

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION

As amended February 6, 2017

INTRODUCTION:

The 1995 F.M.S.A. Executive was unable to find any preceding F.M.S.A. Constitution in spite of the existence of this league for a number of years. In an attempt to bring some semblance of order and organization, the following articles were drafted, amended and approved by the F.M.S.A. 1995 Executive Committee, and shall take precedence over any preceding Constitution, and shall hereby be known as the F.M.S.A. Constitution.

ARTICLE 1: (Name)

The name of the organization shall be the Flamborough Minor Softball Association, or F.M.S.A.

ARTICLE 2: (Objectives)

This Constitution is to provide organized softball-fastball for all Centres approved by and registered with Flamborough Minor Softball Association. Rules of play for F.M.S.A. shall follow the Softball Canada rules for fast pitch, excepting F.M.S.A. Constitutional Rules changes and specific O.R.S.A. playing rules (as outlined in Softball Ontario publication included as **Appendix "E"** and amended from time to time) that shall take precedence over Softball Canada rules. The purpose of the Association is to organize, develop and promote softball for youth in accordance with the Code of Conduct as outlined in **Appendix "C"**.

ARTICLE 3: (Officers)

The Officers shall be: Past President; President; Secretary; Treasurer; Vice-President; and one representative from each registered Centre on a rotating basis. Term of office to be from January 1st to December 31st. Centres who do not submit any teams for two (2) consecutive years will be removed from list of Centres. They may return to bottom of list in any future year as a "new" Centre.

	2017	2018	Status of Centres – 2017
Past President	Dundas GSL	Lynden	
President	Lynden	St. George	No Team Entries – 2016
Secretary	St. George	Waterdown	Dundas RR
Treasurer	Waterdown	Hamilton Junior Girls	Caledonia
Vice-President	Hamilton Junior Girls	Sheffield	Princeton
	Sheffield	Stoney Creek	Binbrook
	Stoney Creek	Burlington	
	Burlington	Ancaster	
	Ancaster	Six Nations	
	Six Nations	Caledonia	
	Caledonia	Princeton	
	Princeton	Fisherville	No Team Entries – 2015
	Fisherville	Freelton	Brantford
	Freelton	Binbrook	Six Nations
	Binbrook	Greensville	Dundas RR
	Greensville	Dundas GSL	Caledonia

ARTICLE 4: (Protests/Disciplinary Action)

The Protest Committee will be comprised of Past President, President, Secretary, Treasurer and Vice-President. The President will convene a meeting within 7 days of receipt of the protest and select three neutral votes from the committee. The two coaches and their Centre representatives must be notified, at least 24 hours prior to the meeting, to attend the meeting. They will then present their case to the Protest Committee. The Protest Committee will then make their decision. The Committee's decision is final. A formal written response of the decision is to be sent to each Centre Representative.

The Centre Representative must make a game protest in writing, to the League Secretary within 72 hours of the protested game. A fee of \$100.00 must accompany each protest and be payable to the F.M.S.A. This fee will be returned should the protest be upheld, or forfeited if the protest is denied. The game sheet must be marked indicating that the game has been played under protest and must indicate the inning, number of outs, score at the time of the protest, and signed by the umpire to indicate a protest was made.

The Protest Committee shall also serve as a Disciplinary Committee. This Committee will meet (as outlined above) in the event of any action(s) by an individual or Centre that adversely affects the continuity of the F.M.S.A. structure or league play. This Committee has the authority to determine what disciplinary action may be taken, using the policies within this Constitution as a guide.

ARTICLE 5: (Duties of Officers and Committee)

a) Past President:

- Shall serve in an advisory capacity, to aid the new President as well as being the agent of continuity between the past administration and the current executive;
- Serve on the Protest Committee.

b) President:

- Calls and chairs meetings as necessary;
- Will only vote in the event of a tie;
- Assist the Secretary in reviewing the Team Roster Sheets to ensure they are in keeping with Article 10 (Teams/Player Eligibility). Advise Centre Representatives of any ineligible players;
- Review and approve draft playoff schedules and budgets submitted to the "Convenors' Meeting" to ensure they are in keeping with the playoff schedule outlined in Appendix B and follow the official playoff format provided by the League Secretary;
- Review final playoff schedules submitted to the "Playoff Meeting" to ensure they are in keeping with the submissions received and approved at the September meeting;
- Ensure Treasurer's Year-end Financial Report and Books are turned in for review by a non-signing officer prior to the March meeting;
- Serve on the Protest Committee.

c) Secretary:

- Shall keep an accurate record of the proceedings of the Association;
- E-mail all minutes and Association rules to all Centre Representatives and/or post on the F.M.S.A. website (www.leaguelineup.com/fmsa);
- Review with the President, the Team Roster Sheets to ensure they are in keeping with Article 10 (Teams/Player Eligibility);

- Distribute copies of respective Team Roster Sheets to the Division Convenors at the "Convenors' Meeting";
 - Receive from all Centres, Proof of Insurance as described in Article 13, for all teams participating in the respective year, by May 1st. On May 2nd, notify any delinquent Centre and affected Division Convenors of failure to provide Proof of Insurance and associated immediate team suspensions until Proof of Insurance is provided;
 - Order and distribute to appropriate Convenors, a current Softball Canada Rulebook, ORSA Constitution, and ORSA T-Ball Rulebook;
 - Deliver copies of "Official Playoff Format" to each Centre Representative for subsequent delivery to Division Convenor for completion and return to the "Convenors' Meeting";
 - Receive, organize, copy, and deliver copies of all proposed Constitution/Rule Changes to Centre Representatives prior to the "Rules Meeting" (no later than October 15th). Amend the original of the Constitution with the approved changes by December 31st, and prepare copies for distribution before the January meeting;
 - Serve on the Protest Committee;
 - Prepare and distribute to each Centre, an annual members roll to include the name, mailing address, e-mail address, phone and fax number of each Centre Representative.
- d) Treasurer:
- Shall keep an accurate record of all monies received and dispersed by the Treasurer and report annually to the Association;
 - Collect league fees, fines, and surplus playoff tournament receipts from all Centres;
 - Purchase Directors and Officers (D & O) Insurance for the F.M.S.A. Executive through the O.A.S.A.;
 - All cheques must be signed by the Treasurer and co-signed by one of the following officers: President, Secretary, or Vice-President;
 - Turn over the year-end Financial Report and Books at the January meeting for review by an approved non-signing officer;
 - Serve on the Protest Committee.
- e) Vice-President:
- Purchase awards for champion and finalist teams;
 - Ensure Centre Representatives have arranged for both the engraving of respective championship trophies and for return of same to the "Playoff Meeting";
 - Serve on the Protest Committee.

Note: Failure of any Centre to provide an officer during their appointed year or failure of that officer to perform their duties, will result in that Centre being moved to the bottom of the list. The center's voting privileges will be suspended for three years. Each of the center's team will pay double the registration fees to play each of the next three years.

- f) Centre Representatives:
- Each Centre shall have one vote at each meeting. New Centres will have a vote after belonging to the Association for two consecutive years, voting in their third year;
 - Relay all information back to their respective Centres;
 - Inform the Treasurer within 48 hours of any injury involving a possible insurance claim;
 - Arrange engraving for trophies that their Centre wins and ensure its return to the Playoff Meeting;
 - Ensure their Centre's Registrar is familiar with Article 10 (Team/Player Eligibility);
 - Ensure a representative (preferably a coach) from each T-Ball team and umpires attend the T-Ball Clinic held in April. Any Centre failing to be represented will result in a \$25.00 fine;

- Ensure their Centre's Division Convenor is familiar with Article 6 (Convenors), the F.M.S.A. Rules, and is aware of the Convenors and Playoff Meeting dates;
- Ensure all coaches are familiar with the Constitution of the F.M.S.A.;
- Ensure all diamond locations have washroom facilities;
- Ensure playoff tournament entry fee cheques are delivered to respective Division Convenors at the Playoff Meeting. Failure to deliver playoff tournament entry fee prior to the start of playoff play will result in that Centre not participating in playoffs;
- Ensure their Centre purchases Insurance as described in Article 13 for all Teams and Call-up Teams.

ARTICLE 6: (Convenors)

Each division in the F.M.S.A. must have a Convenor. Each Centre must submit the name of a person who is willing to act as Convenor of a particular division. The Convenor should be the volunteer year end tournament Centre host the Association will allot the division to the Convenor as long as there is no conflict of interest with that division. The Convenor of a division cannot coach, co-coach, manage, etc. a team within the division that s/he is convening. It is the Convenor's duty to operative his/her division smoothly. The Convenor has the authority to make final decisions relative to his/her division provided they comply with this Constitution.

The Convenor's duties to include:

- i. Tabulating scores;
- ii. Tabulate standings (Win = 2 pts, Tie = 1 pt, Loss = 0 pts, Games not played = 0 pts);
- iii. Assign alternative diamond times as required, as per Article 11 (d);
- iv. Get copies of Team Roster Forms from the Secretary;
- v. S/he is the first contact person regarding disagreements;
- vi. Attend or be represented at the "Convenors' Meeting" and provide the following:
 1. Draft copy (in duplicate) of the playoff format set-up in accordance with the playoff schedule outlined in Appendix B, a copy of the official format to be provided via Centre Representative from the League Secretary. This draft should include game dates, times, and diamond allocations.
 2. Budget of Tournament Expenses, in duplicate, and breakdown of team entry fees.
Note: Failure to attend will result in a \$25.00 fine. Failure to present completed playoff information will result in a \$25.00 fine.
- vii. Attend or be represented at the "Playoff Meeting" and provide the following:
 1. A Statement of Regular Season Standings, in duplicate, listing each qualifying Centre, along with total points and final standing.
 2. A Final Playoff Schedule, in duplicate, complete with team names.
Note: Failure to attend will result in a \$25.00 fine. Failure to present completed playoff information will result in a \$25.00 fine. Fines must be paid prior to the start of playoff play or Centre will not be permitted to participate.
- viii. Attend or be represented at the "Evaluation Meeting" and provide the following:
 1. A Statement of Final Playoff Standings, in duplicate, including Champion and Finalist Centre Names;
 2. A Financial Statement of Tournament Receipts and Expenses, in duplicate. Any surplus funds are to be returned with the statement.
 3. Return any surplus tournament awards.
- ix. Ensure that a competent representative from your center is in attendance for all playoff games and that representative introduces themselves to the coaches and umpires.

ARTICLE 7: (Quorum)

A quorum shall be considered as one half of the voting membership plus one.

ARTICLE 8: (Constitution and Rule Changes)

All proposed amendments or change to the F.M.S.A. Constitution and/or Rules must be submitted in writing and seconded by another Centre on the prescribed forms, one per form, to the Association Secretary by September 30th. All proposed amendments or changes received to be copied and distributed to Centre Representatives prior to the Rules meeting. Only these proposed amendments or changes would be discussed and voted upon at the Rules Meeting. Approved amendments will be finalized prior to December 31st.

ARTICLE 9: (Meetings)

The Association year is January 1 to December 31 of a given year. Meetings may be held the last week of January for preparation of the year, last week of March for entry of teams, end of the regular season schedule for playoff berths, a fall meeting for an evaluation of the year, and the Annual General Meeting/Rules Meeting in November. The President will call additional meetings as required.

ARTICLE 10: (Team/Player Eligibility)

- a) An F.M.S.A. approved Team Roster Sheet including all required player information, waivers and signatures (including Special Requests approved by the F.M.S.A.) must be received by the Association Secretary on or before June 15th of said year. Each team using a Call-up Team must attach a copy of the Call-up Team Roster Sheet to each Team Roster Sheet submitted. To be eligible for call-up use, such Call-up Teams' Centre Representative must also have submitted Proof of Insurance to the League Secretary as described in Article 13. Centre name to be included on each Team Roster Sheet. Team Roster Sheets are to have all required information on them when first submitted, time will not be allowed for returning them for completion – they will be considered late and the penalty applied. Secretary will telephone delinquent Centres on June 16th. Any Team Roster Sheets received after June 17th will be charged a \$25.00 fee **per team**. Any Team Roster Sheets received after June 24th will be charged an **additional \$25.00 per team**. The penalty for not returning complete Team Roster Sheets and late fees on or before June 30th **will result in loss of all points and exclusion from the playoffs**. The F.M.S.A. approved Team Roster Sheet must include each player's:

- i. Full name;
- ii. Complete municipal/street address, including village and postal code (mailing optional);
- iii. Birth date;
- iv. Telephone number;
- v. Parent signature (under 18).

Note: Team Roster Sheets submitted to F.M.S.A. must be on F.M.S.A. approved Team Roster Sheet forms. Any Centre not submitting the proper Team Roster Sheet forms will be fined \$25.00 per team.

ONLY PLAYERS ON THE TEAM ROSTER SHEETS ARE ELIGIBLE FOR LEAGUE PLAY AND PLAYOFFS.

- b) Registration fee is \$50.00 per team, payable to the F.M.S.A. and sent to the Association Treasurer, on or before April 1st. The fee includes administration and year-end awards. No team to be scheduled into League play unless accepted at the registration meeting. Executive to approve exceptions. Teams registered after the April 1st deadline pay double the registration fee – presently \$100.00 (2 x \$50.00).

- c) Any teams not registered or in a schedule, or Centre Executive, can pay the approximated extra cost per team fee for accident and liability insurance coverage through the League.
- d) Leaders in our Association, including but not limited to, Executive Members, Centre Reps, Team Managers, Coaches, and Playoff Convenors, will refrain from any aggressive recruiting of players from other Centres.

All Centres are encouraged to advertise and promote their programs, but to strictly avoid calling and e-mailing players who played for another Centre in the previous year.

To this end, we would strongly encourage any player or family that feels they have been aggressively recruited by another Centre, to contact their Centre Representative or President of the F.M.S.A. immediately.

Infraction of this rule results in a fine of \$500.00 and/or one year suspension of the team and/or the Centre's right to play in the F.M.S.A.

- e) Players may be registered in only one division of the F.M.S.A. players should be encouraged to register in an age-appropriate Level in the nearest Centre.
- f) Players should be encouraged to register/play for his/her nearest Centre. Should that Centre not have a team, then the player should be encouraged/directed to the next nearest Centre.
- g) An F.M.S.A. Centre may call-up a player(s) from another F.M.S.A. Centre only if they do not have a lower Level team of their own. A special request must be presented and approved by the donor Centre and the F.M.S.A. at the Team Registration/Diamond Allotment meeting. Such approval will be noted by the League Secretary on the Team Roster for the team receiving approval.
- h) A call-up player may participate as an "elevated player" for only one Centre.
- i) Centres using call-ups (elevated players) from a Centre other than their own without the required special permission from the F.M.S.A. will pay a \$50.00 fine for each game the illegal elevated player participated in. the team will also forfeit any winning game(s) the illegal elevated player participated in.
- j) All fines collected by the F.M.S.A. for whatever reason, are to be donated to: "Ronald McDonald House Charities" before the AGM (November meeting) each year.

ARTICLE 11: (Competition)

- a) All F.M.S.A. evening games must begin at 6:30 p.m. or 8:30 p.m. games starting at 6:30 p.m. shall not begin a new inning after 8:15 p.m. **with the exception of Atom And Squirt no new inning after 8:00 pm**, a new inning starts when 3rd out of preceding inning is made. You must finish the inning you are playing at curfew time unless home team is winning. Games scheduled to begin at 8:30 p.m. have a one-hour and forty-five minute (1^{3/4} hour) curfew with no new inning to start after this time. All games are restricted to a maximum of 7 innings, with the exception of Atom Level which is restricted to a maximum of 6 innings. Four (4) innings constitute a game if called by the umpire due to weather conditions. A game called by curfew is complete regardless of the number of innings played.

All games, regular season and playoff, having reached curfew, and where the score and inning is such that the winning team has been determined, the umpire will declare the game as complete at that point. The final score will revert back to the last complete inning.

EXAMPLE: During play in the top of the 5th inning, the 1:45 time curfew is reached; score is 14 to 5 for visitors: Game is over; score reverts back to score after 4 complete innings because home team is limited to 6 runs in bottom of inning and cannot win game.

There is a six-run mercy rule per inning at all age Levels except Junior Men (10 runs after 5 or more completed innings). The mercy rule does not apply to the 7th inning or at the Atom Level,

to the 6th inning. There is a mercy rule of 15 runs after 5 innings or at the Atom Level 4 innings, or any complete inning thereafter except Junior Men (see above).

Failure to field a complete team (7 players) within 15 minutes of regulation starting time will result in game forfeiture. The above rule (11a) does not apply to T-Ball, which is governed by Appendix "A".

- b) A safety base must be used at first base in all divisions. Notwithstanding ORSA base distance rules, Atom bases to be set 50 feet apart.
- c) Atom and Squirt - the home team will supply BOTH the plate umpire and the base umpire. Peewee to Junior – the home team will supply a plate umpire and a base umpire. Umpires to be Softball Ontario or O.S.U.A. Carded umpires. This will include junior umpires. An umpire cannot umpire their own age Level or above.
- d) Games cannot be cancelled or postponed unless both coaches agree to reschedule the game. When a game is rained out, cancelled or postponed, both coaches must reschedule the game within five (5) days of the scheduled game date. Should coaches be unable to agree (within five days) on a new date for the game to be played, the Convenor shall set a date and diamond. Any team not attending a make-up game or failure to comply with any of the above will result in forfeiture of the game points for that game. Games not played (except forfeits) will result in no points for either team. A forfeited game where the home Centre is not given notice in enough time to cancel umpires and diamond liners will result in the visiting Centre paying ½ of the total game costs to the home Centre (e.g. 48 hours' notice needed).
- e) The F.M.S.A. requires all participating Centres to use the same CASA approved option colour ball. For Bantam and Midget division, the F.M.S.A. requires all participating Centres to use Worth or Rawlings Core 0.47 balls. Any changes to the Core and Manufacturer will be agreed upon each year at the March "Team Registration" Meeting.
- f) If a team fails to finish a game they automatically forfeit the game to the other team
- g) Stealing of home shall not be permitted at the Atom level.

ARTICLE 12: (Regular Season and Playoff Structure) **SEE ALSO APPENDIX "B"**

- a) The regular season schedule for the T-Ball division will be 10 games over 10 weeks, with the season beginning 2 weeks after the start of the regular season for all other divisions.
- b) The regular season schedule will consist of 14 games for Grasshopper to Squirt divisions and 16 games for Peewee, Bantam, Midget, and Junior divisions. The schedule will be played over 12 weeks with start and finish dates to be established prior to the start of each season by the F.M.S.A.
- c) All regular season games are to be played by the end of week 12 (week 10 in the T-Ball division), in order to be counted in the final standings. The Monday, Tuesday and Wednesday before the "Playoff Meeting" are to be left open for make-up games.
- d) Any un-played games can be rescheduled and played prior to the "Playoff Meeting" (see 12e below). Results of these games must be communicated to the Convenor immediately.
- e) The "Playoff Meeting" will be held the Thursday evening before the 1st playoff week.
- f) Each age division will be scheduled to play on specific nights of the week for the regular season schedule, in accordance with the following:

T-Ball	➡	Wednesday
Grasshopper	➡	Monday
Atom	➡	Tuesday
Squirt	➡	Wednesday
Peewee	➡	Thursday

- g) Games at the T-Ball, Grasshopper, Atom, Squirt, and Peewee Levels shall be scheduled for a 6:30 p.m. start. A Centre wishing to start Peewee Level games at 8:30 p.m. will be required to make such a request to the F.M.S.A. when team commitments are declared.
- h) Bantam, Midget, and Junior games to start at 8:30 p.m.
- i) All teams will participate in the Playoffs.
- j) Any ties occurring in the league standings will be resolved by using:
 1. Results achieved when the two tied teams played each other;
 2. Most runs scored in head-to-head play;
 3. Coin toss.

ARTICLE 13: (Insurance)

All Centres are required to purchase Liability and Accident Insurance through O.R.S.A. or O.A.S.A. for all participating Teams and Call-up Teams. Proof of Insurance must be provided to the League Secretary by May 1st of the respective year. Failure to provide Proof of Insurance to the Secretary: For any Centre failing to provide Proof of Insurance, all of the delinquent Centre's Teams or Call-up Teams will be suspended from play until Proof of Insurance is provided.

The F.M.S.A. will purchase Directors and Officers Insurance through the O.A.S.A. for the F.M.S.A. Executive.

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION

F.M.S.A. RULES

1. All players are put in the batting line-up and bat in order, including elevated players. Unlimited substitution for field position is allowed. Equal playing time is strongly encouraged. In Atom and Squirt, players shall not play the full game in the same position, and will play a minimum of one inning in the infield. No player shall sit twice before all players sit once, and players shall not sit consecutive innings. (Junior Men will comply with the rules of nine-substitute in). If a player is injured and unable to continue, or is ejected from the game, then one of your substituted players can replace the injured or ejected player.
2. A complete batting order with first and last name, and shirt number, must be given to the opposing team before the game begins. For Junior Men, a complete batting order (including your D.P. if used) with subs listed on the score sheet, will be given to the opposing team before the game begins. Elevated players for all divisions must be identified on the score sheet.
3. Each team will be allowed to play with 7 players, without penalty. If any additional player(s) arrive after the start of the game, they may enter the game providing they are able to play 3 defensive innings. They will be added to the bottom of the batting order at the time of entry.
4. If a player is injured, his/her name may be stroked from the batting line-up. No penalty, providing you still have seven players remaining on your roster.
5. Players must play six (6) F.M.S.A. league games (four (4) for Junior Men), for their Centre, to be eligible for the playoffs. The executive may review any exceptions before the playoffs begin. Players unable to play the required minimum games during regular season due to injury (verified by a doctor's certificate) must be reported to the convenor. Teams must play ten games of the schedule to be eligible for the playoffs.
6. All players must play a minimum of 3 innings defensively, not necessarily consecutive innings, except Midget and Junior – no minimum inning requirement. An elevated player ("Call-up Player"), provided from an eligible Call-up Team to any division, is to play no more than three (3) defensive innings (in the field) if enough players of the regular Team are in attendance. Eligible Call-up Players are not permitted to pitch. Non-F.M.S.A. players may be elevated from a lower level from that Centre provided they come from an eligible Call-up Team, but not permitted to pitch. Eligible Call-up Players must be placed at the bottom of the batting order but are permitted to bat for the full game, regardless of defensive innings played. Non-compliance with this rule will result in game forfeiture regardless of which inning the opposing coach detects such non-compliance.

7. No player may play for teams below or across his/her registered division. A player may participate with higher divisions. Should both games be on the same day, the player must play for the team with whom s/he is registered, unless the coach of the lower level permits otherwise.
8. Except where prohibited by law, teams must be the same sex. T-ball and Grasshopper teams are a mixed gender. For Atom and up, boys may not play on teams registered in a girls' division.
9. Atom and Squirt teams may use the same pitcher for a maximum of three (3) innings. Any pitcher's appearance, during an inning, constitutes an inning. Upon entering the first tie-breaking inning, pitchers on both teams will be given an opportunity to pitch up to two (2) innings in addition to the maximum of three (3) innings allowed during the first seven (7) innings (six (6) innings for Atom) of the game. **The conference rule is waived in these divisions.**
10. A coach, manager, or player, will be ejected from any game for the following reasons: searing, intent to injure, fighting, using abusive language, or being abusive to an umpire. A coach, manager, or player asked to leave (by the umpire) the playing area (including the bleachers) will immediately do so, or the game will be forfeited to the opposing team. The coach, manager, or player, will be ejected for the remainder of that game, plus suspended for the next game. The suspended player's coach shall report the suspension to the convenor of his/her division immediately after the game. The convenor shall advise the coach of the opposing team for the next game, of the suspension. The suspended player, manager, or coach, must sign both score sheets at the next game s/he attends, and will serve his/her suspension at that game. Forfeiture if player plays or manager/coach coaches.
11. No team can be registered or participate in the F.M.S.A unless it is coached by a person who is a non-playing member of that team. A coach must understand and enforce the Code of Conduct as per the Constitution. If a Centre has a coach that does not meet this objective, the F.M.S.A. has the right to suspend that team from league and playoff participation.
12. There can be only ONE registered PWSA or OASA player per FMSA house league team allowed. The player must be identified when teams are submitted and also identified on the rosters when submitted. Failure to identify the player at either time will result in the player being expelled from the team for the season. The PWSA/OASA player may NOT pitch or catch at any time for an FMSA team.
13. Cheering shall be done in a positive manner, directed at encouraging one's own team, not taunting the other, nor trying to deliberately distract the other team from playing the game.

14. In order to help the game progress, pitchers in the Atom division only, will pitch as per usual. Once a batter has four balls pitched, the coach from the offensive team will come on to the field to pitch. If the pitcher had managed to get two strikes in the same count, then the batter will receive one pitch which must be put in play or the player will be called out. If the batter had 1 strike called, then they would receive two pitches; if no strikes were called on the batter than the batter would receive three pitches. If at the end of the coach pitches, the ball is still not put in play (with the exception of a foul ball), the batter is out. With exception to the above, grasshopper coach pitch rules will apply (i.e. coach pitch cannot interfere with defensive play, player pitcher remains on field for defensive play, no stealing).
15. Atom Division: A player cannot advance home on a steal, passed ball or wild pitch. A player must be batted in or can advance home if it is part of a continuation of a play (i.e. Overthrows after a hit ball). A player cannot advance home on a steal during a catcher's attempt to throw out a player during a steal from 1st to 2nd or 2nd to 3rd (a player cannot advance home on an overthrow as this will encourage catchers to throw). "Continuation of play" versus a "steal" will be determined by the umpires. When a coach is pitching, **No Stealing is allowed**. Grasshopper rules apply for Coach pitch (except foul ball on final coach pitch is not an out). After a ball is hit and a runner approaches 3rd they may still advance home if there is a continuation of play (i.e. overthrows).

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION

TOURNAMENT RULES FOR PLAYOFFS

ALL REGULAR SEASON RULES APPLY EXCEPT AS NOTED BELOW:

1. All tournaments are to be double-knockout seeded playoffs; i.e. 1st plays 8th, etc. home teams determined by Final League standings during the regular season. The higher standing team will be the home team and have the choice of dugouts regardless of what park they are playing in throughout the tournament.
2. All games to be seven (7) innings, with the exception of Atom which will be six (6) innings with no new inning to start after 1 ¾ hours except for FINAL GAMES, which will be seven (7) innings, or until a winner is decided. Except Grasshopper to be six (6) innings, with no new inning to start after 1 ½ hours except for FINAL GAMES, which will be 6 innings, or until a winner is decided. **LAST GAME AND IF NECESSARY GAMES ARE CONSIDERED FINAL GAMES.** Time starts when first pitch is made.
3. Mercy Rule – same as regular season.
4. A game tied after seven (7) innings or the last completed inning and 1 ¾ hour time limit, is to be played out until a winner is decided. The International Tie Breaker Rule will be used at the start of the next inning and any inning thereafter to decide the winner. ***International Tie Breaker:*** Starting with the top of the 8th inning or the inning after the time curfew, and each half inning thereafter, the offensive team shall begin its turn at bat, with the player who is scheduled to bat last in that respective half-inning being placed on second base. (Midget Boys and Junior Men – the player who is running can be substituted in accordance with the substitution rules). **NOTE: THERE WILL BE NO MERCY IN THE INTERNATIONAL TIE BREAKER INNINGS.**
5. Only protests regarding ineligible players and violation of F.M.S.A. rules are allowed, and shall be decided by the Tournament Convenor. A team caught using an illegal player will forfeit the remaining games. A team guilty of violating F.M.S.A. rules will forfeit the protested game. No other protest are allowed. The Umpire's decisions are final.
6. For Atom and up, the Host Centre is to supply two umpires per game. The Home Plate Umpire must be an experienced, mature Level 1 (or higher) Softball Ontario- or OSUA-carded Umpire. At the Atom and Squirt levels, the Base Umpire must be a mature Junior umpire (Bantam and above) or the Host Centre has the option of providing either two Softball Ontario-, or two OSUA-carded Umpires, as described above, per game.

At the Peewee and higher age levels, the Base Umpire must be an experienced, mature Level 1 (or higher) Softball Ontario- or OSUA-carded Umpire. The Host Centre has the option of supplying either two Softball Ontario-carded or two OSUA-carded Umpires, as described above, per game. **Carded:** paid the required fee and obtained a card with number for current year.

Umpires must be at an age level ABOVE the level they are umpiring. Example: Peewee game must be umpired by Bantam age or older, **regardless** of carded Umpire status.

7. The Host Centre will supply balls. All games will start with a new ball and a good used ball.
8. The Host Centre **will not** charge spectators at the gate and **will not** take a collection during the game.
9. The Convenor and tournament committee members will announce rain dates at the time of the rainout.
10. If one team is not prepared to start the game at the scheduled time, that team will forfeit the game. There is no 15-minute grace period.
11. Official Team Lists shall be available to the Convenor throughout the tournament. Only those players whose names appear on the Team Lists will be eligible to play in that game. Coaches must be prepared to prove elevated player's eligibility.
12. Each team will supply an official scorekeeper for each game that is NOT a member of their coaching staff. The two scorekeepers must verify the score at the end of each complete inning.

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION APPENDIX "A" – Part 1 F.M.S.A. T-BALL DIVISION RULES

Flamborough Minor Softball Association Amendments to the O.R.S.A. Official T-Ball Rules (last amended 2005)

INTRODUCTION

1. F.M.S.A. offers a T-Ball division for BOYS and GIRLS on mixed teams.
2. T-Ball in the F.M.S.A. is an introductory division, designed to encourage children to participate in the game of softball.
3. F.M.S.A. uses the ***O.R.S.A. Official T-Ball Rules*** for our T-Ball division. All centres must have copies of the ***O.R.S.A. Official T-Ball Rules*** at the start of every season. Some of the O.R.S.A. T-ball rules have been altered or deleted to better accommodate the Flamborough League. The "***F.M.S.A. Amendments to the O.R.S.A. Official T-Ball Rules***" clearly outlines what rules have been altered or deleted. It also outlines any rules that have been added. In all cases, SPECIAL, ALTERED OR ADDED RULES TAKE PRECEDENCE. Finally, when in doubt, rely on regular Softball Canada rules and common sense.
4. It is the responsibility of Center Representatives to ensure that ALL T-ball coaches from their respective centres have access to the official rules and amendments including any special or altered F.M.S.A. T-ball rules. Centre Representatives must understand the rules and amendments, and be available to advise/guide T-Ball coaches in their centres. Further, it is the responsibility of ALL T-ball coaches from ALL centres to read and understand ALL official rules and amendments.

It is important to remember that these rules and guidelines are in place to ensure CONSISTENCY and FAIRNESS for ALL centres. Rules and guidelines are necessary to provide structure and order, even at the T-Ball level.

The ***O.R.S.A. Official T-Ball Rules*** along with "***F.M.S.A. Amendments to the O.R.S.A. Official T-Ball Rules***", are to be followed as outlined. It is NOT optional for coaches or centres to alter or change these rules or guidelines from one centre to another or one game to another. FOLLOW THE RULES AND GUIDELINES AS THEY ARE OUTLINED. NO EXCEPTIONS! Any rule changes or exceptions are considered at the F.M.S.A. year-end rules meeting ONLY.

SPECIAL F.M.S.A. RULES: PLAYING FIELD LAYOUT AND DIAMOND LINING

1. The baselines from home to 1st, and home to 3rd, shall be marked.
2. The playing line from 1st to 3rd shall be marked. This line is drawn to mark the dead ball zone and runs from the 10-foot mark (home to first) of the first base line to the 10-foot mark of the

third base line (home to third). Any ball not batted past this line shall be clearly ruled a dead ball by the umpire.

3. Batters' boxes are to be marked for all games. *O.R.S.A. Official T-Ball Rules, Diagram 2 (p20)*
4. A **halfway mark** shall be shown between 1st and 2nd, 2nd and 3rd, and 3rd and home, to assist the umpire in designating appropriate bases for base runners.
5. A **50-foot arc** must be shown when lining the diamond for T-Ball. This arc is drawn from the centre of the playing line that runs from 1st to 3rd. The 50-foot arc must be extended to the playing field boundaries (fences along 1st and 3rd.)
6. Base path distances are 60-feet.
7. A **safety base** is to be used at 1st base.
8. A **pitcher's plate** OR a **marked pitcher's spot** must be shown when lining the diamond for T-Ball, as per *4-7 O.R.S.A. Official T-Ball Rules (p7)* – ***"A pitcher: who shall play in the infield, and must assume a set position with both feet across the pitcher's plate until the ball is hit."***

SPECIAL F.M.S.A. RULES: AGE AND NUMBER OF PLAYERS

1. All players must **as a minimum be 4 years of age in the calendar year that they are playing in:** in other words, a player must be no younger than 4 years of age as of December 31 of the current season, **NO EXCEPTIONS.**
2. No player **can be older than 6 years of age in the calendar year that they are playing in:** in other words, a player must be no older than 6 years of age of December 31 of the current season, **NO EXCEPTIONS, unless approved by F.M.S.A.**
3. The proper number of players in T-Ball is 11. A team may play an official game for purposes of points in the standings with a minimum of 7 players.
4. Delete *1-2 O.R.S.A. Official T-Ball Rules (p1).*
5. A team with 11 players or more, bats and fields 11 players even if the other team has less than 11 players. Alternates are substituted in and out as the game progresses. Unlimited substitution is allowed, and **ALL PLAYERS MUST PLAY, unless they are ill, injured, or refuse to play. No one player may sit for 2 consecutive innings, until all other players have sat at least 1 inning, unless ill, injured, or they refuse to play.**
6. **ON DEFENSE**, a team fields however many players they have; a minimum of 7 and a maximum of 11. **BOTH TEAMS DO NOT HAVE TO PLAY WITH THE SAME NUMBER OF PLAYERS, BUT BOTH TEAMS MUST HAVE A MINIMUM OF 7 PLAYERS** for the game to be considered official for purposes of the standings. **Less than 7 players is a forfeit. Both teams less than 7 players: both forfeit and no points for either team.**

7. **ON OFFENSE**, both teams must have all of their players in attendance listed in both score books. In the case of 11 players or more, the offensive team bats 11 players. **The 12th, 13th, 14th, etc. players sit out for that inning, both on offense and defense, and are to be substituted into the game in the next inning.** If a team has fewer than 11 players, they are to bat however many players they have listed, **AND THEN go back to the top of their order to start over. In this case, the team continues hitting until they have batted 11 players as well.**

For example: 7 players only – team bats 1-7. THEN, the 1st hitter at the start of the inning hits again, and is now the 8th batter in that inning. The number 2 hitter at the start of the inning hits again, and is now the 9th batter in that inning, etc., to a maximum of 11 hitters. For the next inning, you would start where you left off, and the batting order would become continuous to a maximum of 11 hitters each inning. In this case, no one player would end up last batter every inning.

8. **Coaches are both encouraged and expected to rotate players in and out of different defensive positions, and play everyone as equally as possible.**
9. Delete 4-2 and 4-3 and 4-6 O.R.S.A. *Official T-Ball Rules (pp5-7).*

SPECIAL F.M.S.A. RULES: EQUIPMENT

1. A 9-inch regular hard baseball is to be used, and the home team must supply it.
2. Each team to supply their own batting Tee.
3. Each team must supply 6 **batting helmets** complete with chin straps. They are to be worn when at bat, on deck, and when running the bases – no exceptions.
4. Refer to 2-5 O.R.S.A. *Official T-Ball Rules (p2)* for rules regarding catcher's equipment.
5. Each player must have a **team shirt with individual number**. Baseball caps are recommended.
6. The defensive **pitcher must wear a helmet and face mask**.
7. Bats can be **wood or aluminum** and must not be bigger than **2.25"** in diameter.
8. Delete 2-6 O.R.S.A. *Official T-Ball Rules (p2).*

SPECIAL F.M.S.A. RULES: UMPIRES

1. The Home Team will provide, at minimum, a knowledgeable plate umpire. All umpires must be familiar with the official T-Ball rules. All Umpire decisions are final.

SPECIAL F.M.S.A. RULES: GAMES AND CURFEW

1. **All games** are subject to a **1 ½ hour curfew, from the scheduled start time**. For example, a game is scheduled for 9:00 a.m. but actually starts at 9:15 a.m. curfew is still 10:30 a.m., NOT 10:45 a.m.

2. All teams must make the effort to play a **minimum of 2**, to a maximum of 5 innings in every game. Curfew applies.
3. **All evening games are to start at 6:30 p.m. with a 15-minute grace period** for late arrivals. **No new inning can start after 8:00 p.m.** However, the last inning must be completed if the home team is losing, *even if this means that the game will finish after 8:00 p.m. (the home team is simply finishing an inning, they are not starting a new one).*
4. **Less than 7 players for 1 team or both teams, after the 15-minute grace period, is a forfeit. Late arrivals after a game has started go to the bottom of the batting order.** Both scorekeepers must keep track of any line-up changes or additions.
5. **In consideration of the age of the participants, it is acceptable for both teams to have a maximum of 2 “adult helpers” on the field to help GUIDE the players on defense. Adults are NOT to touch the ball or interfere with a play. If in the judgement of EITHER umpire, an “adult helper” on the field INTENTIONALLY touches the ball or interferes with a play, all runners go to HOME, including the BATTER.**
6. **A game is considered to be complete after any number of full innings.** In the event the game is called due to weather, the score will revert back to the last **COMPLETE** inning, even if **only 1 complete inning** has been played.
7. Delete *all of O.R.S.A. Official T-Ball Rules, page 9, and up to “Playing Rules” page 10.*

SPECIAL F.M.S.A. RULES: WHEN IS TIME CALLED?

1. When any **defensive player** has control of the ball **inside of the 50-foot arc** and in the judgement of the plate Umpire there is no attempt to make any play on any of the base runners, **TIME WILL BE CALLED.**
2. **ANY defensive player** may have time called by standing motionless and holding the ball in the air above his/her head, **AS LONG AS S/HE IS INSIDE THE 50-FOOT ARC**, including the **adjacent foul territories.**
3. Base runners will be awarded the **closest base** as shown by the **half-way mark** when time is called.
4. Delete 3-7 and 3-8 *O.R.S.A. Official T-Ball Rules (p4).*

SPECIAL F.M.S.A. RULES: WHEN IS A STRIKE CALLED?

1. **3-strike rule IS NOT TO BE APPLIED for the 1st six (6) weeks of any season.**
2. **After 6 weeks, strikes are to be called, and 3 strikes means the batter is out.**
3. **A strike is when:**
 - (a) The ball is swung at by the batter and is **completely missed**, or if the batter swings and **hits the Tee only**, but not the ball.
 - (b) The ball is dead hit or fouled by the batter when s/he has **less than 2 strikes.**
 - (c) Delete 3-5 *O.R.S.A. Official T-Ball Rules (p4).*

SPECIAL F.M.S.A. RULES: MISCELLANEOUS

1. On defense, the ball **must be thrown either overhand or underhand**, not bowled or deliberately bounced to a base, or the **runner will be deemed safe**.

Last Batter

2. The **COACH** or **SCOREKEEPER** of the team at bat must notify the Umpire when the last batter is up. The Umpire must notify the defensive coach. **Failure to notify the defensive team of last batter will nullify the play and the last batter must bat again.**

3. Delete *6-10 O.R.S.A. Official T-Ball Rules (p16)*.

4. **On last batter, the ball must come to HOME. The ball must be thrown over the playing line at least once, unless a fair hit ball off of the Tee is fielded in front of the playing line. The catcher is the ONLY player allowed to touch home plate with the ball, to get runners with last batter status out. The pitcher is the only player allowed to assist the catcher in the home plate area.**

See *O.R.S.A. Official T-Ball Rules (pp12-13)*.

5. Delete *7-1 and 7-2 and Diagram 4 O.R.S.A. Official T-Ball Rules (pp16-17, 22)*.

SPECIAL F.M.S.A. RULES: IMPORTANCE OF PLAYING ALL OF THE GAMES

1. Coaches and parents are expected to work co-operatively with respect to ensuring that **every scheduled T-Ball game is played** – weather permitting – regardless of whether or not a game ends up being an official forfeit.
2. For example, 1 team has less than the 7 needed to play an official game for purposes of the standings, but the other team has 11 or more players in attendance. It is not unreasonable for all parties involved to ensure that both teams are divided up to allow for the playing of an exhibition game.
3. The forfeited game will still be awarded for the purposes of the standings. The exhibition game will be just that: exhibition or practice. However, all of the children will still have been given the chance to play.

SPECIAL F.M.S.A. RULES: REGULAR SEASON PLAY AND YEAR-END CHAMPION

1. **The F.M.S.A. T-Ball division WILL NOT have year-end playoffs unless the F.M.S.A. Constitution is amended on any given year to allow for them.**
2. Regular season play and the points accumulated during the **regular season**, are to be used to determine the **year-end LEAGUE CHAMPION** each season.
A Win = 2 pts A Loss = 0 pts A Tie = 1 pt
3. **Teams must play a minimum of 8 of the scheduled 10 league games in order to qualify for the year-end league championship – REGARDLESS OF THEIR WIN/LOSS RECORD.**
4. **Forfeited games count as “games played”** as long as both teams are present and **ready to play**. A team **“phoning in a forfeit”** does not get credit for a game played, but the **winning**

team does. It is **not optional** for teams to not play a scheduled game, and each take 1 point for a tie.

5. In the event of a tie at year end, the league champion will be determined by:
 - (1) **Best record, with most games played** (i.e. Team 1: 8 games played, 8 wins and 0 losses = 16 pts. Team 2: 10 games played, 8 wins and 2 losses = 16 pts. TEAM 2 WOULD BE CHAMPIONS by virtue of playing more games.)
 - (2) **Record of head to head games.**
 - (3) **Differential of total runs for and against throughout the season.** (i.e. Team 1: 100 runs for and 50 against: differential of +50. Team 2: 200 runs for and 60 against: differential of +40. Team 3: 80 runs for and 20 against: differential of +60. TEAM 3 WOULD BE CHAMPIONS based on the higher run differential.)
6. **All scores are to be reported to the convenor via e-mail by BOTH TEAMS on a weekly basis.**
7. F.M.S.A. to purchase and provide **“CHAMPIONS” medallions** for the year end winners and **“PARTICIPATION”** medallions for all other T-Ball participants from all centers each season.
8. The F.M.S.A. T-Ball medallions are to be distributed to the appropriate centres at the final F.M.S.A. playoff meeting (end of July – 1st of August).
9. Each centre to distribute the F.M.S.A. T-Ball medallions to their respective teams as they see fit (at a centre's year-end banquet, for example).
10. Centres to pay a fee of **\$80.00 to enter a T-Ball team** in the F.M.S.A.

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION APPENDIX "A" – Part 2 F.M.S.A. GRASSHOPPER DIVISION RULES

The Grasshopper Division is open to mixed teams carrying both boys and girls on their roster. Refer to Appendix "B" for age eligibility to play. Any other birth date constitutes an exception and must be presented to the league before the season begins.

RULES AND REGULATIONS

1. Bases shall be **60'** apart, **pitching rubber at 30'**, with an **8' circle** around the pitching rubber.
2. A **9" hard T-Ball** will be used.
3. Bats must be aluminum, no more than **33 inches** long, and **no more than 2.25"** in diameter.
4. The defensive pitcher must wear a helmet with ear flaps and chin strap.
5. Catchers must wear a helmet with a face mask, chest protector, and shin guards.
6. No metal or removable plastic cleats are allowed. Molded rubber is acceptable.
7. Games will begin at 6:30 p.m., 15-minute grace period – with no new innings to start after 1 ½ hours.
8. A game will consist of 6 innings. Games must be three (3) completed innings to be an official game. A time curfew is complete regardless of number of innings played. The final inning must be completed unless the home team is winning.
9. An inning is over when three (3) outs are made, or six (6) runs have been scored in the inning. A Game Mercy may be declared when there is a 15-run lead after 3 or more completed innings.
10. The SIXTH inning will be an open inning.
11. Games tied after six (6) innings are scored as a tie. Both teams must report their scores to the Division Convenor.
12. A team shall be comprised of 9 players. A team may play with 7 with no penalty.
13. Equal playing time is encouraged. All players must play at least one inning in an infield position within the first 3 innings of a game, including playoffs. All players must be scheduled to play two (2) of the first 3 innings per game.

14. The infield fly rule does not apply.

DEFENSIVE PLAY

1. The defensive pitcher must line up on either side of, but not in front of, the Offensive Pitcher, outside the circle, until the pitch is released.
2. Time will be called when: In the opinion of any umpire on the field, an INFIELDER ONLY on defense, has control of the ball in the INFIELD AREA ONLY and has “frozen” the runners from advancing (i.e. the infielder is holding the ball and is not making or attempting to make a play on a runner). The Defensive Pitcher will turn the ball over to the Offensive Pitcher.
3. The Offensive Pitcher must make every attempt to avoid contact with a ball thrown in an attempt to make a defensive play. If a thrown ball unavoidably hits the Offensive Pitcher, the ball is dead, and runners must return to the base last occupied at the moment of contact unless forced to advance.
4. If the Offensive Pitcher intentionally touches or interferes with any defensive attempt to field a thrown ball, the ball is dead, runners must return to the base last touched at the moment of contact unless forced, and the runner closest to scoring will be called out.

OFFENSIVE PLAY

1. The Offensive Pitcher, an adult or coach of the team at bat, will pitch. The Offensive Pitcher must remain neutral and may not leave the eight (8) foot circle.
2. The Offensive Pitcher may have 3 warm up pitches before each inning.
3. The Offensive Pitcher will pitch 5 pitches to the batter with a simple underhand delivery. The pitcher will begin with both feet on the runner, with ONE step toward the batter as the pitch is simultaneously released.
4. Batter will receive a maximum of **5 PITCHES** and will be called out **AFTER 5 PITCHES or 3 STRIKES, WHICHEVER COMES FIRST**. Batter cannot be called out on a foul ball unless caught or the **FOUL BALL IS THE 5TH PITCH**.
5. A foul ball will count as a strike.
6. If a pitch hits a batter, the ball is dead and a **pitch** is declared. There will be no bunting.
7. The Offensive Pitcher must make every attempt to avoid contact with a hit ball. If a batted ball unavoidably hits the Offensive Pitcher, the ball is dead and the batter is awarded first base. All other base runners will remain on their base unless forced to advance by the batter being awarded first base.
8. If the Offensive Pitcher intentionally touches or interferes with any defensive attempt to field a batted ball, the ball is dead and the batter is declared “Out”. All runners must return to their base.

9. A runner may not leave the base until the batter hits the ball. Leaving the base in anticipation of a hit will be called a "Lead Off", and the runner is called "Out". Runners may return to the base on a fouled hit. No stealing is permitted.

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION APPENDIX "B"

The following does not form part of the F.M.S.A. Constitution, and is subject to annual adjustment, in compliance with the Constitution.

Note: The dates below are voted upon at the November Rules Meeting.

In the years which the Bantam Boys age division is invited to participate in the Ontario Summer Games (currently every other year), the F.M.S.A. playoff dates and schedules can be amended such that the Bantam Boys playoff dates will not conflict with the dates of the Ontario Summer Games. The revised F.M.S.A. playoff dates will be published as soon as the dates for the Summer Games are known.

1. **2017 REGULAR SEASON** for Atom, Peewee and Midget starts **Monday, May 15th** and ends **Friday, August 4th**, with **Tuesday, August 8th** thru **Thursday, August 10th** left open for make-up games.

2017 REGULAR SEASON for Grasshopper, Squirt, Bantam, and Junior starts **Monday, May 8th** and ends **Friday, July 28th**, with **Monday, July 31st** thru **Wednesday, August 2nd** left open for make-up games.

2017 REGULAR SEASON for T-Ball starts **Tuesday, May 23rd** and ends **Friday, July 28th**.

The Playoff Meeting will be held on Thursday, August 3rd. Convenors in Atom, Peewee and Midget will communicate playoff schedules after the make-up game dates by e-mail/phone to Centre Reps and teams in their division by August 11th.

2. There will be **no playoffs for T-Ball.**
3. **Grasshopper and Squirt Playoffs** – 1 week format
August 8th to 13th (Tuesday thru Sunday)
4. **Bantam and Junior Playoffs** – 1 weekend format
August 11th to 13th
5. **Atom Playoffs** – 1 week format
August 14th to 19th (Monday thru Saturday)
6. **Peewee and Midget Playoffs** – 1 weekend format
August 18th to 20th

Playoff games are scheduled on a non-overlapping basis to allow the use of call-ups. Convenors should avoid scheduling back-to-back games, however if this is unavoidable, a minimum of ½ hour break is mandatory. In the event of rainouts, games must be rescheduled on the next designated date. No team will be required to play **more than three (3)** games on any day.

If a division has more than 6 teams, the convenor may decide to expand the weekend format to begin play on an earlier night (Wednesday or Thursday). This will allow scheduling to more easily accommodate the number of games required to be played and have completed by the Sunday. The division convenor will communicate the decision to expand the weekend format to all coaches in the division not later than June 1.

Scheduling for the playoff tournament draw, regardless of the number of teams participating, should follow the formats as published in Softball Canada's publication, "*How to Make a Tournament Draw*". Copies of these tournament draws will be made available by the F.M.S.A. Secretary.

AGE LEVEL STRUCTURE FOR 2017

Level	Birth Year Range
T-Ball	2011-2012
Grasshopper	2009-2010
Atom	2007-2008
Squirt	2005-2006
Pewee	2003-2004
Bantam	2001-2002
Midget	1999-2000
Junior	1996-1998

* 2015 AGM voted to allow a team to use up to 2 one year overage players providing there is not a team of their age to play on. This excludes Midget/Junior categories. These players may not pitch or catch and must be identified on the roster and on the game sheet.

* 2014 AGM voted to combine Midget and Junior and to adopt the Ontario Select Softball Tournament Association Eligibility rules. Girls ages 17-20 and 2 players up to 2 years older who cannot pitch.

FLAMBOROUGH MINOR SOFTBALL ASSOCIATION CONSTITUTION APPENDIX "C"

FMSA COACHES - CODE OF CONDUCT

Good coaching:

Patience, respect for other coaches, convenors and officials, fairness of play and encouragement offered to all players, sportsmanlike conduct in victory or defeat, willingness to do fair share of the work on the team, a positive attitude

Results of good coaching:

Positive role model for the team, respect from individuals and the organization, more credibility with other teams and ball clubs, a smoothly running team and organization, less strife, more fun, continued development of self and players

The following actions are unacceptable for a coach:

Foul language, disrespect for an individual or a team, petty or unsportsmanlike conduct, physical or verbal abuse of any kind, to an individual or a group, derogatory comments regarding an individual or a group, bad temper, rudeness or lack of patience with players, infractions which result in expulsion from a game, negative attitude with any of the players.

What are the consequences of unacceptable behavior?

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of the FMSA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER BY THE APPROPRIATE CENTRE AND IF NEEDED, EXCALATED TO FMSA EXECUTIVE.

FMSA PLAYERS - CODE OF CONDUCT

Good play:

Support of teammates, respect for the authority of the coaching and umpiring staff, willingness to work hard and try your best, pleasant, friendly and co-operative manner, respect for opposing teams, adherence to the rules of the game, sportsmanlike conduct in victory or defeat, good attendance and attention at games and practices.

What is the result that you can expect from exhibiting these attributes?

The respect of your teammates, coaches and opponents, the opportunity to improve your baseball and life skills, being part of the achievements of the team, making friends, having fun, learning to work together and develop personal responsibility and accountability.

As a player, you should not:

Use foul language, rude actions or gestures, exhibit a lack of respect for teammates, coaches, officials, opposing teams, bad temper, physical or verbal abuse to others, ignorant or trash talking.

What are the consequences of unacceptable behavior by a player?

Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The FMSA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER BY THE APPROPRIATE CENTRE AND IF NEEDED, EXCALATED TO FMSA EXECUTIVE. ALL PLAYERS ARE EXPECTED, AT ALL TIMES ON FIELD AND AT PRACTICES, TO REFLECT A SPORTSMANLIKE ATTITUDE AND RESPECT FOR THE GAME, THE COACHES, TEAM MEMBERS, OPPONENTS AND OFFICIALS. PLAYERS MUST BE AWARE THAT THEY WILL BE HELD RESPONSIBLE FOR THEIR ACTIONS.

FMSA PARENTS - CODE OF CONDUCT

How can parents of FMSA players help to create a great baseball season?

Encourage the team as well as the individual, exhibit a positive and pleasant deportment at games and practices, offer assistance to the team where appropriate, and demonstrate respect for the abilities and the authority of coaching staff and umpires.

As a result of this:

You become part of the team, by extension, you have the respect of your child and his/her team. You can consider yourself part of their achievements.

As a parent, you should never do the following:

Use foul language, interrupt games or practices with personal comments, opinions or calls, make derogatory comments of any kind, use physical or verbal abuse of any kind, show disrespect by word or deed, for the authority of the coaching staff or umpires, encroach or interfere for the purpose of distracting or otherwise affecting players, harass players, coaches or other officials.

What would be the consequences of inappropriate behavior by a FMSA parent?

The players are the ones who will ultimately suffer in many ways for parents' bad behavior. Investigation by non-partisan committee, followed where inappropriate behavior or action is validated, by discipline - verbal warning, written warning, game suspension, multi-game suspension, season suspension, loss of position, refusal of position in following year(s), as well as, on a personal basis, loss of respect and creditability as an individual, contributing to degradation of the image and reputation of The FMSA.

ALL FORMAL ALLEGATIONS, COMPLAINTS AND CONCERNS WILL BE INVESTIGATED FULLY AND WILL BE DEALT WITH IN A TIMELY AND CONSISTENT MANNER BY THE APPROPRIATE CENTRE AND IF NEEDED, EXCALATED TO FMSA EXECUTIVE. PARENTS IN ATTENDANCE AT GAMES AND PRACTICES REPRESENT STRONG ROLE MODELS FOR THEIR CHILDREN. FOR THE SAKE OF PLAYERS AND OFFICIALS, THE HIGHEST STANDARDS OF AUDIENCE BEHAVIOR SHOULD BE EXERCISED AT ALL TIMES.