

**HENDON PARK SPORTS ASSOCIATION  
RULES FOR 2018 (REV: April 3<sup>rd</sup>, 2018)**

**IN CASE OF DISCREPANCY, THIS DOCUMENT WILL SUPERSEDE ALL RULES POSTED ELSEWHERE**

**THE OFFICIAL SOFTBALL CANADA RULE BOOK FASTPITCH AND ORTHODOX PITCHING SHALL GOVERN ALL PLAY WITH THE FOLLOWING EXCEPTIONS:**

<b>Rule #</b>	<b>Rule Description</b>	<b>Softball Canada Rule</b>	<b>HPSA Rule Variation</b>
1	BATTING ORDER	Rule 1 Section 11	<b>Exception:</b> All Players in the lineup must bat.
2	OFFICIAL DIAMOND	Rule 2 Section 3	<b>Exception:</b> Shall have 65 foot base paths and a pitching distance is 46 feet
3	BUNTING	Rule 1 section 1 Rule 7 section 6	<b>Exception:</b> If a batter shows bunt he cannot pull back and swing at the pitch. Penalty: First instance, batter is out and warning issued to both teams. Second instance by any batter is an out and ejection.
4	COMMITMENT LINE	Rule 2 Section 4	<b>Exception:</b> The commitment line is drawn half the distance between 3 <sup>rd</sup> base and home plate. The line is on the foul side of the foul line perpendicular to the base path. A runner from third passing the commitment line must continue to home plate and not return to third base. If he returns to 3 <sup>rd</sup> base and the fielder/catcher steps on home plate with the ball, the runner is out.
5	SAFE LINE	Rule 2 Section 4	<b>Exception:</b> The safe line is a line parallel to the commitment line, drawn from home plate closest to 3 <sup>rd</sup> base. It stops within 3 feet of home plate. A base runner from third base may not touch home plate but must cross over the safe line. The runner is out if the fielder/catcher catches the ball while he is touching home plate before the runner crosses the safe line. A runner touching home plate when attempting to score is out. A runner may not slide at home, should the runner slide at home the runner will be out.
6		Rule 2 Section 4	<b>Exception: The following is NOT being adopted:</b> On any live ball play made from first base foul territory, the batter-runner and the

	FIRST BASE SAFETY BAG		defensive player may use either base. When the defensive player uses the foul portion of the double base, the batter-runner can run in fair territory and if hit by a throw from the foul side of first base, it would not be interference.
7	OFFICIAL SOFTBALL	Rule 3 Section 3	<b>Exception:</b> The league shall provide official softballs. The home team is to provide one new ball and the visiting team is to provide one good condition 12 inch Worth Super Grey Dot Optic Yellow ball.
8	GLOVES AND MITS/TRAPPER	Rule 3 Section 4 Paragraph A	<b>Exception:</b> Pitcher may also wear a trapper on the mound.
9	PROTECTIVE EQUIPMENT	Rule 3 Section 6 Paragraphs C and D	<b>Exception:</b> A Catcher must wear chest protector, shin guards, mask, helmet.
10	UNIFORMS	Rule 3 Section 8 Paragraph B1	<b>Exception:</b> Hats are not mandatory.
11	UNIFORMS	Rule 3 Section 8 Paragraph E2	<b>Exception:</b> Players do not have to wear the same colour undershirts.
12	COACHES	Rule 4 Paragraph A	<b>Exception:</b> Lineup card is not required, score card is required.
13	LINE UP CARDS AND ROSTERS	Rule 4 Section 2 Paragraph A	<b>Exception:</b> Not Applicable. Late arrivals will be allowed to enter the game at the beginning of the next half inning and to be placed at the bottom of the batting order.
14	PLAYERS	Rule 4 Section 3 Paragraph A	<b>Exception:</b> 10 fielders may be used in division 3, 4 ,and 5.
15	PLAYERS	Rule 4 Section 3 Paragraph B	<b>Exception:</b> 7 players per team are required to start or continue a game.
16	STARTING PLAYERS	Rule 4 Section 4	<b>Exception:</b> Lineup cards will not be mandatory.
17	REENTRY	Rule 4 Section 6	<b>Exception:</b> Unlimited substitutions in the field.
18	JEWELRY	Rule 4 Section 10	<b>Exception:</b> Jewellery is allowed to be worn, but is not recommended. A player may be asked to remove their jewellery if the umpire deems it unsafe or distracting, if the player does not comply they could be removed from the game.
19	REPLACEMENT RUNNER	Rule 4 Section 11 Paragraph E	<b>Exception:</b> Catcher in the following inning can request a courtesy runner with two outs

			without counting towards courtesy runner limit.
20	REGULATION GAME	Rule 5 Section 3 Paragraph C	<b>Exception:</b> Tie games will stand at the completion of 7 innings or time except for playoffs. There will be no extra innings even if time is remaining.
21	REGULATION GAME	Rule 5 Section 3 Paragraph D	<b>Exception:</b> A game called by the plate umpire will be regulation if the home team is winning after 3.5 innings or if the visiting team is winning after 4 innings <b>OR game time (excluding any weather related delays) is at least one hour.</b>
22	REGULATION GAME	Rule 5 Section 3 Paragraph G. 1	<b>Exception:</b> A game not considered regulation during the regular season will not be replayed.
23	REGULATION GAME	Rule 5 Section 3 Paragraph G. 2	<b>Exception:</b> A regulation tie game will stand.
24	MERCY RULE	Rule 5 Section 6	<b>Exception:</b> 7 run limit per inning for innings 1-4, Innings 5-7 will be open innings. A game will be called by the home plate umpire if one team is leading by 20 runs after 5 innings or more.
25	TIE BREAKER	Rule 5 Section 7 Paragraph A	<b>Exception:</b> Regular season games will end in a tie at the end of the innings or time allocation. Tie Breakers are to be used for playoffs only. Player on base must be person furthest from batting. (International Tie Breaker)
26	CHARGED CONFERENCE	Rule 5 Section 9	<b>Exception:</b> One charged conference per inning will remain in effect before a pitcher must be removed from the pitching position. A charged conference is defined as a meeting between a pitcher and a team mate that interrupts the flow of the game.
27	PITCHING	Rule 6	<b>Exception:</b> The pitcher cannot turn their wrist during the release of the ball. The pitcher cannot bring the ball more than a foot away from their body during delivery. <b>Slingshot pitching is NOT allowed.</b> Slingshot is defined as bending the elbow and rotating the body significantly toward first or third base.

27	BATTING	Rule 7 Section 3 Paragraph D	<b>Exception:</b> The umpire has the discretion to keep the game moving and ask the player to get back into the batter's box if he feels the player is delaying. If the batter fails to get in the batter's box in a reasonable amount of time, a strike may be called.
28	SCORING	Rule 12	<b>Exception:</b> Each team must keep track of each plate appearance. It is recommended that each team keep track of: Singles, Doubles, Triples, Walks, Home Runs, and Strikeouts. Additional and optional pitching stats, RBI's, Stolen Bases, and Runs Scored. Errors are to be counted as hits; fielder's choice is not to be counted as a hit. Scores and Stats are to be uploaded to the website within 48 hours of game.