house league coaches in the same division. The select convenor reserves the right to assign an assistant coach from the list of applicants for coaching in that division **only** if that potential candidate is discussed at the selection meeting and it is agreed to by the house league committee.

6.6 Select Meetings

Once the select coaches have been chosen, the convenor will call a meeting where plans will be made for directing the current year's program as well as making recommendations for any changes. Select must comply with all rules and guidelines established by the house league committee and the BGSA in terms of managing

the program for the players and using association funds as well as any rules and conditions from PWSA and OSSTA.

7.0 Appendix – Additional forms

7.1 Player Rating Sheets

The rating sheet is completed at the end of the season and used as the primary tool for the teams to be made for the next season. All coaches must read and thoroughly understand section 5.0-Player Rating Process.

7.2 Accident Forms

Remove and make extra copies to have accident forms with you at all times.

7.3 Line-Up Sheets

Remove and make enough copies to see you through the regular season and playoffs.

7.4 Favourite Positions

Information is to be gathered from each player. This form will be used by the coach and the convenor to ensure that players are rotated fairly.

7.5 Player History Forms

These forms are used to give the coach additional information pertaining to the player's medical status. Remove and make enough copies for your team. Keep these forms confidential as they contain sensitive personal information.

7.6 Diamond Problem/Condition Report

This form is used to report any problems with the diamonds. This includes unsafe backstops, broken benches, poor field maintenance, or unsafe home plates. BGSA is charged for diamond usage, therefore we must ensure they are maintained and safe for play. This form should be submitted to the division convenor or an email sent as the problem is identified.

7.7 Fair Play Agreement

This form is used to reinforce the Fair Play concept explained in Section 3.2 of the Coaches' Guide. Photocopy as many forms as you need.

NOTE:

THESE FORMS MUST BE SIGNED BY ALL PLAYERS/COACHES and returned to your convenor by the 3rd week of play.

PLAYER RATING SHEET

DIVISION _____ TEAM _____ COACH _____

Player Name (Please print full name)	Year of Birth	Base Running	Fielding	Throwing	Hitting	Softball Knowledge
1						
2						
3						
4						
5						
6						
7						
8						
9						
10						
11						
12						
13						

RATINGS FOR PITCHERS AND CATCHERS

Player Name	Position	Softball Knowledge	Catching	Pitching
1				
2				
3				
4				
5				
6				
7				
8				

Rating Guidelines

1 Poor: 90% of the players at this level are better.

2 Below Avg: 60-70% of the players at this level are better.

3 Avg: player is roughly equal to the average player.

4 Good: player is better than 60-70% of the players at this level.

5 Excellent: player is better than 90% of players at this level.

Half Scores can be used if player is between categories.

All Coaches must read Section 5.0 Player Rating Process in the BGSA Houseleague Rules and Guidelines and refer to the BGSA Guidelines for Rating Players before completing this Form.

PERSONAL ACCIDENT REPORT

Please print in ink - Submit 1 Copy to Division Convenor who will forward to VP Houseleague

LOCATION: (Name of park): _____ DATE: _____

NAME OF INJURED PERSON _____ AGE: _____

ADDRESS: _____ PHONE: _____

EXACT TIME OF ACCIDENT: _____ AM/PM

EXACT LOCATION OF ACCIDENT: (Diagram on reverse) _____

TYPE OF INJURY: _____

CAUSE OF INJURY: _____

ACTIVITY INDIVIDUAL INVOLVED IN: _____

FIRST AID ADMINISTERED BY WHOM: _____

NUMBER OF PARTICIPANTS AT TIME OF ACCIDENT: _____

WITNESS OF ACCIDENT: _____ PHONE: _____

ADDRESS: _____

NOTIFIED THE FOLLOWING:

- | | | | |
|------------------------|---------|--------|-------------|
| 1) AMBULANCE | YES ___ | NO ___ | TIME: _____ |
| 2) FACILITY MANAGER | YES ___ | NO ___ | TIME: _____ |
| 3) PARENTS OR RELATIVE | YES ___ | NO ___ | TIME: _____ |
| 4) CONVENOR | YES ___ | NO ___ | TIME: _____ |
| 5) POLICE | YES ___ | NO ___ | TIME: _____ |
| 6) OTHER _____ | YES ___ | NO ___ | TIME: _____ |

REPORTED BY: _____
Print Name *Signature*

FOLLOW-UP: _____

**THIS ACCIDENT REPORT MUST BE SUBMITTED WITHIN 24 HOURS AFTER ACCIDENT.
IF ADDITIONAL INFORMATION IS REQUIRED PLEASE USE REVERSE SIDE.**

FIELDING LINE UP SHEET

TEAM:

BATTING ORDER PLAYER NAME	1	2	3	4	5	6	7	x
1								
2								
3								
4								
5								
6								
7								
8								
9								
10								
11								
12								
13								

LEGEND:

1	FIRST BASE	2	SECOND BASE
SS	SHORT STOP	3	THIRD BASE
RF	RIGHT FIELD	LF	LEFT FIELD
CF	CENTRE FIELD	C	CATCHER
P	PITCHER	X	SIT OUT

FAVOURITE POSITIONS

DIVISION: _____ TEAM: _____ DATE: ____ / ____ / ____
D M YR

PLAYER NAME	POSITIONS PREFERRED		
	1 ST CHOICE	2 ND CHOICE	3 RD CHOICE
1)			
2)			
3)			
4)			
5)			
6)			
7)			
8)			
9)			
10)			
11)			
12)			
13)			

Coaches must complete this form for all players on their team and hand it into their convenor by the 3rd game of the season. This form will be used by the convenor, along with the coaches' game line-up sheets, to ensure that players are rotated fairly.

PLAYER MEDICAL HISTORY - Please Print in Ink

NAME: _____ AGE: _____ BIRTHDAY: ____/____/____
D M YR

ADDRESS: _____ POSTAL CODE: ____ - ____

HOME PHONE: _____ PARENT WORK PHONE: _____

CELL NUMBER: _____

FAMILY DOCTOR: _____ PHONE: _____

HEALTH CARD NUMBER: _____

DENTIST: _____ PHONE: _____

<u>MEDICAL HISTORY</u>	<u>PREVIOUS INJURIES – Indicate Date</u>	<u>LAST TETANUS SHOT</u>
EPILEPSY []	HEAD _____	3 Years or Less []
DIABETES []	NECK _____	3 to 5 Years []
HEADACHES []	BACK _____	5 Years or More []
	JOINTS _____	

MEDIC-ALERT Yes No

ALLERGIES (nuts and food, bee stings, etc) _____

MEDICATIONS _____
(Include allergy medicine):

RELEVANT MEDICAL INFORMATION (including items such as asthma, hearing aids, etc.)

HEIGHT ____ FT ____ IN WEIGHT ____ Lbs

Parents Signature _____

FAIR PLAY AGREEMENT

Player - I agree to...

- Always play by the rules.
- Never argue with an official. When a call is disputed, I will let the coach or team captain handle it.
- Remembering that I am playing because I enjoy the sport. Winning is fun, but so are many other things about the game.
- Work at achieving my personal best and not get discouraged if it is not the best. There will always be better and lesser players than me.
- Show appreciation for good players and good plays, even by opponents.
- Control my temper and not be a show-off.
- Play fair, at all times. Cheaters cannot be proud of their accomplishments.

Signature: _____ **Date:** _____

Coach - I agree to...

- Remind my players that a medal or a trophy is not the only measure of success.
- Encourage my players, and offer only constructive criticism.
- Instruct my players to follow both the letter and the spirit of the rules.
- Teach my players that officials are an important part of the game. They and their decisions should be respected at all times.
- Encourage sportsman-like behaviour.
- Give every participant a chance to play and learn skills.
- Remember that my actions speak louder than my words.

Signature: _____ **Date:** _____