



MMWSL 2019 BYLAWS

ARTICLE A: ADMISSION OF NEW TEAMS

New teams may be admitted to the MMWSL at the discretion of the League Executive. New teams will be expected to appear at a team admission meeting to speak on behalf of their proposed entry. If admitted, new teams will be expected to abide by all provisions of the MMWSL Constitution and Bylaws. No deposit will be required for new teams, they will be expected to pay their league payments at the same time as all other teams.

Teams entering the League will be placed on one year's probation, and that team would be subject to re-evaluation by the committee of team reps and the League Executive before being accepted into the MMWSL for their second year.

ARTICLE B: ENTRY FEE

Each team in the MMWSL will be levied an annual entry fee as established by the Executive Officers from year to year. This fee is payable to the MMWSL and submitted to the Treasurer in a series of three incremental payments set by the Executive Officers. First payment is due on the scheduled March League meeting, which date changes from year to year. The second payment will be due at the April meeting and the final payment during the May meeting. As such, the total team entry fee is to be paid in full prior to the first game. These monies are non-refundable after the first game. No team shall be allowed to play or start the season until they have paid their entry fee, and any outstanding debts and fines.

ARTICLE C: PLAYER REGISTRATION

All players in the MMWSL must provide their legal name, date of birth, address, and contact information to their team's designated rep, who will then submit a registration list, supplied by the Executive, prior to taking the field for the first time. Teams may add or remove players from their registration list provided all players have been registered on a submitted list to the Executive prior to them taking the field. All registration lists must be finalized and resubmitted to the League Executive prior to the June roster cut-off date (the third Thursday in June of each year). Failure to comply will result in automatic forfeit of the game. (See Article L).

ARTICLE D: TEAM ROSTERS

A maximum of twenty (20) players will be allowed per team. No changes will be allowed after the third Thursday of June of each year. Teams may carry more than 20 players prior to the roster cut-off date, but it must be only 20 submitted by then. ALL players must be registered before stepping on the field.

ARTICLE E: PLAY-OFF ELIGIBILITY – Players and Pitching

To qualify for the play-offs, you must be a registered roster player by the designated cut-off date (see Article C) and have played in a minimum of three (3) regular season games. This can be achieved in a variety of ways: DR, hitting, normal substitution.



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In order for a pitcher to qualify to pitch in the playoffs, she is required to pitch in three (3) games of the regular season. An appearance constitutes pitching to one full batter.

ARTICLE F: PITCHER QUALIFICATION

The Executive and Team Reps reserve the right to disqualify any pitcher it deems over-qualified for play in the MMWSL. This is in keeping with the aims and objectives of the MMWSL.

ARTICLE G: RULES

1. The official rules of the MMWSL will be those outlined in the current edition of the Softball Canada Rule Book. Where any conflict arises between the Rules and Bylaws of the MMWSL and the rules of the S.C.R.B., as herein mentioned, the Rules and Bylaws shall take precedence.

The MMWSL Executive will order official S.C.R.B. Rule Books every two years (as issued by Softball Canada) and provide one to each team.

2. The Rules Specific to the MMWSL are as Follows:

- a) The home team in each game must provide a minimum of two (2) softballs (one new, and one acceptable League approved) to the umpire prior to the commencement of each game.
- b) A "safety bag" must be used at first base.
- c) The home team is responsible for laying out the bases and pitching rubber..

Base distance is 60 feet; pitching distance is 43 feet.

The visiting team has the responsibility and right to check base and pitching distance before each game. If changes are needed, they are to be made prior to the start of the game, or if changes subsequently determined to be needed, they shall be made at the end of an inning.

- d) The home team is responsible for turning the lights on if required, and turning them off at the end of a late game.
- e) Each team must give the opposing scorekeeper a copy of the starting line-up prior to each game.
- f) Hats/visors are an optional part of the uniform, but must be of uniform colour and design.

Team sweaters on all players must be of uniform colour and design, complete with numbers and numbers cannot be duplicated. A team must be in full uniform by roster cut-off date (third Thursday of June).



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Players must wear baseball pants, shorts or sweatpants that are of uniform colour with team colours. Pants/sweatpants and/or shorts must be the same colour. Discretion can be used in relation to undershirts but must be of team colour. Pitchers are not to wear corresponding ball colour sleeved shirts as this colour on these items will hide the ball delivery.

Failure to have a minimum of eight (8) properly dressed players constitutes a forfeited game.

- g) Any ball hit on either baseline that lands in fair territory and passes any fence (side or back) will be a ground-rule double.
- h) Batting helmets must be worn at bat and all around the bases - automatic out if taken off. Chinstraps are optional.

Steel spikes are not permitted. Only hard plastic baseball cleats, running shoes, astro shoes, soccer shoes or rubber cleats are allowed.

Metal protective toe-plates cannot be worn by any player, except by a pitcher WHO IS PITCHING. The pitcher on record may use the metal toe-plate while pitching, at bat or on base, and the toe-plate must be properly mounted and in good condition.

- i) Only MMWSL league-approved softballs will be used.
- j) Designated Player: Refer to the most current Softball Canada Rule Book Rule 4 section 5 for up-to-date terminology and use of this player rule.

DESIGNATED RUNNER RULE:

The designated runner (DR) rule will consist of the following provisions:

The DR must be named on the game sheet and must be present at the commencement of the game.

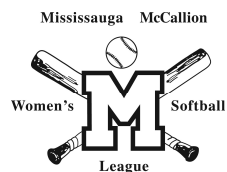
Only one (1) DR is allowed per game (no substitutions).

The DR can run for any batter in the batting order a maximum of five (5) times, and can run only once per inning.

After the fifth time running, at the end of the inning, the DR must be declared as a substitute for any player, or she must be declared out of the balance of the game.

The DR rule is optional. A team may choose not to use it.

TWO-OUT CATCHER RULE:



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The two-out catcher rule is optional – a team may or may not use it throughout the course of the game. The two-out catcher rule does not have to be declared at the start of the game. The only eligible runner is the batter who is farthest away from going up to bat.

- k) Throat protectors (exception: if catcher wears narrow elongated ice hockey goalie mask throat protectors not required) and helmets must be worn by all catchers. See Softball Canada Rules for list of the rest of the mandatory equipment for catchers.

- l) **RE-ENTRY RULE:**

Any player in the starting nine (9) can be taken out and re-entered in the game (can only be done once), but must go back into same batting position they started in.

- i) However, a replacement player may be used to enter the game to replace a player who must leave the game to attend to an injury, or illness. The replacement player may be a person who has previously been in the game provided there are no available substitute players left and they have not been either removed or ejected by the umpire for a violation of the rules.

- m) **OFFICIAL SCORE CARD:**

In the event that a discrepancy in the score between teams cannot be resolved then the Home Team score sheet shall be the official score card.

ARTICLE H: PAYMENT OF UMPIRES

Payment of umpires will be on a per-game basis, specifically prior to the start of each game. Fees are calculated as follows: \$55.00 per team per game (when two consecutive games are being played on the same diamond, in the event of a single game (on a single diamond) the fee per umpire will be \$60.00. If a rainout is called by the League in enough time to notify umpires (4:00 p.m.), there will be no charge. If umpires go to park and rainout is called, then the full fee is paid by each team. (Note: If rain cancels out both the 7:00 and 9:00 p.m. games at the 7:00 p.m. game time, then the fee is paid for only for the first game. If umpires are asked to stay to determine possibility of playing the late game, then the full fee will be in effect for those teams, regardless whether the game is called for rainout. In the event of a default game as part of a doubleheader the extra \$5.00 per umpire for the second game of the night will come out of league funds, not the two (2) teams that will be playing the single game, when the fee is no longer \$55.00 per game but becomes \$60.00 per game. In the event of a forfeited game where a double header becomes a single game, the affected teams (now playing a single game) will be reimbursed the difference (\$5.00 each) by the team(s) who forfeited the game (see Article L)

ARTICLE I: PROTESTS

Any team who wishes to protest a game must announce they are doing so verbally on the field, record/mark down on the scoresheet that this is the case and have it signed by the game official (umpire) or a present League executive member. Further, any team protesting a game



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must do so in writing to any League Executive member within 48 hours of the completion of the protested game.

Any protest not involving the eligibility of a player, coach, manager or umpire, must be made to the plate umpire at the time of the infraction and before play resumes. Decisions involving the umpire's judgment are not open to protest.

Upon being notified that a protest has been turned down, the team who submitted the protest must pay \$50.00 before their next scheduled game and the fee remains the property of the League. If the protest is upheld, this fee is not required.

A Protest Committee will hear evidence and will pass its decision on all protests. The Protest Committee will be appointed yearly.

Should any team wish to contest a decision of the Protest Committee, they may do so by organizing and calling a General Meeting. A majority vote will then decide any issue.

ARTICLE J: GAMES

When two (2) games are being played, the first game will commence at 7:00 p.m. sharp; the second at 9:00 p.m. sharp, unless otherwise stated by the Executive. Exception: grace period (see below).

League games shall be comprised of seven (7) complete innings unless called by the umpire due to curfew.

A game will be considered complete provided curfew is reached (see Article K) without any weather-related delays, regardless of the number of innings played. Should the game reach 5 full innings (or 4.5 if the home team is ahead) at curfew or the point at which weather prevents the game from continuing, the game will be considered complete.

Should a game be rained out or deemed incomplete due to weather-related issues, the game will be rescheduled two weeks later if a timeslot is available that does not conflict with either team's regularly-scheduled game(s). Should a timeslot not be available two weeks after the cancelled or incomplete game, the next available timeslot that does not conflict with either team's regularly-scheduled game(s) will be used instead. The Executive will decide how to reschedule the games should a full night's schedule be rained out. A minimum of two weeks' notice will be provided to all teams should the games be split up and reschedule for separate dates on the schedule, or the Executive may decide to reschedule the entire night of games to another full night at the end of the schedule if time allows.

A team unable to field eight (8) players at the commencement of a game will be given ten (10) minutes grace from scheduled start time to produce the additional player needed. If at the end of ten (10) minutes, the team is still unable to field eight (8) players, they will forfeit the game to the opposing team. (Score will be 7-0).

In the event that a team has eight (8) players the game must start. The grace period is not to be used to wait for a 9th player.



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If a team has eight (8) players and their 9th player arrives before the end of their teams' batting order, they can be entered into the game as the 9th player. If the 9th player arrives after the end of their teams' first inning batting order, the team must keep eight (8) players in the line up and the 9th can be used as a substitute. Please note that with a batting line up of eight (8) players, the 9th player is not considered an out.

If a team starts with nine (9) players (or more) and they go down to eight (8) players at any point during the game then when that 9th player is due up at bat, it is determined to be an out. (Please note line-up will be condensed if the 9th player left due to injury).

In the Event of a Tied Game:

Regular Season: If time permits the game will be allowed to continue to an eighth inning. The game will then proceed to use the International tiebreaker rules at the eighth inning. If the game is tied after eight innings and time has expired, that is how the game will finish. If time permits, the game may continue to a ninth inning.

Post Season: The game will continue to an eighth inning and in the ninth inning proceed to use the International tiebreaker rules. This game will be played out until the tie is broken regardless of curfew, with the exception of weather restrictions.

Playoff Games: In the playoffs 4.5 innings shall constitute a complete game; any incomplete game is to be replayed from the start.

Final Series of Post Season: In the final series of the post season the games will continue into extra innings and played out in full. There will be no International tiebreaker rule.

MERCY RULING: A deficit of fifteen (15) or more run AFTER three (3) completed innings OR ten (10) or more runs AFTER five (5) completed innings (4.5 if home team is ahead) will constitute a completed game during regular season and play-offs.

ARTICLE K: CURFEW TIMES

Regular Season: No new complete inning may start after 8:35 p.m. (first game) or 10:35 p.m. (second game). (These times represent 1 hour 35 minutes after official game start time, not 1 hour 35 minutes after the actual game start.) Curfew times are to be judged by the plate umpire according to the guidelines of these Bylaws. Curfew will be 10:55p.m. if the second game starts late (9:20 p.m.).

Post Season: No curfew will be imposed in the playoffs (semi-finals and finals), all 7 innings should be played in these games.

ARTICLE L: DEFAULTED/FORFEITED GAMES

If a team forfeits/defaults a game for any reason, that team shall pay a fine of \$120.00 payable to the MMWSL and submitted to the League Executive on or before its next scheduled game. If



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that fine is not paid by the specified time, the next and any succeeding games will be forfeited and fines will be imposed to these games as well.

These fines will be used to pay the umpires' fees for both umpires for the forfeited game (\$60 per umpire per game).

Should a team forfeit/default a game for the second time, it will be fined the same \$120.00 to cover umpire fees for both umpires.

Should a team forfeit/default a game for the third time, it will be fined the same \$120.00 for umpire fees and must appear before the Executive and show just cause why it should not be ejected from the League.

Any fines must be paid before appearing before the Executive.

ARTICLE M: EJECTIONS

1st GAME EJECTION: Players/Coaches will be ejected for the remainder of that game and subject to any further disciplinary action deemed necessary by the League Executive, subject to appeal. (Appeal to take place before the next game, however, if the offence takes place during the first game of a double header, the second game of the double header shall not be affected, but the appeal will be applicable to the next scheduled calendar dated game. The same rules apply to the appeal as to the protest process in that the appeal request will be subject to a \$50.00, potentially refundable fee.)

2nd GAME EJECTION: For a second game ejection, at any time of the season, there will be an automatic suspension of two consecutive games that will take place immediately after the game where the second ejection took place.

3rd GAME EJECTION: Immediate indefinite suspension and must appear before the League Executive to show just cause why she/he should not be suspended from further League play, subject to appeal.

When an illegal substitution is detected, the substituted player shall be declared as an out. She is eligible for later substitutions.

When an illegal substitution is detected only the coach will be penalized. However, for a first infraction the coach will only be penalized by being ejected from that game, and will not sit out the next game. Upon further infractions of this nature the coach will automatically be ejected from that game as well as being suspended for the next game.

If a player is ejected, it must be noted on the scoresheet and initialed by coaches and the umpire. Notification is to be made to the statistician, or Executive, by the team involved in the infraction and the statistician is to notify the next opponent of the team in which the player was ejected.



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If a team starts with nine (9) players and a player is ejected, therefore leaving eight (8) players the 9th player will be considered an out in the batting line up each time they are due to appear at the plate.

Should any team wish to contest a decision of the League Executive they may do so by organizing and calling a General Meeting. A majority vote will then decide any issue.

ARTICLE N: STANDINGS

The following will be the MMWSL set-up:

- a) If two teams are tied at the end of the regular season, the tie will be broken on the following basis and in the following order:
 - 1 - The team with the greater number of wins during regular season, and then,
 - 2 - The win/loss record between the teams tied, and then,
 - 3 - *Total runs scored for, between the teams tied, and then,*
 - 4 - *Total runs scored against, between the teams tied, and then,*
 - 5 - A sudden death game between the teams tied.
- b) If any team is ejected from the League for whatever reason, all their points from games in which that team participated shall be erased from League standings.

ARTICLE O: PLAYOFFS

The play-offs are to be discussed and decided by the Executive and approved by a majority vote of team representatives.

ARTICLE P: AWARDS

(NOTE: If money given by League as awards then only the designated teams will receive the money, not individual players).

Awards will be discussed at the MMWSL League Meeting and the Team Representative and MMWSL Executive will make this decision annually. This also includes Most Sportsmanlike Player (MSP) and Most Valuable Player (MVP).

If a team has any outstanding fines at the end of the season, the league will decide if any awards will be given out to that team at that time. It will look at each situation individually.

ARTICLE Q: EQUITY PROVISION

The MMWSL Executive Officers reserve the right to amend, delete or change in any way, any or all of the foregoing rules and Bylaws in keeping with the true intent and objectives of the MMWSL.

ARTICLE R: LEAGUE MEETINGS



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Any team not represented at a League Meeting will be fined \$50.00 and must pay the amount before or at the next scheduled meeting. The fine will be waived for the first offence. Failure to comply will result in the suspension of the coach until the fine is paid.

ARTICLE S: CONDUCT OF PLAYERS AND COACHES

No alcohol is to be consumed by any person affiliated with the MMWSL while involved in a game. Any player or coach found consuming alcohol while playing will be ejected and subject to Article M: Ejections.

Conduct and management of team members and team interests will be the sole responsibility of coaches and team representatives. Any complaints or protests that are team-only related will not be addressed by the League unless they are of a serious nature such as:

- 1) Physical violence
- 2) Fraud
- 3) Criminal offence
- 4) Harassment
- 5) Verbal Interference
- 6) Intimidation

CODE OF CONDUCT FOR COACHES AND PLAYERS:

1. Treat everyone fairly within the context of their position of play, regardless of gender, place of origin, colour, sexual orientation, religion, political belief or economic status.
2. Direct comments or criticism at the performance rather than at the athlete.
3. Consistently display high personal standards and project a favourable image of softball:
 - Refrain from public criticism of fellow coaches/players
 - Refrain from the use of profane, insulting, harassing or otherwise offensive language
4. Treat competitors, coaches and officials with due respect, both in victory and defeat. Actively uphold the rules of the League and the spirit of such rules.
5. Make every attempt to ensure the safety of the athletes and coaches of the League.
6. Exhibit proper sportsmanship. Participate with a positive attitude and contribute to the entire game. Show consideration for all players, coaches and officials while respecting their abilities and desire to participate.
7. Apply rules equally for all participants. Play/coach the game honestly. Respect all the participants of the game.

Should the Executive receive communication that a player or coach may have been in violation of the above code of conduct, the Executive will decide if an investigation is warranted. If so, the following steps will be taken in a timely manner, prior to the player's/coach's next game:



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- The President will advise the League reps that an investigation is underway but will not mention the accused nor the accusation made against them
- The Executive will privately and discreetly gather statements from all parties involved, including the reporting party, the accused party, and any witnesses who were also present at the time.
- The Executive will provide these statements, once completed, to all League reps not involved in the accused incident (reps from the team or teams involved will not be privy to the statements nor the disciplinary discussions/decisions made) and ask that each participating League rep carefully read these statements and begin a discussion regarding whether disciplinary action should be taken (the President will facilitate and moderate said discussion).
- Once the League reps have reached a decision, that decision will be communicated to all parties involved, with all other League reps included, by the President. If disciplinary action has been taken, this action will be explained clearly and take effect immediately.
- All investigations taken will be noted for League record and the outcome will stay on record to assist the League in making further decisions.
- All decisions will be made based on an individual basis and will be dependent on the severity of the violation of the code of conduct, the history of the accused (ie: repeated offender vs. first violation), and discipline for any code of conduct violation will range from a written warning up to and including suspension or expulsion from the League.

T: CONDUCT OF UMPIRES

Should one or both teams find the umpire behavior inappropriate report to the league President. The Executive will investigate all claims of inappropriate conduct of the umpires in a manner similar to the above but without the involvement of the League reps unless deemed necessary.

U: LIABILITY INSURANCE

As per a bylaw passed by the City Of Mississauga on September 1, 2007 any facility rental/permit will be required to maintain and produce a liability insurance certificate. The City of Mississauga classifies the MMWSL as a Low/Medium Risk Sport and therefore requires a minimum liability insurance requirement of \$2 million.

Presently the insurance provided through All Sport Insurance Marketing Ltd. and is brokered by PWSA:

All Sport Insurance Marketing
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Vancouver, B.C. V6H 4A9
Main Telephone: 604-737-3018