

GSS Softball– General Rules & Guidelines

The Golden Rule

First and foremost, this league is for FUN! Games should be held in a relaxed and respectful environment always to be enjoyable for all participants.

Overview

Team Registration: This year teams are capped at 25 athletes to accommodate the earlier games. Open to all UBC Graduate Students with each team allowed 3 "imports" total of non-graduate students – family, undergrads, faculty, etc. **Postdocs are counted as Grad Students for this League.* Once the League has started, each team has a maximum of 3 substitutions/additions (if there's still space in the roster). This only applies to Regular Season.

Waivers: To be eligible to play in the league, all participants must have signed an online waiver. Players that do not sign an online waiver will not be permitted to participate. Team captains are responsible for ensuring that all participants for their team are eligible to participate.

Scheduling: Teams will play 1 game each week (depending on the number of the teams there might be 1 bye week added to the schedule). The schedule will be as balanced as possible with regards to early and late games.

Uniforms: The team must wear the color of uniform communicated by the captain when registering the team.

Format: Teams must consist of at least 7 athletes, 2 of the opposite gender in the field always.

Playoffs Eligibility: all players must have played a minimum of 2 games over the regular season to be eligible to play in the playoffs. A team using an ineligible player will automatically forfeit the playoff game if the game has begun and that player has played in the game at that point. If a player shows up that is not on the team roster, they will not be allowed to play regardless if they played or subbed during the regular season. All players must be on the roster and indicate they have signed the online waiver, even if they are subs.

Borrowing Players: If the team doesn't have enough players, they can borrow up to 2 players from another team. There is no borrowing during playoffs.

Forfeiting: If a team is forfeiting then they need to inform the other captain at least 2 days prior to the game. If they don't they will be automatically disqualified from the League.

General

1. Every player needs to check-in with the on-site Event Assistant with their name and ID (UBC ID in the case of Grad Students).
2. 3 points for a win; 1 point for a draw.
3. Games are 7-innings long, 3 outs per inning.
4. Mercy rule: a maximum of 7 runs can be scored per inning, except in the last inning when there is no limit to the number of runs that can be scored.

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5. Games are limited to 90 minutes in length to ensure all games are completed. Teams are not permitted to go over their game time thus bumping the following games from starting on time.
6. Games can be cancelled due to heavy rain or any type of lightning, either by the GSS or with the agreement of both captains. Note these games may be re-scheduled.
7. No glass bottles or alcoholic beverages on the field.
8. Coin-flip determines home team, who then chooses whether to bat or field first.
9. Captains must get together after each game and agree on the final score; both should email the score and their game number to events@gss.ubc.ca
10. All the rules and schedules subject to minor changes from GSS when necessary.
11. Any ties prior to playoffs are broken by head-to-head matches. The second tie-breaker will be number of runs scored. Any ties in playoffs are broken by extra inning until time expires. If a tie remains after time expires then the next team to score a run would win the game.

Field Set-up

1. Games are played using the full field (i.e. 1 game/field).
2. Bases are separated by 55 feet.
3. The pitching mound is separated by 35 feet from home plate.

Game Play

1. Coin-flip determines home team, who then chooses whether to bat or field first.
2. The home team on the schedule will get last at bats.
3. Batting order: all members of the team must bat before the other members can bat again.
4. Batting: the batter is up to bat until they hit a fair ball or use their five pitches.
5. Pitching: each team pitches to itself. Each batter gets five pitches. If the last pitch is foul, the batter is out.
6. Hitting: No bunting, chopping of the ball into the ground, or golf/cricket swings. The batter is out if they do this. The ball must pass the pitcher to be fair. However, pop flies can still be caught before the ball passes the pitcher.
7. Foul ball: catchers call whether a ball is hit fair or foul. Runners on base can advance on a fly ball caught foul.
8. Tagging up: if the ball is caught fair, the base-runner can attempt to advance one or more bases after tagging up on their base.
9. Foul tips: a batter is not out if a batted ball “tips” from the bat, below the batter’s head, and is caught by the catcher. It is a foul ball.
10. Dead ball: when the ball is hit foul but is not caught, when a batted ball hits the pitcher, and when the pitcher regains control of the ball. Runners cannot advance on a dead ball.
11. Scoring: no runs are scored on the third out of an inning if the batter does not make it to first base or if a base-runner is forced out.
12. Safety bags are used at 1st base. If the runner touches the white half of the bag they will be considered still in play and may be tagged out if not touching the base. A runner who intends to over-run first must only touch the orange half of the bag. The first baseman should never be touching the orange half of the bag if this occurs the runner will be called safe under any circumstance where an out depended on the fielding team being in contact with first base.

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13. A 130-foot encroachment line (distance from home plate to the outfield as marked by two cones; one cone on the 1st base line and 1 cone on the 3rd base line) will be used. If any of the 3 fielders (4 outfielders) are inside the boundary indicated by the encroachment line at the time the ball is hit, the batter will receive a free pass to 1st base after the conclusion of the play. NO base runner will be in jeopardy of being put out at the next base they are going to. If batter hits the ball past the fielders encroaching, then the play would continue with the ball being live. Once the bat contacts the ball, the fielders are free to come past the encroachment line.
14. There is no encroachment line for the infielders other than the pitcher (the pitcher must pitch from a position located on a line between 1st and 3rd bases). The pitcher must be standing on the mound when pitching.
15. A pitch is a strike if it has a 6 to 12-foot arc and it either lands on home plate or on the pitching mat. It will be called a ball otherwise. The pitcher must be directly between 1st and 3rd base as per SPN Rules.
16. Games are self-umpired. The team at bat will provide a player to be the umpire at home base as well as an assisting official at 1st (and 3rd if necessary) who can assist the umpire. The umpire's final decision will not be argued under any circumstance. The integrity of the league rests on the integrity of the players to fairly officiate the games. Any issues that arise should be discussed between team captains only.
17. On close plays, the tie always goes to the runner.
18. A player that touches home base or the home plate mat must be called out – players must run behind the plate and mat to avoid collisions. A commitment line exists 20 feet from home plate. Once a runner has rounded third and gone beyond the commitment line they must continue to home plate and may not return to third base.
19. All plays at home are a force out; once a player passes the commitment line (approximately 20 feet from home plate- marked by a cone) they can only be put out by a force out at home. A player cannot be tagged at home plate.
20. Home plate is considered fair territory; the mat is considered foul territory. If a batted ball hits home plate and then remains in fair territory, the ball is live and in play. If a batted ball hits the mat and then moves to fair territory, it is a foul ball.
21. Ball Out of Bounds "Overthrow" Rule: base runners are entitled to advance when a batted ball is fair but goes out of bounds, whether the ball is first touched by a fielder (i.e. the fielder makes an overthrow). Out of bounds is when the ball passes past the fence line along 1st and 3rd base lines, or approximately 5 meters outside of the baseline. Prior to the game starting, team captains should agree on what constitutes a ball out of play. Once the ball is out of bounds, the ball is dead- base runners are awarded two bases from the base held at the time of the pitch or a single base beyond the one they were approaching (more than 1/2 way there) or had safely reached prior to an overthrow.

Player Rules

1. In the field, a full team consists of 9 players (4 outfielders, first, second, and third base, a short-stop, and a bat-catcher). However, in exceptional circumstances a team can field 7 players, provided the other team agrees to play bat-catcher.
2. Base runners: should stay within 3 feet of the baselines when running.
3. When advancing to home plate, runner should run behind the catcher and the catcher should stand on home plate waiting to receive the ball. The runner does not need to be physically tagged. Remember that tie goes to the runner.

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4. The commitment line when running home is halfway between third base and home plate. A base runner advancing past this line during a play is automatically out if a defensive player with the ball tags home plate or throws it successfully to the bat catcher.
5. Runners may overrun first base if they promptly return to it.
6. No base stealing, sliding, or leading off. The base runner cannot run until the ball is hit, otherwise they are automatically out.
7. If a ball is thrown wild and out of bounds during a play, runner advances one extra base.
8. Runner does not advance if a pitch is thrown wild or a ball is passed by the batter.
9. While off a base, a runner is out if they are struck by a ball that is hit fair and that has not touched a fielder. If a base-plate is dislodged, a runner is safe if they touch the spot where the base should be.
10. Courtesy runners are allowed for injured players. A courtesy runner should be the last player, of the same gender, to have made an out.
11. A member of the team at bat should stand near first base to act as an umpire.
12. The bat-catcher judges whether a ball is fair or foul.
13. Disagreements must be resolved by the captains from each team.

Tie-breakers

1. League standings will determine fixtures for the playoffs.
2. Any ties in playoffs are broken by extra inning until time expires. If a tie remains after time expires then the next team to score a run would win the game.
 - a. A player must play a minimum of 2 games in the regular season and be on a teams' roster to be eligible for playoffs.

Equipment

1. No shoes with metal-cleats (although plastic and rubber cleats are fine).
2. The GSS provides one aluminium bat, one softball, and four bases. Feel free to bring any other equipment (e.g. gloves, extra balls, extra bats etc).
3. Equipment is stored in the locker located at Thunderbird Stadium parking lot. The EPA (Event Production Assistant) overseeing the games, will oversee storing the equipment once the game is done. Please take care of the equipment!