

Sport: Girls Softball
Fall 2019

Original:

Update:

LOW RISK ACTIVITY

PART A: FROM OPHEA/OPASSE

- Consult **Risk Management** (<https://safety.ophea.net/about/risk-management>)

PART B: COACHING QUALIFICATIONS, FIRST AID AND CONCUSSION PROTOCOL

Note***Ontario Physical and Health Education Association (OPHEA) hosts Ontario Physical Activity Safety Standards in Education (OPASSE)
<http://safety.ophea.net/>

PLEASE READ THIS SECTION ON COACHING QUALIFICATION, FIRST AID REQUIREMENTS, AND CONCUSSION PROTOCOL

YOU WILL BE REQUIRED TO SIGN OFF ON ALL ISSUES.

COACHING QUALIFICATIONS

- 1) **Head Coach must demonstrate knowledge of the sport, skills, and strategies to the Principal or designate.**
- 2) **All coaches must be familiar with and implement , where applicable, the Criteria outlined in COACHES EXPECTATIONS.**

FOR FURTHER INFORMATION ON SPORT SPECIFIC NCCP TRAINING, VISIT www.coach.ca

FIRST AID

An individual who takes responsibility for providing first aid to the injured athlete must be knowledgeable of the school boards concussion protocol and must follow the school's first aid emergency action plan, including accessibility to a vehicle for the transportation of a student to the hospital (CONSULT THE FIRST AID PLAN AND FIRST AID EMERGENCY ACTION RESPONSE) and be present during the entire practice/ competition.

CONCUSSION PROTOCOL

- The Toronto Catholic District School Board mandates that **all** coaches must complete the workshop in accordance with policy/program memorandum 158 – School Board Policies On Concussion. The link to the TDCAA Secondary School Coaches' Concussion Code Of Conduct (site hosted by the TCDSB): <https://forms.gle/vSLs7WJpHfmBQXff7>

PART C: FROM TDCAA CONSTITUTION

TDCAA Girls Softball is an official TDCAA activity. Girls Softball follows OPHEA/OPASSE, OFSAA, and the Official SPN Rules.

REGISTRATION

Schools must register for Girls Softball at designated time. A school may withdraw its team before distribution of the final schedule. The school will be charged only the \$ 25.00 registration fee.

A school who withdraws its team after the schedule has been distributed will assume the following actions:

- automatic \$100 fine
- automatically ineligible for competition in field hockey the following year. (This can be appealed to the TDCAA executive.)

ELIGIBILITY/TRANSFERS

Athletes must be eligible for competition under the TDCAA Constitution, By-laws and Standing Rules.

- All eligibility is completed electronically through Athletic Eligibility List System (AELS) which is coordinated through the OFSAA office. Athletic Directors have the code for their schools to access AELS.
- Eligibility must be completed before the first league game. (It is recommended that registration be completed before first practice). In a single day meet or tournament format , eligibility must be filed at least three days prior to the meet or tournament.
- All coaches and players must be listed on the eligibility.
- Approved transfers are included on the eligibility form. Athletes who have not been approved must not be included until the athlete has been approved.
- All students who transfer into your school (excluding Grade 9-first year of high school) are ineligible for competition for a period of twelve months from the date of transfer. To become eligible, transfer students must complete the “TRANSFER APPEAL FORM” fully and forward to the TDCAA Transfer Chairperson (Lorraine Kelly – Senator O’Connor or Tavia Ferreira – St. John Paul II). An athlete awaiting Transfer Appeal decision is ineligible to play in any games (league or exhibition or tournament). This athlete may practice with the team until the transfer has been approved and the athletic director has been notified.
- An student who transfers into your school in second semester is ineligible to compete in winter sports (Alpine Skiing; Snowboarding; Swimming; Jr & Sr. Girls’ Volleyball, Boys’ & Girls’ Hockey, and Jr. & Sr. Boys’ Basketball even if their transfer is approved
- An athlete whose transfer is denied has the right to appeal the decision to the TDCAA Transfer Appeal Board.

ELIGIBILITY/AGE

- Open
- Eligibility for the TDCAA and OFSAA is based on the athlete’s year of birth . An athlete is eligible to compete in high school sports for five years from the time they entered grade nine and were born in 2000 or later. Athletes must meet both requirements.

There is no appeal to this rule.

Please link to TDCAA website for dates for each new school year.

ELIGIBILITY / ACADEMICS

An athlete must be a bona fide student at their school.

Students With Less Than 22 Credits:

- non-semester schools – must be registered in a minimum of six (6) full day school credit courses.
- semester schools– must be registered in a minimum of three (3) full day credit courses in the semester that Field Hockey takes place (Fall).

Students With More Than 22 Credits:

- non-semester schools – must be registered in a minimum of four (4) full day school credit courses
- semester schools – must be registered in a minimum of two (2) full day credit courses in the semester that field hockey takes place (Fall).

LEAGUE STRUCTURE

- A) **START TIME** – No league game can begin before 3:30 unless agreed to by the Principals of the participating schools. All double headers must start no later than 3:30 or earlier if all participating schools are in agreement.
- B) **MAXIMUM NUMBER OF GAMES** - Junior – 16
- C) **AWARDS** – In sports where there is less than six teams , only gold medals will be presented.
- D) **DEFAULTED GAME** – If a team defaults a regular season game , they will not be eligible for playoffs . A school may appeal the decision to the TDCAA Executive if there were extenuating circumstances.
- E) **CANCELLATION OF SCHOOL BUSES** – If the TCDSB cancels buses for weather conditions, all scheduled games are automatically cancelled

PART D: SPORT SPECIFIC INFORMATION

T.D.C.A.A. PLAYING REGULATIONS

GIRLS SLO-PITCH

2019

RULES:

****Please read rule b) and P) as there has been a modification to these two rules this year**

Competition shall be governed by the official rules of the SPN with the following **modifications:**

- a) The diamond shall have 60ft. baselines with a 46 – 50 ft. pitching distance.
- b) The pitcher's rubber is 24" in width and extends from **46' to 50'**. **The pitcher is allowed one step in ANY direction (forward, backward, sideways, etc), as long as their pivot foot is in the "chute" and remains planted through the delivery (from anywhere within the 46-50' range).**
- c) The home plate mat shall be the full size regulation slo-pitch mat 2' X 3' (may use wood board) It shall be placed on the top of the regular home plate, extending beyond the back point. **Home plate and the extended regulation slo-pitch mat will be considered the strike zone. MAT MUST BE FLUSH WITH THE FRONT OF THE PLATE (FORM OF A RECTANGLE).**
- d) A game shall have seven innings only. An **official game is one that has four innings completed.**
- e) If a game is **FORFEITED** the score will be 7-0. ***The team that forfeited will be disqualified from playoffs.***
- f) There will be a 15 min. grace time from start of game. Therefore, if a team does not show within 15 min. of start time the other team will be declared the winner.

- g) Players can play anywhere on the field (with exception of pitcher and catcher) within a 50' radius of homeplate. Therefore, you could have 2 shortstops, 2 third base persons, etc.
- h) Maximum 5 runs per inning, with the exception of the last inning where runs are unlimited. We will use this rule in playoffs as well.
- i) Bunting or chopping down at the ball is not allowed. If this occurs, the batter is declared out.
- j) Once a runner passes the **commitment line, marked 30ft.** from the back tip of the home plate, she must continue to come home or she will be called out.
- k) One may **NOT** tag a player at home plate. One must touch home plate, regardless of if the throw was off-line or not. We will use the **safety line** at home so runners do not have to touch home plate.
- l) **Re-entry Rule:** Any of the starting players may be withdrawn and re-entered once, provided such player occupies the same batting position. The original player and the substitute cannot be in the line up at the same time. **A substitute, once removed cannot re-enter the game.**
- m) There will be **no infield or outfield allowed after the first inning.** In the first inning, the pitcher for each team will be allowed 5 warm up pitches. In each inning thereafter, she will be allowed 3 warm up pitches.
- n) A double safety base is mandatory for use at first base. One half of the base is white and is to be securely fastened in fair territory and the other half is orange and is to be securely fastened to foul territory. The following rules apply to the use of the Double Base:
 - i. If a batted ball hits **ANY PART** of the **white portion**, it is a **fair ball** and if it hits **COMPLETELY** on the **orange portion**, it is a **foul ball**.
 - ii. If a play is being made at first base on a ball hit to the infield, the batter-base runners first attempt at first base must be to the orange portion of the base, otherwise she will be called out.
 - iii. A defensive player shall only use the white portion of the base at all times.

- iv. Once a base runner has attained first base then she must use the white portion of the base.
 - v. A runner may be tagged on the way to first base from home.
- o) Pitch**
Delivered in the form of an under hand lob with an arc ranging from 6 ft. to 12 ft. If this method is not adhered to, the pitch will be called illegal, (a ball), regardless of whether or not it hit the mat. The batter may still hit the ball if it is called illegal.
- p) Strike**
Called when a batter swings and misses, hits a foul ball, or does not swing but the ball hits the **mat/plate**.
- q) Ball**
Occurs when the ball does not hit the strike area or when the pitch was illegal.
Note: the batter has the option to swing at an illegal pitch; however, if she swings and misses, it will count as a strike.
- r) Base running**
A base runner may leave the base once the pitch crosses home plate. This **anticipation step (1 – 3 steps)** should not be confused with a lead off. As the batter swings or the ball crosses the plate, the runner may leave the bag but can only advance to the next base on a hit ball. The runner must return to the base if the ball is not hit. **NO STEALING**
- s) MERCY RULE:** Any team trailing by **20 runs after four innings or 12 runs after 5**, has the right to call the game at the end of any subsequent inning.
- t) THREE COURTESY RUNNERS** are allowed. They can be **any one from your bench**. If you have to “run for your courtesy” that’s another courtesy.

u) **ADDITIONAL PLAYERS:** You can have as many players in the

batting order as you want, but, only 10 players can play in the field. ***(players must be in the batting order in order to play defense)*** You must finish the game with the same number of players you start with. **Teams must have a minimum of 9 players to start the game, otherwise they default.**

ELIGIBILITY:

Be eligible for competition under the T.D.C.C.A. Constitution, By Laws and Standing Rules.

OFFICIALS:

Be sure that the umpires are aware of the start time and ***the NO NEW INNING AFTER 75 MIN. rule***

SCORING:

Two points awarded for a win, one point to both teams for a tie.

UNIFORMS:

All players on a team are required to wear the adopted uniform. At the very least, this must consist of team shirts of the same color. A number on the back of the shirt is required.

EQUIPMENT:

- a) no metal spikes are allowed
- b) no jewellery
- c) **each team to supply either a Green Dot or Tournament ball each game (11" ball)**
- d) The batter and all the base runners must wear helmets.
- e) Face masks must be worn by the catcher. The catcher must also wear a chest protector (shin guards are recommended)

LENGTH OF GAMES:

- a) 7 innings
- b) An official game must have 4 innings completed
- c) Games start at 1:30 and 3 for double headers and 3pm for single games. A new inning cannot begin after 75 min..

RESCHEDULING:

The **only reason** for a game change should be a **rainout**. When that occurs, call **the opposition coach** to **confirm the rainout** and **choose an alternate date**. **Contact Arlene MacDonald 905- 301 – 1737 immediately NO LATER THAN 10:00am for double headers and 10:30am for single games**. The **umpiring association** rightfully **charges us for any game cancelled outside of this time** as their crews need to know by this time. **Please follow up your phone call with an e-mail**.

Once a game starts, the umpire is the only one who can call the game. They will definitely do so if there is a safety issue. The goal is to get four innings in and record a completed game. Failure to do so will result in the necessary re-scheduling of the game and an additional ump fee to the participating teams as has always been the policy.

PLAYOFFS

All playoff games are **seven innings**. Extra innings may be required to break a tie. **In the event of a tie, The International Rule** will come into effect. This means the last person out goes to second base and you start the inning with one out.

Convenors will be contacting schools by e-mail only during the playoffs, so please be sure to check your e-mails nightly.

Continuing this year:

- ** games start at 3pm, no new inning after 75 minutes. Double headers: first game starts @1:30pm, no new inning after 75 min. Second game to start@ 3pm (or**

sooner), no new inning after 75min.

**** maximum 5 runs/inning**

**** *New this year - B DIVISION ONLY*****

Unlimited re-entry as long as the substitution is made at the beginning of the inning and the new player occupies the same batting position.

PLAYOFF STRUCTURE:

TIER 1

Top 2 teams will get a BYE into Final Four day. Teams 3 – 6 will play QF games

3 vs 6

4 vs 5

Higher seed will be home team. Winning teams will advance to Final Four tournament.

TIER 2

Top 4 teams in each division will advance to QF games. Teams will play 1 vs 4, 2 vs 3 within own division. Winning teams will advance to Final 4 day.

Tie-breaker to determine final standings, in order:

1. Head to head result between the teams
2. Plus/minus between the tied teams
3. Overall plus/minus of the tied teams