



Toronto Mutual Fund Softball League

Special Operating Rules – 2017

Version 12.0

Document and Contact Information

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About the Toronto Mutual Fund Softball League ("TMFSL")

The Toronto Mutual Fund Softball League ("TMFSL") is a non-profit organization based in the City of Toronto. The league strives to actively promote and offer a recreational source of co-ed slo-pitch softball to employees of Mutual Fund and other Financial Services organizations throughout the City of Toronto and its immediate surrounding municipalities.

In existence since 1991, the league has grown to host 28 teams through a full schedule of Regular Season and Playoff games between the months of May and September each year.

The TMFSL operates with a volunteer staff of league Executive, Captains and Assistant Captains representing over 500 players from the Greater Toronto Area (GTA).

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1 Introduction

Changes to the TMFSL Special Operating Rules for the 2017 season (as compared to the most recently published version of this document) are highlighted in yellow.

The playing rules for all Toronto Mutual Fund Softball League ("TMFSL") games shall be the 2017 Softball Canada Rules, including the modifications as noted in the 2017 Slo-Pitch Ontario Association ("SPOA") Playing Procedures, with the exceptions as designated in these TMFSL Special Operating Rules ("SOR"). The following Special Operating Rules do not constitute the rules of the game but simply list the special TMFSL rule differences.

Any Official Game Protest must refer to **both** this document **and** the official Softball Canada playing rules.

The masculine form of personal pronouns is used to increase readability, but represents both male and female.

2 Player Eligibility – Team Rosters

A Team Roster, must be registered with the league prior to Opening Day, and shall not exceed a maximum of 30 individuals. No **deletions or substitutions** are allowed to the 30-player roster for the entire season, except at the discretion of the Commissioner, Director of Playoffs & Officiating or President, as warranted for special circumstances. Player **additions** are permitted up to the end of the 6th week following Opening Day (i.e. 5:00pm on the Friday which falls six weeks after Opening Day). Only registered players, with a current TMFSL ID number, are permitted to participate in this league.

Players must be 18 years of age or older. At any given time, at least 75% of the roster must consist of individuals employed by the company. Clarification: If a team roster consists of 20 players, at least 15 of them must be employed by the company. If a team roster consists of 30 players, at least 23 of them must be employed by the company. Exceptions to this rule are made for TMFSL alumni.

Team Captains are encouraged to print out a copy of their own Team Roster and the opposing Team Roster on the day of the game in order to have up-to-date roster information (including TMFSL ID numbers). This information is available online at www.tmfsl.com in the Captain's Section.

Players may be requested to provide proof of identity. Sufficient proof of identity is considered to be one government-issued piece of photo identification bearing the player's name. The identification should be recent with the player's current name as used on the Team Roster. Only Captains, Assistant Captains or (in the Playoffs) league Umpires present at a game may check identification without protest.

Teams may request an opposing player's proof of identity any time during a game – from the time the game is scheduled to be played until the time at which the last player exits the playing field. For this purpose, the "playing field" shall include all fair territory for the diamond in question; including dugouts.

Teams may protest the eligibility of a player up to 24 hours after a game if the player used in a game is later determined to have been not listed or registered on the opposing team's roster at the time of the game.

If a player is unable to produce photo ID when requested, the player is entitled to leave the playing field to produce the required photo ID. In this circumstance, the player will be skipped in the batting lineup until he/she returns with appropriate photo ID. If a participating player is unable to produce photo ID, his/her team will lose by forfeit.

In the event that a team is found to have used an illegal player for a game, the Captain and/or Assistant Captain may face a minimum three (3) game suspension to be determined at the league's discretion.

A player may be registered with only one (1) team in the TMFSL each season. This prevents any conflict of interest between teams, divisions or companies.

3 Game Schedule

All games must be played according to the league schedule. Games are scheduled Monday through Thursday, with a 6:30pm, 7:00pm, 8:00pm, 8:30pm or 9:00pm start time. All games must start promptly at the scheduled time. Games may be delayed up to a maximum of 15 minutes, provided both Captains and/or Assistant Captains agree to this before the game's scheduled start time; after which time, the game will be declared forfeited by any team that does not have the minimum number of players present to start a game. A game will be declared NULL, and will be reflected in the standings as an unplayed game (no wins, ties, losses, points, runs for and runs against awarded and no credit for player participation), if both teams have to forfeit. A game may also be declared NULL, at the discretion of the league, if a team defaults eligibility for the season after the schedule has been published.

Both Team Captains (and/or Assistants) have the option to agree, mutually, to change the date of a regularly scheduled game, provided that the game is rescheduled with the league (scheduling@tmfsl.com) at least two weeks before the set game date. For a game to be considered rescheduled, the league must be notified at least two weeks before the original game date, and must be reflected in a revised game schedule. The two week timeline is a courtesy which allows the diamond allocated to the original date to be made available for other games.

There is no obligation for a team's Captain and/or Assistant Captain to agree to a game reschedule if requested by the opposing team's Captain and/or Assistant Captain; however, in the interest of sportsmanship, it's expected that teams will do their best to accommodate such a request to the mutual benefit of both teams.

In special circumstances, a team Captain and/or Assistant Captain may request a game reschedule up to 48 hours before the originally scheduled game date and time. It would continue to be at the discretion of the Captain/Assistant of the requested team as to whether or not he/she chooses to accept the reschedule request as stated above. If a game is rescheduled to the mutual agreement of both teams within two weeks of the originally scheduled game date and time, it is up to the Captain or Assistant Captain of the team requesting the reschedule to ensure that an appropriate diamond is located and communicated both to the league and the opposing team. The league is not responsible for the costs of permits and/or insurance associated with the alternate diamond.

If a team defaults more than two games during the Regular Season, said team is ineligible to participate in the Playoffs, regardless of its position in the Final Standings.

4 Playing Field & Equipment

The SPOA strike mat amendment will not apply.

The Home Team is responsible for supplying the following equipment:

- A league-approved diamond, unless a permitted diamond was allocated for that game
- Bases, including a safety base or equivalent for 1st base, set 65 feet apart
- Spikes to anchor each base securely (including two spikes for 1st base)
- Home plate as provided by the TMFSL to each Captain at the start of the season
- A new 12" .47 max C.O.R. Softball Canada approved softball as provided by the TMFSL prior to the start of the season

Failure to meet these requirements will forfeit home field advantage to the opposing team. Failure of BOTH teams to meet these equipment requirements will result in the declaration of a NULL game.

Ground Rules establishing the limits of the playing field may be mutually agreed upon by opposing teams (by mutual decision of both Team Captains and/or Assistants), prior to the start of the game, whenever backstops, fences, stands, vehicles, spectators or other obstructions are within the prescribed playing area.

5 Fitness of Grounds

Only the designated Team Captains (or Assistants) for each team may decide the fitness of the playing field for a game. The decision to postpone and reschedule a game due to the fitness of the grounds and/or adverse weather conditions can **only** be determined **at the designated game time and location**.

Both teams must be present at the scheduled diamond at the scheduled game time with at least a minimum legal roster in order to declare the fitness of the grounds and/or adverse weather conditions. Failure to have a minimum legal roster at the diamond at the scheduled game time will result in a default for the team in question.

If a mutual decision has not been reached by both Team Captains (and/or Assistants) regarding the fitness of grounds, each team must have the required number of players present at the field at the scheduled game start time. Effect: teams are at risk of forfeiture if they do not have the minimum number of required players to start a game at the scheduled game start time.

In the Playoffs, the Umpire will be the sole decision-maker with respect to the fitness of grounds and the decision whether or not to reschedule a game due to these conditions.

If inclement weather or fitness of grounds deems a game in progress as unplayable, as mutually agreed upon by both Team Captains and/or Assistant Captains, then that game is declared official after five (5) complete innings and the score at that time will stand. If five (5) complete innings have not yet been played, then the game will be declared "not played" and will be rescheduled as a new game (i.e. scores/rosters/etc will not be carried over).

6 Player Requirements

The SPOA amendment requiring an equal number of male and female players will not apply. A team must have the required minimum number of players, as outlined below, present to start or continue a game.

GAME ROSTERS

Team Captains and/or Assistants are required to fill out a Game Roster (see Appendix A) including player names and TMFSL ID#'s to be provided to the opposing Team Captain and/or Assistant.

Players must participate in, and receive credit for, at least six (6) Regular Season games in order to be eligible to participate in the Playoffs.

Team Captains and/or Assistant Captains **must** submit the **opposing team's Game Roster** via the Captain's Section of the TMFSL website no more than 48 hours after the completion of a game to ensure that opposing team players are credited for games played during the season. Failure to submit the opposing team's Game Roster within 48 hours may result in the league deducting credit for that game from the team which fails to submit the opposing team's Game Roster.

A minimum team's Game Roster must consist of at least four (4) male and/or four (4) female players present at the diamond at the scheduled game date and time in order to avoid default of the game.

A full (ideal) roster consists of at least five (5) male and five (5) female players and no more than 14 male and/or 14 female players.

In any given inning, a team playing defense may field a maximum of five (5) male and five (5) female players, in the following ten defensive positions: catcher, first base, second base, third base, shortstop, left fielder, center fielder, right fielder, left rover, and right rover. Each player listed on the Game Roster must play defense for at least one (1) inning.

3-PLAYER RULE EXCEPTION

The exception to the preceding three (3) paragraphs is stated below with a special "3-Player Rule":

- if a team has only three (3) male **or** three (3) female players available for a game, the game can take place, with the following provisions:
 - the team must take an automatic out in the batting position of the would-be 4th **male** player
 - no automatic out is applied if only three (3) females are available
 - the five (5) player maximum per gender rule is still in effect for defensive fielding (i.e. if a team has seven (7) male players and three (3) female players on the Game Roster, only five (5) male players and three (3) female players can play defense in any given inning)
 - this "3-Player Rule" can be used during both the Regular Season and the Playoffs. This is a contingency rule to limit the number of default games during the season and is meant to protect teams from smaller companies. As with all rules, it is meant to be used in the spirit of competition and not to be abused.

BATTING LINEUP

The Game Roster will consist of an absolute minimum of seven (7) batting positions (three of one gender and four of the other), under the following conditions and restrictions (and detailed in Appendix A):

- the actual physical batting order must always alternate between male and female players
- with an uneven ratio of male to female players, the male lineup and the female lineup should be listed in separate rosters and alternated between gender until each lineup is exhausted; after which, the lineup for that gender begins again at the top
- male rosters shall include only male players and female rosters shall include only female players
- a player may be listed on the Game Roster only once
- all players for a game must be listed on the Game Roster and provided to the opposing team Captain and/or Assistant Captain
- no changes or additions may be made to the Game Roster after the game has begun
- any player expected to arrive late must still be listed on the Game Roster and has until the end of the 3rd inning to arrive. If a player does not arrive, and/or is not ready to play, before the start of the 4th inning, that player may be skipped over or removed from the Game Roster without penalty. The next player, of the same gender, on the Game Roster is due up to bat.
- if a batting position is vacated due to an injury or ejection, then that position will be skipped over without additional penalty, and the next player, of the same gender, is due up to bat

7 Pitching, Hitting and Fielding

Teams pitch to their own team. Walking a batter does not apply in this league.

A ball hit a distance of less than 50 feet from home plate (as demarcated by an imaginary line between first base and third base), is considered to be a foul ball.

If a ball is in motion and is touched (intentionally or not) by a defensive player, whether or not it has crossed this imaginary 50 foot line, it is considered to be in play.

If a ball crosses the 50 foot line and rolls back to a stop **behind** the 50 foot line without being touched by a defensive player, it is considered to be a foul ball.

If a ball hits the pitcher, it is considered to be a foul ball, given that the pitcher makes a reasonable attempt to avoid contact with the ball.

If a pitcher deliberately makes contact with a ball that is hit into play, the batter is declared out and no runners advance.

Each batter is allowed 4 pitches or 3 strikes - whichever comes first. A batter must swing at a pitch and either miss completely or hit it foul (including a foul tip) for it to be considered a strike.

A foul ball counts as a strike except when there are two strikes.

A "tip" foul ball must exceed 10 feet, in height, before catching it results in an out.

Hits should be considered fair until called foul by the umpire.

Infielders cannot position themselves or move to be inside the baseline (Respect Line) before the ball is hit or crosses the plate, at risk of encroachment. An infielder must start outside the baseline; once the ball is hit or crosses the plate, he/she may charge in. Encroachment results in the batter being declared safe at 1st base. Any other runners on base at the time will advance one (1) base as dictated by a force play.

Once an inning begins, defensive players may not switch positions (i.e. an outfielder cannot change places with any infield position, etc).

Any defensive player is eligible to attempt to throw out a batter advancing to 1st base. In this, as in all defensive plays, players are expected to avoid throws in dangerous situations and exhibit respect for their opponents.

Batting helmets are not mandatory in the TMFSL but are encouraged, at the discretion of any individual player, to provide for his/her safety. Players are responsible for providing their own batting helmets.

8 Base-running

Lead-offs are not allowed. One foot must be on the bag at all times, until the pitch crosses the plate or the batter has made contact with the pitch.

Sliding is only allowed at 2nd or 3rd base. If a player, traveling from home plate slides into 1st base or traveling from 3rd base slides past the safe line at home plate, he/she will be declared out. A runner heading toward 2nd base is permitted to slide back into 1st base with no penalty. Similarly, a runner heading toward home plate is permitted to slide back into 3rd base with no penalty.

The base runner must cross the Safe Line (a demarcation from the tip of home plate closest to 3rd base, made perpendicular to the line from 3rd base to home plate) to score a run. The runner must make contact with the ground beyond the Safe Line to have considered to cross this Safe Line (i.e. "breaking the plane" does not constitute a scored run).

A Commitment Line (a line perpendicular to the line from 3rd base to home plate) shall be made halfway between home plate and 3rd base. Any runner that crosses this Commitment Line may not return to 3rd base and must continue to cross the Safe Line.

A runner is out if he/she touches home plate whether or not a play is being made. A runner is not out if the plate is touched in an attempt to avoid a collision. The runner must make every effort to avoid colliding with the catcher at all times. Any collision that is not the result of interference by the catcher will result in an out. If the catcher deliberately interferes with the runner, the runner is declared safe.

In order for a runner to be declared out at the plate, a defensive player must have possession of the ball and must be stepping on home plate before the runner crosses the Safe Line as previously described. A defensive player may, in a run down between 3rd base and the Commitment Line, attempt to tag the runner out. A defensive player must not attempt to tag the runner at any time in the area between the Commitment Line and home plate (or the Safe Line).

9 Mercy Rule

A seven (7) run Mercy Rule applies to innings one (1) through five (5). No Mercy Rule applies to innings thereafter.

A team shall be declared the winner if they are 15 or more runs ahead of the opposition after five (5) complete innings if they are the visiting team or after the completion of four and one half innings (4.5) if they are the home team. A team may voluntarily withdraw from the game, without penalty of default, if they are losing by 15 or more runs any time after the completion of four (4) innings (three and one half innings (3.5) if they are the home team).

10 Courtesy Runner

A Courtesy Runner may be used only after the batter has reached 1st base safely. The Courtesy Runner will be the last male batter out for a male runner or the last female batter out for a female runner. A Courtesy Runner may be used only three (3) times per game per team encompassing both genders.

11 Umpires

During the Regular Season, the offensive team must supply a 1st base and 3rd base coach, who will also make the following calls:

- Lead offs (either base coach)
- Foul balls related to 1st base line (made by 1st base coach)
- Foul balls related to 3rd base line (made by 3rd base coach)
- Foul balls related to [Section 7](#) (made by 1st base coach)
- Calls at 1st base and Home (made by 1st base coach)
- Calls at 2nd base and 3rd (made by 3rd base coach)
- Encroachment of the 2nd to 3rd base line by a defensive player (made by 3rd base coach)
- Encroachment of the 1st to 2nd baseline by a defensive player (made by 1st base coach)

During the Playoffs, league-sanctioned Umpires will be used. The Umpire's calls will be deemed official. All calls must be made quickly and loud enough for players to hear.

12 Game Score Sheets

Each team is responsible for retaining a copy of each game's score sheet, until the Regular Season and Playoffs are completed, and must provide a copy to the league upon request. Failure to provide the game score sheet, upon request, may result in the nullification or forfeiture of that game.

Each team must submit the opposing team's roster to the league via the Captain's Section of the TMFSL website (or as otherwise instructed by the league), within 48 hours of the game. Either team must also submit the game score, via the Captain's Section of the TMFSL website (or as otherwise instructed by the league), within 48 hours of the game. Failure to submit the opposing team's roster or game score, within the allotted time, may result in the cancellation of any points awarded, and affected players will not be recognized as having played that game (which may affect Playoff eligibility).

Points are awarded as follows:

Win	2 Points
Loss	0 Points
Tie	1 Point
Default	0 Points
Null	0 Points

Tie games are possible during the Regular Season. Both Team Captains/Assistants may, at their discretion based on time/conditions, mutually agree to continue into extra innings. The terms and conditions of this should be clearly defined (i.e. a set number of extra innings or sudden-death). Extra innings are subject to permit time allocations.

Extra innings will be played during the Playoffs to determine a winner of each game. Softball Canada's Tie-breaker rule applies at the top of the 8th inning of Playoff games.

A team is awarded +7 runs (7-0) for a victory by default/forfeit.

A team winning by default/forfeit will have all of the players on their Team Roster as at the date of the game in question recorded as played, while a team losing by default will not receive credit for any players on their Team Roster for the game in question. A null game will result in no players from either team receiving credit for having played.

13 Official Game Protests

All disputes will be governed according to SPOA and/or Softball Canada Rules, with reference to these TMFSL Special Operating Rules as required.

Protests shall not be received or considered if they are based solely on a decision involving the accuracy of judgment on the part of the umpire/official.

Protests can only be conducted by the Team Captain (or Assistant Captain) present for that game. All other players should direct any protest, during the game, to their Team Captain (or Assistant Captain), who will discuss the matter with the opposing Team Captain (or Assistant Captain).

Official Game Protests should be directed via email to the following TMFSL Executive:

- League Commissioner (commissioner@tmfsl.com)
- Director, Officiating & Playoffs (director@tmfsl.com)
- President (president@tmfsl.com)

GAME PROTEST FORMAT

1. Stop the game. CAPTAIN or ASSISTANT CAPTAIN ONLY.
2. Captain A informs Captain B that game is being protested.
3. Captain A provides reason why game is being protested.
4. Both Captains make note of score and inning.
5. Both Captains make note of batter at plate.
6. Both Captains make note of number of balls, strikes and outs.
7. Both Captains make note of runners on base.
8. Finish game.
9. Captain A provides \$25 cheque or cash to league official (in person or by mail)
10. League Commissioner will conduct investigation with both teams and will make ruling. ALL RULINGS AS DECLARED BY THE LEAGUE COMMISSIONER ARE FINAL.
11. If Team A wins protest, \$25 will be refunded.

14 Penalties & Suspensions

SPOA guidelines will apply for this section.

Judgment of the League Commissioner, Director Officiating & Playoffs or President is final and without appeal.

Appendix A – Game Roster Tutorial

Game Rosters (player names and TMFSL ID#'s) should be listed for each game and provided to the opposing Team Captain and/or Assistant Captain using the TMFSL ScoreSheet as found on the TMFSL website (www.tmfsl.com).

SCENARIO 1 – EVEN RATIO OF MALE-TO-FEMALE (7 OR FEWER) PLAYERS

This scenario illustrates a team that has the minimum of four (4) male and four (4) female players, alternating turns at bat throughout the game. ***This scenario applies seven (7) or fewer players in an Even Ratio of Male-to-Female Players.***

The Game Roster (sample shown below) must be provided to the opposing Team Captain or Assistant Captain. A copy of this Game Roster can also be used to keep track of score for your team.

Toronto Mutual Fund Softball League								
Home Team Team A				Away Team Team B				Date
								mm/dd
TMFSL ID#	Player	Pos	1	2	3	4	5	
1	2008018	Cameron Diaz	◇	◇	◇	◇	◇	
2	2008003	Harrison Ford	◇	◇	◇	◇	◇	
3	2008020	Drew Barrymore	◇	◇	◇	◇	◇	
4	2008001	Johnny Depp	◇	◇	◇	◇	◇	
5	2008002	Jennifer Aniston	◇	◇	◇	◇	◇	
6	2008013	George Clooney	◇	◇	◇	◇	◇	
7	2008006	Demi Moore	◇	◇	◇	◇	◇	
8	2008023	Matt Damon	◇	◇	◇	◇	◇	
9			◇	◇	◇	◇	◇	

▪ **Figure I – Sample GAME & SCOREKEEPING Roster (Even Ratio of Male-to-Female Players)**

SCENARIO 2 – UNEVEN RATIO OF MALE-TO-FEMALE (7 OR FEWER) PLAYERS

This scenario illustrates a team that has the **absolute** minimum of three (3) male and four (4) female players (although the reverse could be true with three female players and four male players¹). ***This scenario applies to seven (7) or fewer players in an Uneven Ratio of Male-to-Female Players.***

The Game Roster (sample shown below) must be provided to the opposing Team Captain or Assistant Captain.

Toronto Mutual Fund Softball League								
Home Team			Away Team			Date		
Team A			Team B			mm/dd/yy		
	TMFSL ID#	Player	Pos	1	2	3	4	5
1	2008018	Cameron Diaz		◇	◇	◇	◇	◇
2	2008003	Harrison Ford		◇	◇	◇	◇	◇
3	2008020	Drew Barrymore		◇	◇	◇	◇	◇
4	2008001	Johnny Depp		◇	◇	◇	◇	◇
5	2008002	Jennifer Aniston		◇	◇	◇	◇	◇
6	2008013	George Clooney		◇	◇	◇	◇	◇
7	2008006	Demi Moore		◇	◇	◇	◇	◇
8				◇	◇	◇	◇	◇

▪ **Figure II – Sample GAME Roster (Uneven Ratio of Male-to-Female Players)**

For scorekeeping purposes, in **any** Uneven Ratio of Male-to-Female Players scenario, it is generally easiest to keep track of your own team’s ScoreSheet by:

- (a) Using generic placeholders to identify which *gender* is at-bat in any given inning (Figure III); and,
- (b) Listing all male and female players separately on the back of the ScoreSheet to keep track of specific turns at bat (Figure IV)

The above method of scorekeeping when faced with an Uneven Ratio of Male-to-Female Players scenario is illustrated through Figures III and IV on the following page:

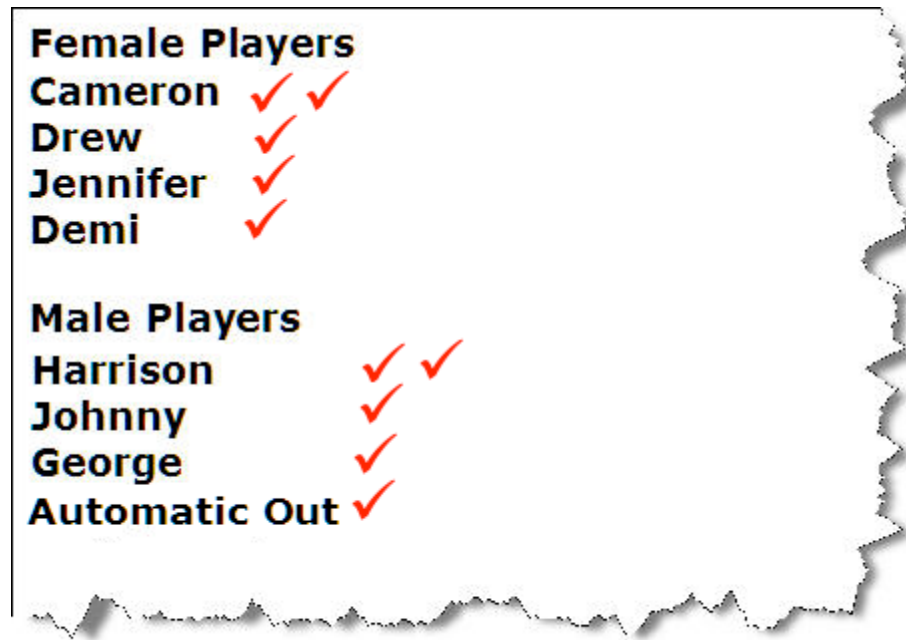
¹ Note that when using the 3-Player Rule, an Automatic Out only applies in cases where only three (3) male players are present

(a) Use *generic* placeholders for genders as in Figure III below, referencing the specific player on a separate list as in Figure IV to rotate male and female batters while keeping score across innings as follows with this sample scoresheet:

Toronto Mutual Fund Softball League									
Home Team Team A			Away Team Team B			Date mm/dd/yyyy			
TMFSL ID#	Player	Pos	1	2	3	4	5	6	
1	FEMALE		◇	◇	◇	◇	◇	◇	
2	MALE		✕	◇	◇	◇	◇	◇	
3	FEMALE		◇	◇	◇	◇	◇	◇	
4	MALE		✕	◇	◇	◇	◇	◇	
5	FEMALE		✕	◇	◇	◇	◇	◇	
6	MALE		◇	◇	◇	◇	◇	◇	
7	FEMALE		◇	◇	◇	◇	◇	◇	
8	MALE		◇	✕	◇	◇	◇	◇	
9	FEMALE		◇	✕	◇	◇	◇	◇	
10	MALE		◇	✕	◇	◇	◇	◇	
11	FEMALE		◇	◇	◇	◇	◇	◇	
12	MALE		◇	◇	◇	◇	◇	◇	
13	FEMALE		◇	◇	◇	◇	◇	◇	
14	MALE		◇	◇	◇	◇	◇	◇	
Final Score		R							
		H							

▪ **Figure III – Sample SCOREKEEPING Roster (Uneven Ratio of Male-to-Female Players)**

(b) Keep a separate list (on the back of the scoresheet, for example) as in Figure IV below, of the male and female batters that were identified on the Game Roster in Figure II, to track each player's turn at bat (rotating male and female players) as shown in Figure III:



Female Players	
Cameron	✓ ✓
Drew	✓ ✓
Jennifer	✓ ✓
Demi	✓ ✓
Male Players	
Harrison	✓ ✓
Johnny	✓ ✓
George	✓ ✓
Automatic Out	✓ ✓

▪ **Figure IV - Sample SCOREKEEPING Player List (Uneven Ratio of Male-to-Female Players)**

*Note that the Automatic Out listed in the above sample only applies if the 3-Player Rule is in effect for male players. It does **not** apply if only three (3) females are present for a game as outlined in [Section 6 – Player Requirements](#).*

SCENARIO 3 – MORE THAN SEVEN (7) PLAYERS OF EITHER GENDER

This scenario illustrates a team that has more than seven (7) players of either gender present to participate in a game. ***This scenario applies to any number of players, greater than seven, for either gender, in either an Even or Uneven Ratio of Male-to-Female Players.***

Toronto Mutual Fund Softball League								
Home Team			Away Team			Date		
Team A			Team B			mm/dd/y		
	TMFSL ID#	Player	Pos	1	2	3	4	5
1	2008018	Cameron Diaz		◇	◇	◇	◇	◇
	2008004	Courtney Cox						
2	2008003	Harrison Ford		◇	◇	◇	◇	◇
	2008019	Ashton Kutcher						
3	2008020	Drew Barrymore		◇	◇	◇	◇	◇
	2008012	Christina Aguilera						
4	2008001	Johnny Depp		◇	◇	◇	◇	◇
5	2008002	Jennifer Aniston		◇	◇	◇	◇	◇
6	2008013	George Clooney		◇	◇	◇	◇	◇
7	2008006	Demi Moore		◇	◇	◇	◇	◇
8	2008011	Kevin Bacon		◇	◇	◇	◇	◇
9	2008022	Julia Roberts		◇	◇	◇	◇	◇
10	2008021	Woody Harrelson		◇	◇	◇	◇	◇
11	2008008	Angelina Jolie		◇	◇	◇	◇	◇
12				◇	◇	◇	◇	◇
13	2008017	Owen Wilson		◇	◇	◇	◇	◇
14	2008024	Lucy Liu		◇	◇	◇	◇	◇
Final Score			R					
	Team A		H					
	Team B							

▪ **Figure V - Sample GAME Roster (More Than Seven Players of One or Both Genders)**

Figure V illustrates the Game Roster where there are more than seven (7) players from either one or both genders. Players are listed to occupy the 14 positions on the Game Roster, doubling up players of the same gender to accommodate those beyond the 7th player for either gender.

The Game Roster (sample, as in Figure V) must be provided to the opposing Team Captain or Assistant Captain.

For scorekeeping purposes with any number of players, greater than seven, for either gender, in either an Even or Uneven Ratio of Male-to-Female Players, it is generally easiest to follow the same process as outlined in Scenario 2:

- (a) Using generic placeholders to identify which *gender* is at-bat in any given inning (Figure III); and,
- (b) Listing all male and female players separately on the back of the ScoreSheet to keep track of specific turns at bat (Figure IV)