



STANDING ORDERS AND REGULATIONS GOVERNING PLAY

2016 Edition



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A) GLSML STANDING ORDERS

1) DUTIES OF THE MEMBERS OF THE GLSML COMMITTEE

- **Director:** Chairperson of all general and committee meetings in a non-voting capacity except for casting vote in the event of a tied decision. Ex-officio of all sub-committees. GLSML representative at BSF / LSF meetings. Signatory to Bank Account.
- **Secretary:** Responsible for day to day administration and correspondence for GLSML, including keeping records of minutes at all meetings and forwarding copies to all committee meetings, maintain contact lists. Signatory to Bank Account.
- **Treasurer:** Responsible for preparing the annual budget and financial statements; advises and guides GLSML Committee on all financial matters. Receives membership fees. Presents report at AGM. Signatory to Bank Account.
- **Technical Officer:** Responsible for liaising with BSF / LSF / BASU Technical Officer and to inform GLSML committee on all rule/equipment changes; receives and adjudicates on protests
- **Umpiring Officer:** Oversees league umpire training, certification and mentoring.
- **Fixtures Officer:** Responsible for creating fixture programmes for all divisions, including end of season play-offs, ensuring umpires allocated to all games.
- **Tournaments Officer:** Responsible for arranging all GLSML tournaments.
- **New Teams / Players Liaison Officer:** Responsible for the co-ordination and liaison of all new teams and players approaching the league.
- **Development Officer:** Responsible for co-ordination of development sessions and team / player skills development requirements.
- **Communications Officer:** Responsible for managing website form and content and Committee communications via email and social media.
- **Social Officer:** Organises GLSML annual parties and events.
- **General Officers:** To support, as and when needed, the other members of the Committee in discharging their responsibilities and to represent the interests of the section of the league (Majors or Minors) for which they were elected. General Officers may also be mandated by the Committee to carry out specific projects on behalf of the GLSML.

2) LEAGUE AND DIVISION STRUCTURE

- a) The League shall be divided into two sections: Majors and Minors.
- b) The League considers all teams playing in the Majors to be of 'A' or 'B' grade competency (as regards BSF team gradings) and all teams playing in the Minors to be of 'C' or 'D' grade competency. Non-GLSML tournament organisers may be informed of this to assist in placing GLSML teams in appropriate tournament divisions.



- c) New teams entering the League may join either the bottom Majors division or the bottom Minors division. Teams wishing to join the bottom Majors division must demonstrate to the satisfaction of the Committee that they are a 'B' grade team. This may be done through a supervised training session, a supervised friendly game and/or consultation with the team's players and GLSML players familiar with the team. The Committee shall make this determination as soon as possible and in any event prior to the deadline for paying League affiliation fees, to avoid delay in finalising the divisional structure and schedule for the season.
- d) The number of divisions within each of the Majors and Minors, and the number of teams within each division, shall be determined by the Committee as soon as possible following the team registration deadline and evaluation of any new teams wishing to enter the Majors, subject to the following:
 - (i) The Committee shall aim to keep the number of teams per division at 8, which allows for a 14-game season with every team playing each other twice on a home-and-away basis.
 - (ii) In order for the League to grow, the bottom division in the Majors and Minors may expand to more than 8 teams or may be divided into two smaller divisions.
- e) Procedures regarding end-of-season promotions, relegations and playoffs (if necessary) are set out in section 12 of the Regulations Governing Play.

3) REGISTRATION OF TEAMS

- a) Each season, all new and existing teams must register with the League.
- b) Registration forms will be circulated by the Committee at or prior to the AGM and must be returned to the GLSML Secretary by the registration deadline set at the AGM.
- c) Registration forms typically will seek the following information:
 - (iii) Name of team;
 - (iv) Name, address, email address and telephone number of at least two team Organisers;
 - (v) Number of years in the League (which is used to determine affiliation fees);
 - (vi) Preferred venue and day of the week for home games;
 - (vii) Confirmation that a team has a sufficient number of trained umpires to discharge the team's umpiring duties;
 - (viii) For teams in the lowest Minors Division, whether the team has a development affiliation with a higher division team for purposes of the exception to the rule against playing down; and
 - (ix) For new teams, whether entry is sought to the Majors or Minors.
- d) Changes, additions and/or deletions to the registered details must be submitted to the GLSML Secretary as soon as practicably possible.
- e) In cases of a pitch/home night being oversubscribed, the League will grant first right of refusal to the team that had the pitch/day combination in the previous season.



4) AFFILIATION FEES

- a) Each season, affiliation fees will be notified at the AGM along with a deadline for payment.
- b) The divisional structure and schedule for the season cannot be finalised until all teams' fees are paid. A team's failure to pay the full affiliation fee on time may result in immediate suspension or termination of membership, in accordance with clause 4 of the GLSML Constitution.
- c) Fees for participation in GLSML tournaments will be charged and collected separately.

5) FILLING VACANCIES LEFT BY DEPARTING TEAMS

- a) If the departure of a team from League means that, even after giving effect to end-of-season promotion/relegation and the addition of new teams qualifying to join the Majors, a division intended to have 8 teams will be left with 7 or less, the vacant spot(s) will be filled as follows:
 - (i) the Committee will offer the vacant spot to six teams based on where they finished in the preceding season, ranked in this order:
 - a. the team that finished 7th in the departing team's division;
 - b. the team that finished 3rd in the division below;
 - c. the team that finished 8th in the departing team's division;
 - d. the team that finished 4th in the division below;
 - e. the team that finished 5th in the division below;
 - f. the team that finished 6th in the division below;
 - (ii) the highest ranked of these teams to accept the offer will take the vacant spot;
 - (iii) if none of these teams accepts the offer, the vacant spot will be filled by the highest ranked team;
 - (iv) the same process will then be repeated to fill the vacancy left by the team that has been 'promoted'.
- b) This process may be adjusted by the Committee as necessary to fill vacancies left in a division of other than 8 teams.
- c) The Committee shall commence and conclude this process as soon as possible in order to avoid delay in finalising the divisional structure and schedule for the season.

6) YOUTH TEAMS

- a) BSF minimum age regulations apply to all League games.
- b) A team whose registered players are all eighteen (18) years of age or younger as of 1 September of the preceding year, and which has on its register an adult team manager and adult qualified softball coach (who may be the same person), may apply to be recognised as a "Youth Team".



- c) Youth Teams will receive the following benefits:
 - (i) No League affiliation fees;
 - (ii) All games played at their home ground;
 - (iii) No requirement to provide umpires; and
 - (iv) Special player eligibility rules as follows.
- d) Youth Teams can augment their team for each game with up to 3 adult players provided that they are not registered to another GLSML team in a higher division (save in accordance with the development exception to the rule against playing down, described below).
- e) Youth Teams may only gain league points for games in which they have complied fully with the rules for player eligibility. In situations where a Youth Team is unable to field an eligible team, it may field ineligible players (ie. adults from teams in a higher division or more than 3 adult players). This fact must be declared to the Umpire(s) and opposing captain at the start of the game. Provided that the game is played to its normal conclusion, the opposing team will be awarded a victory regardless of the result.
- f) Youth Teams are only permitted in the lowest Minors division.
- g) Youth Teams finishing in a promotion spot must choose between staying in the lowest Minors division or giving up their Youth Team status to be promoted.



B) GLSML REGULATIONS GOVERNING PLAY

All GLSML league and tournament games are governed by the Official Rules of the International Softball Federation (ISF). In addition to the ISF rules, the following Regulations will govern all GLSML games unless otherwise determined by the Committee.

1) FIELDS AND FIXTURES

- a) All teams in the League must provide a booked space on which to play home fixtures. The Fixtures Officer may assist in this regard by block-booking certain softball venues for GLSML use and re-charging the fees to the teams using those venues.
- b) All teams must provide a marked out field, as defined in the rules. Minimum marking requirements are the foul lines, batters' boxes and dead ball lines.
- c) Teams play each other in accordance to the home and away fixtures schedule each season, where the home team fields first. Youth Teams may elect to play both home and away games on their home field, except for fixtures where two Youth Teams are involved.

2) PRE-GAME RESPONSIBILITIES OF THE HOME TEAM

- a) Contacting the Away Team and umpires not less than 48 hours in advance to confirm the game and location. Email is preferable to verbal confirmation.
- b) Ensuring that the field is marked out to the correct dimensions and in playable condition.
- c) The home team must supply four balls for each game: two 12" and two 11". One 12" ball and one 11" ball must be new. The other balls may be used but the umpire must be satisfied that they are in good condition and suitable for use as game balls.
- d) To be eligible for GLSML play, 12" softballs must **not** exceed:
 - (i) a maximum COR of .52; and
 - (ii) a maximum compression force of 300lb
- e) To be eligible for GLSML play, 11" softballs must **not** exceed:
 - (i) a maximum Coefficient Of Restitution (COR) of .47; and
 - (ii) a maximum compression force of 375lb

(per ISF Rules governing Championship play, Rule 3.3f and Appendix 4),

OR:

 - (iii) a maximum COR of .52; and
 - (iv) a maximum compression force of 300lb

(per ASA Rule 3 Section 3E [3]).



- f) The specifications for game balls should be identical, save that the 11" ball specifications may differ from the 12" ball specifications.
- g) Home teams not able to provide the required balls shall pay the amount of £5 minimum or the cost of a new ball, whichever is greater, to the opposing team, if the opposing team is able to supply an acceptable alternative ball. It is the umpire's decision whether this ball shall be used. If there is no suitable ball available, the home team shall have one point deducted in the standings.
- h) Home teams are to ensure that regulation bases are supplied, with a safety base at first-base. Bases should be securely and safely fastened. The spikes must be below ground level. Any metal buckles shall be taped over, to prevent injury. For failure to do so, home teams may be liable to forfeit the game. Failure to supply a safety base at first base will lead to a deduction of one point from the home team.
- i) Where a Youth Team elects to play away games on their home field, the Youth Team manager must assume all responsibilities listed above for both home and away games.

3) USE OF 11" BALLS

- a) See Rule 2.c above as regards the home team's obligation to supply two 12" and two 11" game balls.
- b) Except as set out below, all male batters must hit a 12" ball and all female batters must hit an 11" a ball.
- c) A female player may elect to hit a 12" ball, but:
 - (i) the identity of any female player making such an election must be notified to the umpire(s) and opposing captain before the game begins;
 - (ii) the election will remain in effect for that player for the entire game.
- d) The batting team must ensure that there is a first base coach with a glove in position at all times to hold whichever of the 12" and 11" game balls is not in play.
- e) If the wrong size ball is pitched, the batting team shall have the option of accepting the result of the play or requesting a re-pitch using the correct ball at the same ball and strike count.

4) START TIMES AND SHORTENED GAMES

- a) League games start at 6:45pm.
- b) The umpires may delay the start of the game for up to 30 minutes to allow teams to field a complete team. Once both teams have 5 and 5 available, the game should begin.
- c) Teams and umpires may agree in advance to an earlier start time. This is recommended for early and late season games where fading light may become a factor.
- d) Matches that do not achieve regulation status as per ISF rules shall be considered incomplete. However, for any games played in mid-August or later, teams and umpires may agree in advance



to a shortened (eg 5 inning) or timed game in order to avoid playing in poor light / dangerous conditions.

- e) Umpires have sole responsibility for determining if weather, pitch condition or fading light means it is unsafe to continue play. Umpires must prioritise player safety and have regard in particular to the ability of the least experienced or able players on the field. If both teams arrive for a game which is called off by the umpires due to weather, the game must be rescheduled in accordance with the procedure set out below. If only one team arrives they are awarded a forfeit win regardless of whether the game would have been played.
- f) Interrupted and incomplete matches that cannot be completed on the originally scheduled night (eg due to light or weather) must be replayed from the start.

5) FORFEITS

- a) To claim a forfeit win, a team must be ready to play, with a team of eligible players, within 30 minutes of the scheduled start time.
- b) The forfeit score is 7-0 in favour of the team not at fault. A point deduction in the league standings shall also apply.
- c) In relation to any game which is the last or penultimate regular season game for either team, a forfeiting team will incur a penalty point deduction in both the current and following GLSML seasons.
- d) At the Committee's discretion, any team with three or more forfeits shall be ejected from the League. Upon ejection, all points accruing from that team's games shall be voided.

6) RESULTS

- a) If playing conditions allow, games must be played to a conclusion, i.e. not a tie. The Umpire has sole responsibility in determining if it is safe to continue play.
- b) It is the responsibility of the winning team captain/organiser to confirm the score at the conclusion of each game and to promptly register this on the BSF website (www.britishsoftball.org).
- c) Any results not registered by the last eligible day of play will be declared no-results.
- d) Points will be awarded as follows:
 - (i) 3 points for a win;
 - (ii) 1 point for a tie/draw;
 - (iii) 0 points for a loss;
 - (iv) -1 point for a forfeit loss;
 - (v) 0 points for each team for a no-result.



7) PLAYER ROSTERING AND RESTRICTIONS

- a) All players must be rostered to their team through the BSF Website (www.britishsoftball.org) prior to playing for that team. If website access/rostering is not possible, it is the responsibility of the team to forward a written copy of rostering details to the GLSML Secretary prior to any applicable rostering deadline.
- b) Individuals may only be on the roster of one GLSML team at any one time.
- c) Save as permitted below, use of an unrostered player will result in forfeiture of a game if protested by the opposition.
- d) **New players**
 - (i) **Players joining the League mid-season must choose a team and be rostered as soon as possible.**
 - (ii) **Team Organisers should make all new players aware of the League's rostering rules and playing up / playing down restrictions.**
 - (iii) **If a team fails to roster a new player within seven (7) days of their first league game, that game will be forfeited if protested by the opposition, save where the failure was due to the new player deciding to join a different team.**
- e) **Playing up / playing down:**
 - (i) Each season, a player may play up to three (3) games for teams in higher divisions (three games total, not three games per higher team). If a player plays up on a fourth occasion, they may no longer play for their original team and will be considered to have transferred to the higher team played for on that fourth occasion. The player will not then obtain another three playing-up opportunities until the following season.
 - (ii) Save for the exceptions outlined below, under no circumstances are players allowed to play for a team in the same or a lower division to the team with which they are rostered. Regardless of whether a protest is lodged, a team found to have used a player from a higher division will forfeit any games in which they have played.
 - (iii) **Roster rules for Playoff games are addressed below.**
- f) **Lowest Minors Division exception:** Players rostered to a team in the lowest Minors Division are permitted to "play across" for other teams in their division. Each appearance is counted as one of the player's three permitted opportunities to play for a team to which they are not rostered, as outlined in sub-clause (e)(i) above. Players may not switch teams within the same division during the season, and so may not play across for a fourth time.
- g) **Development exception:** teams in the lowest Minors Division may field players rostered to a higher division team for purposes of team development and on-field guidance. However:
 - (i) This exception is limited to teams with recognised 'development affiliations'. The Committee recognises development affiliations within established Clubs in the GLSML. All other development affiliations must be notified to the Committee prior to the start of the season by the relevant Minors team.
 - (ii) This exception only applies to regular season games played in the first half of the season;
 - (iii) There is a limit of one (1) higher-division player, per gender, per game;



- (iv) The higher-division player(s) must play Catcher or Right Field;
- (v) The higher-division players must bat in the bottom position(s) in the line-up;
- h) All players who are unrostered, playing up, or playing down or across as a result of the exceptions available in the lowest Minors Division must be identified to the Umpire(s) at the captains' meeting before the start of play.
- i) The rostering and playing down restrictions exist to ensure that the League complies with its insurance obligations and to promote player safety. The playing up rule exists to help teams field replacement players at late notice so as to avoid forfeits and to encourage development by allowing players to try higher division play. Any actions which breach the spirit of these rules should be brought to the Committee's attention and may be sanctioned, including by warnings or point deductions. Without limitation, such conduct may include:
 - (i) Clubs rostering top-level players to their lowest club teams at the start of the season in order to allow them to play, effectively, for two club teams for a portion of the season;
 - (ii) Teams calling on players from lower-division teams to play in priority to individuals on their own roster (especially for important late-season games); or
 - (iii) Teams calling on players from other leagues to fill in for games at an inappropriate level (eg, NSL-registered players from the Windsor League filling in for Minors teams).

8) NUMBER OF PLAYERS, SUBSTITUTIONS

- a) The minimum number of players required to start a League game is 8: 4 male and 4 female. Two automatic outs will be enforced. Teams may also start with 9 players (5 and 4). Late players may be added to the lineup as they arrive to make 5 and 5.
- b) In the event that a player sustains an injury during a game and no appropriate substitute is available, a team may replace said injured batter/base runner with a Temporary Runner, subject to the batter/base runner having reached base under his/her own power. (NOTE: Bases awarded by the umpire can be obtained by the Temporary Runner, subject to ISF Rule 9.1i.)

The following conditions apply:

- (i) Temporary Runners can be brought in at any base (ie. even if the batter-runner reaches second or third).
- (ii) The Temporary Runner must be the last available player (of the same sex as the batter/base runner) who batted before the injured runner.
- (iii) Any such use of a Temporary Runner will be outside of the official substitution rules, must be made after 'time' is called and must be announced to the opposing captain and umpires.
- (iv) This rule does not apply to any players that may choose to commence a game with pre-existing injuries, save that where multiple games are played in a single day (eg tournaments, double-headers, playoffs), players injured in earlier games may make use of the Temporary Runner in subsequent games.
- (v) The Temporary Runner may only be used for one injured player. Additional injured players should be substituted as per the official rules.



9) POSTPONEMENTS

- a) Lack of available rostered players due to work, travel difficulties, conflicting events or otherwise is not an acceptable excuse for postponing a game, except as per (e) below.
- b) If both teams agree to postpone a match because of exceptional hardship - weather, tube strikes, etc., they must inform the umpires as soon as possible.
- c) In the event of a postponement, the home team shall offer a minimum of three "free" dates (with no conflicting GLSML games or umpire duties) for the rescheduled game, all with at least one week's notice. The away team shall have the choice of one of the dates. This new date should be entered on the BSF website as soon as possible. If the original umpires cannot attend the new match date, the home team shall arrange for suitable replacements.
- d) All disputes arising over efforts to reschedule a game shall be referred to the Technical Officer.
- e) Dispensation for Teams with GB Players:
 - (i) Teams with 3 or more GB slow-pitch softball players are entitled to certain dispensation should a League game conflict with a GB scheduled event, tournament or training session;
 - (ii) Affected teams must notify their opponent at least 2 weeks in advance of their scheduled game.
 - (iii) The first course of action must be to reschedule the game, within two weeks of the originally scheduled game where possible. All attempts to replay the game must be made.
 - (iv) Only in the case that the affected team cannot play the rescheduled game for reasons not relating to GB commitments will the opposition be awarded a forfeit win.
 - (v) All affected teams must consult the League schedule as soon as it is circulated and check for any conflicts with GB events.
 - (vi) Any such occasions arising in the season should be reported to the Committee.

10) UMPIRING AND PLAYER CONDUCT

- a) Teams participating in the GLSML are expected to promote the principles of (i) respect towards umpires, and (ii) umpire development through broad participation in training and mentoring programmes.
- b) In order to qualify to officiate at GLSML games, umpires must have completed a recognised (by the Committee) umpire's course within the previous 4 years, or be certified by BASU as a currently certified umpire.
- c) All teams, except for Youth Teams and teams in their first year, must have on their register at least two qualified umpires, as outlined above. Teams in their first season must send at least one player to umpire training arranged by the Committee.
- d) The 'outsourcing' of umpiring duties to individuals or other teams is discouraged and teams that do so frequently should be reported to the Umpiring and/or Technical Officers.



- e) It is the responsibility of team Organisers to identify, on the GLSML Schedule, the games for which they are required to supply umpires.
- f) Two qualified umpires must be supplied for all games in Majors Divisions 1 and 2.. Two umpires are recommended for games in all other divisions, but only one umpire is required to be supplied.
- g) A penalty of one point will be deducted from the supplying team if the required number of umpires do not attend the game, unless the non-attendance was due to incorrect fixture information being posted on the BSF website or an unforeseen circumstance affecting the entire League. Otherwise, the penalty is applied regardless of fault.
- h) Each umpire shall be reimbursed £15 per game for their expenses, to be split between the teams. Umpires shall still be reimbursed in the event of a forfeit or rainout if they were not informed of the cancellation of the game prior to travelling to the field.
- i) Abusive, unsportsmanlike or unseemly conduct will not be tolerated in the GLSML:
 - (i) Umpires' powers and duties are set out in the Official Rule Book. Umpires have a responsibility to discharge their duties to the best of their abilities.
 - (ii) Umpires are entitled at all times to the players' respect, courtesy and appreciation of the fact that they are volunteers. Team captains/organisers should inform all new players of this expectation.
 - (iii) Incidents of umpire or player abuse, or other unsportsmanlike or unseemly conduct, are rare in the GLSML, but where they occur umpires are encouraged to respond by issuing player or team warnings in the first instance, or player ejections for repeated or egregious incidents.
 - (iv) Where a player is ejected from a team, they may not be replaced in the field or batting order, even if the team has available substitute players. Provided that the team still has at least 4 males and 4 females in the lineup, the game shall continue with an automatic out being recorded in the ejected player's spot in the batting order.
 - (v) If an ejection results in a team having fewer than 4 males and 4 females in the lineup, the game is forfeit.
 - (vi) Umpires shall report to the Committee all incidents of abusive, unsportsmanlike or unseemly conduct, whether a definite breach of the rules or not. The Committee may sanction individuals or teams for such conduct, including by way of warning, penalty point deductions, or de-registration of a player (rendering them ineligible for League play). Such decisions may be appealed to the Protests and Disputes Committee as described below.
 - (vii) Teams may report incidents of unreasonably poor or inappropriate umpiring to the Committee, which will consider if the umpire or supplying team should be provided with further instruction or guidance.



11) PROTESTS AND DISPUTES

In addition to the ISF rules regarding Protests the following regulations will govern GLSML games:

- a) Any team wishing to lodge a protest must submit a written statement of protest to the GLSML Technical Officer within seven (7) days of the protested game. Where possible, score sheets or other relevant information should support the protest.
- b) Within seven (7) days after receipt of the Protest, the Technical Officer must render a decision based on the ISF Rule Book and the GLSML Standing Orders and Regulations Governing Play and, if appropriate, in consultation with the GLSML Committee and/or after seeking appropriate input from the Umpires, teams and players involved.
- c) Where the Technical Officer has an interest in the dispute, they must appoint a suitably qualified Officer, who is independent of the dispute, to undertake the adjudication.
- d) Decisions of the Technical Officer may be appealed to a Protests and Disputes Committee by giving notice to the Technical Officer within three (3) days of communication of the initial decision.
- e) A Protests and Disputes Committee shall be convened as soon as practicably possible to hear any such appeal. This Committee shall consist of three independent, suitably qualified delegates appointed by the GLSML Committee, excluding anyone connected with the team or individuals concerned in the dispute.
- f) The Protests and Disputes Committee shall hear and adjudicate upon all questions referred to it by the Technical Officer within fourteen (14) days of referral.
- g) The decision of the Protests and Dispute Committee will be final.

12) PLAYOFFS, PROMOTION AND RELEGATION

- a) At season's end, the top two and bottom two teams in each division will be automatically promoted and relegated respectively.
- b) In the event that two or more teams tie in the standings, teams will be separated by (in order):
 - (i) head-to-head results (including forfeit wins). If 3 or more teams are tied, the head-to-head results between those teams will be pooled. Game scores are irrelevant;
 - (ii) a playoff game or (if 3 or more teams remain tied on their pooled head-to-head results) a playoff series (in a format to be determined by the Committee); or
 - (iii) coin toss.
- c) Teams can elect not to participate in a playoff game (ie forfeit) without penalty.
- d) For the avoidance of doubt, runs for/against are not used as a tie-breaker in League play
- e) All promotion playoffs must be completed prior to the GLSML's end of season awards night. Relegation playoffs may be played later.



- f) The date and venue of all playoff games are to be agreed between the captains. Failing prompt agreement, the Committee should be asked to assist and may designate a date and venue.
- g) Only rostered players who have played 3 or more games for that team during the season will be eligible to play in a playoff game. Applications for dispensation may be made in writing to the Technical Officer in advance, copying in the opposing captain.
- h) Otherwise, all playoffs shall be played under the full rules of the GLSML, unless directed otherwise by the Committee.



C) ISF RULES *NOT* ADOPTED BY GLSML

There are some ISF rules which the GLSML do not enforce. These are:

RULE 3.1 - (THE OFFICIAL BAT)

To be approved for play in the GLSML, a bat must:

1. Have a valid ASA certification mark.

AND

2. **not** appear on the ASA non-approved bat list (even though it might have a certification mark).

This is in line with the BSF's policy on Approved Bats. NOTE: further bats may be added to the ASA non-approved list over time. The current list can be viewed on the ASA website (www.asasoftball.com).

RULE 3.3 - (THE OFFICIAL SOFTBALL)

Paragraph **f** refers to an official ISF Stamp, which **is not** required by GLSML. This exception also applies to the Ball Standards as outlined in Appendix 4 of the ISF Rules.

It is *recommended* that balls have a leather cover, although synthetic covers are permitted. Balls may be white or yellow.

RULE 3.8 - (UNIFORM)

Paragraphs **a, b, c, d and e** relate to Caps, Undershirts, Pants/Sliding Pants and **do not** apply to GLSML.

Numbers and Names **are not** enforced by GLSML.

Paragraphs **f and g** refer to plaster casts and jewellery restrictions. These rules **do** apply.

RULE 4.2 - (LINE-UP CARDS AND ROSTERS)

Line up card rules **are not** enforced by the GLSML.

RULE 4.3 - (PLAYERS)

In the GLSML teams may start with 8 players (4/4 with 2 automatic outs) or 9 players (5/4 with 1 automatic out) and may add the late players to their lineup as they arrive.

RULE 4.8 - (SUBSTITUTES)

The GLSML enforces ISF Substitution rules, except where superseded by the 'Temporary Runner' rule.

(see *REGULATIONS GOVERNING PLAY 8.b.*)



D) BSF CODE OF CONDUCT

The full version of the BSF Code of Conduct is available from the BSF Website (www.britishsoftball.org).

Preamble

Individual players, officials, members, coaches and managers of teams, tournament organisers and participants, league organisers and participants and regional organisers and participants who are affiliated with or are part of ("Participants") the British Softball Federation ("BSF") are responsible for maintaining and enhancing the reputation of Softball in the UK and internationally. The BSF is responsible for setting standards of acceptable conduct and making provision for situations that prejudice the good standing of the sport. Recognition of this authority and compliance with this Code of Conduct ("BSF Code") is a condition of membership of the BSF and its component teams and leagues.

This BSF Code establishes standards of conduct, enumerates offences and penalties, provides for a process of disciplinary hearings and sets out avenues of appeal. Teams, tournaments, leagues and regions are encouraged to adopt similar procedures so as to develop a consistent approach nation-wide. The BSF recognises the right of such bodies to regulate the conduct of their members and events, and to levy penalties within their level of influence: it is recommended that they include a statement of such authority within their Constitutions.

Tournaments may apply their own playing rules but it is recommended they adopt a disciplinary code appropriate to a league.

The BSF acknowledges the assistance of members and regional bodies, and other sports' governing bodies, in the preparation of this BSF Code.

Every Participant that engages in a BSF sponsored or related activity is subject to this BSF Code.



E) Version Control

For purposes of version control and tracking, the following outlines recent changes to the Constitution and Standing Orders.

1) Changes in 2007

- a) Changes to Standing Orders
 - (i) Creation of a Development Officer role (Section 1)
 - (ii) Clarification of Technical Officer role (Section 1)
 - (iii) Registration and rostering clarifications (Sections 2.e, 2.f, 5.d and 7.h).
 - (iv) Changes to umpire reimbursements (Section 3.e).
 - (v) Clarifications regarding incomplete games (Sections 6.f, 6.g, 6.h).
- b) Changes to Rules Governing Play
 - (i) None
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) None

2) Changes in 2008

- a) Changes to Standing Orders
 - (i) Pitch allocation conflicts (Creation of Section 2.b.i.)
 - (ii) Revisions to the "Playing Up" rule (Section 5.c, including the creation of sections 5.c.i, 5.c.ii and 5.c.iii)
- b) Changes to Rules Governing Play
 - (i) None
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) None

3) Changes in 2009

- a) Changes to Standing Orders
 - (i) None
- b) Changes to Rules Governing Play
 - (i) None
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) None



4) Changes in 2010

- a) Changes to Standing Orders
 - (i) New requirement for teams to state BSF grade at time of registration, to enable placement into Majors or Minors (Section 2.a.v.)
 - (ii) Exceptions added to the "playing down" rule to allow for development (Revisions to Section 5.c.ii and creation of Sections 2.c.i. – 2.c.vii. and Section 5.c.iv.)
- b) Changes to Regulations Governing Play
 - (i) Revision to points system as per the AGM / committee changes implemented in 2009 via the BSUK website (Section 1.g.)
 - (ii) New clauses added to the Playoffs section to clarify the regulations of movement of teams between Majors and Minors (Creation of Sections 4.a.i, 4.a.ii. and 4.b.i.; 2016 - moved to Standing Orders)
 - (iii) Section C.4 "PLAYOFFS" renamed as "PLAYOFFS, PROMOTION AND RELEGATION"
 - (iv) Updated "temporary runner" clause (C.8.b).
 - (v) Miscellaneous changes throughout this section to clarify grammar or other areas that had previously been misinterpreted.
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) Inclusion of clarifications regarding official bats (Rule 3.1)
 - (ii) Clarification of Player requirements (Rule 4.3)

5) Changes in 2011

No changes

6) Changes in 2012

- a) Changes to Standing Orders
 - (i) None
- b) Changes to Rules Governing Play
 - (i) Change of tie-break rules in the event of a points tie.
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) None

7) Changes in 2013

No changes



8) Changes in 2014

- a) Changes to Standing Orders
 - (i) Addition of Umpiring Officer role to list of Committee Members (Section 1).
 - (ii) Clarification of season mid-point (Section 2.d.i).
 - (iii) Clarification of rules regarding playing for other teams; including addition of clause related to 'playing across' for Minors 3 players (Section 5.c).
 - (iv) Deletion of duplicate rule regarding 7-day registration grace period (Section 5d).
 - (v) Miscellaneous re-wording for clarification.
- b) Changes to Regulations Governing Play
 - (i) Revision to rule regarding umpire eligibility, increasing the minimum training period to four years (Section 3.a).
 - (ii) Clarification of head-to-head tie break situation at the end of the season (Section 4.d).
 - (iii) Addition of wording to establish umpire entitlement to funds in the case of a late postponement (Section 6.b).
 - (iv) Amendment of ball standards to allow for usage of ASA 52/300 balls (Section 8.a).
 - (v) Miscellaneous re-wording for clarification.
- c) Changes to ISF RULES: rules not adopted by GLSML
 - (i) Amended rule to allow for new ASA certification mark (Section 3.1).

9) Changes in 2016

- a) Changes to Standing Orders
 - (i) Amended Officer role descriptions (section 1).
 - (ii) Added language regarding League structure, confirming 'B' Grade status of all teams in GLSML Majors, and evaluation process for new Majors teams (section 2).
- b) Changes to Regulations Governing Play
 - (i) General tidy up of structure and language to minimise duplication/confusion.
 - (ii) Made 11" balls mandatory, while permitting females to elect to hit 12" if notified before the game (sections 2 and 8).
 - (iii) Added additional penalty point for late-season forfeits.
 - (iv) Clarified rostering rules for new players, non-GLSML players and playoff games.
 - (v) Clarified rules regarding umpire training, non-attendance, abusive conduct and ejections (section 10).