

Scarborough Anglican Youth Ministry

SOFTBALL RULES & REGULATIONS

Version 5.1
Revised May 14, 2018

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Revision History

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1.0	Unknown	Unknown	Original Document
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4.0	April 2017	Unknown	Language added to require a minimum of two females in the field
5.0	May 12, 2018	Randy McCarnen	Clean up document formatting Added Revision History Included updated Legal Bat information in Section 3.3 Added "Yellow" to softballs information in Section 3.4
5.1	May 14, 2018	Randy McCarnen	Removed "Grey Dot" softballs from Section 3.4 leaving only "Hot Dot" softballs.

Section 1: Objectives of the SAYM Softball League

1. The league is designed to provide Christian interaction between the Anglican youth and parishes of Scarborough.
2. The objectives of the league are three-fold:
 - a. To provide Christian fellowship,
 - b. To provide the opportunity to meet new friends, and
 - c. To have fun.

Section 2: Rosters and Eligibility

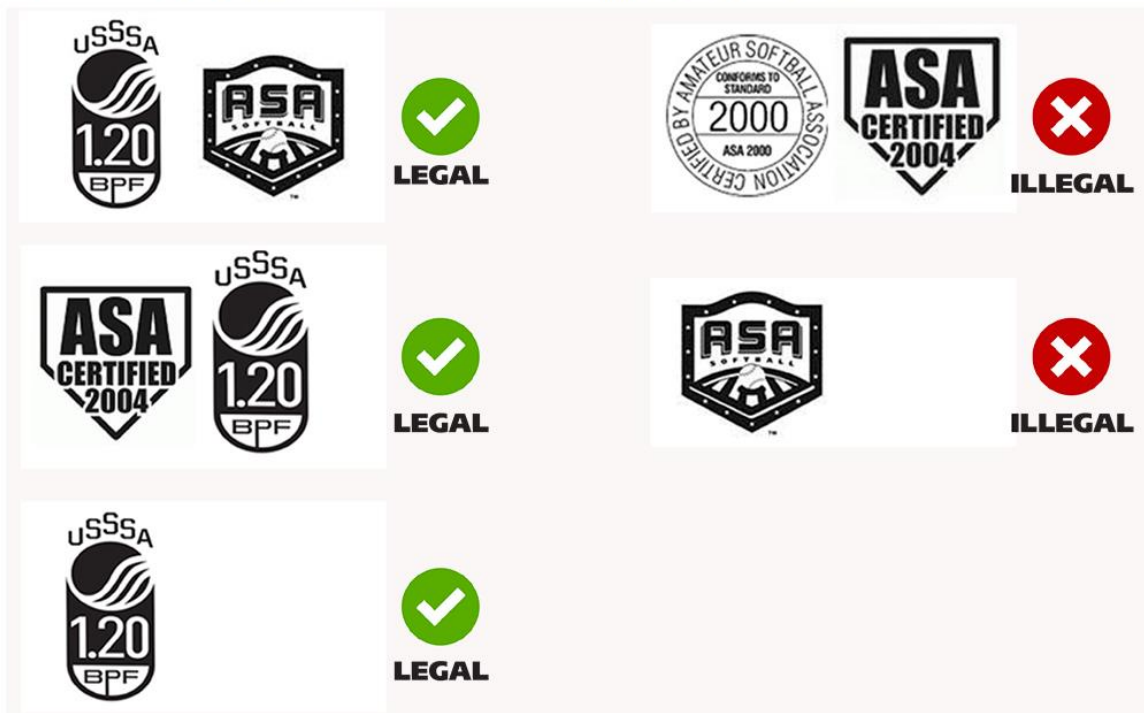
1. Ages:
 - a. All players must be at least thirteen (13) years old, and
 - b. All players under the age of eighteen (18) must have signed parental consent.
2. Eligibility:
 - a. Players must be members of:
 - i. The parish, or
 - ii. The Server's Guild, or
 - iii. The Youth Group.
 - d. Coaches:
 - i. Must be an adult over eighteen (18) years of age, and
 - ii. Each team is required to have two (2) coaches.
 - e. Tournament Eligibility:
 - i. In order to be eligible for the year end tournament, players must have participated in a minimum of five (5) regular season games.
 - ii. If a team has had games schedules on two (2) or more occasions that are rained out during the regular season, the minimum number of games required to qualify for play in the year end tournament may be reduced to four (4) games at the discretion of the SAYM Steering Committee, and will be decided during the regular season. The minimum number of games required may vary from year to year.

Section 3: Pre-Game Preparations & Equipment

1. Both teams are responsible for providing bases, bats, balls, gloves, and pylons for each regular season league game. All teams are required to have bases and pylons available for setup and use during the year-end tournament.
2. Additional equipment:
 - a. Each team is required to have a first aid kit readily available at every game, which must include an ice pack,
 - b. Each team's first base must have a safety base,
 - c. All bases must have two (2) spikes holding them down,
 - d. Any player at any position, may wear any type of baseball glove,
 - e. Batting helmets are highly recommended for all players, but optional for players 18 years of older. Players under 18 years of age must wear an approved batting helmet when batting and at all times when running the bases.
3. Only approved softball bats may be used. Any player using a non-approved bat will be called out and any base runners shall return to the base they were on prior to the non-approved bat being used. Approved softball bats include:
 - a. Traditional wooden and single wall aluminum bats

- b. Composite bats manufactured before 2000 without any ASA markings which align with current bat standards as determined by the SAYM Steering Committee,
- c. Approved composite bats will include the following seals as shown below:
(online at <http://slo-pitch.com/en/content/slo-pitch-national-bat-policy-0>)

For the 2018 SPN National Championships all legal bats will have the USSSA compliance mark as pictured below:



- 4. Softballs must be made from stitched cowhide and be twelve (12) inches in circumference.
 - a. Only Optic Yellow SPN Hot-Dot balls are to be used for all games.
 - b. Only Optic Yellow SPN Hot-Dot balls will be used during the year-end tournament unless an alternate is agreed to by the SAYM Steering Committee prior to the tournament.
 - c. Rubber covered balls and fastballs are not allowed.
- 5. Footwear:
 - a. Socks and/or bare feet are not allowed.
 - b. Cleat shoes of metal or plastic of any type are not to be worn during any game, including the year-end tournament. Rulings, if required, will be made upon the inspection of a coach from each team.
 - c. One-piece rubber-soled (including turf or athletic training) shoes are acceptable.
- 6. Location of bases and the pitcher's mound:
 - a. Base paths must be eighteen (18) paces or fifty-four (54) feet in length.
 - b. The pitcher's 'mound' will be nine (9) paces or twenty-seven (27) feet from home plate.
- 7. Teams should plan to arrive at the field by 6:45pm so that games may start by 7:00pm, or earlier upon mutual agreement by both teams.

Section 4: Lineups

- 1. There must be a team coach representing each team at every game.
- 2. Teams are responsible for determining their own batting lineup.
- 3. Teams will exchange batting orders before play commences.
- 4. At the end of each game, each coach is to sign the opposing teams score sheet and indicate the last player on the sheet so no additional names can be added.

5. Any player changes must be given to the other team before they become effective.
6. A minimum of seven (7) and a maximum of ten (10) players may be on the field at any time.
 - a. Teams fielding less than ten (10) players may choose which position(s) to leave vacant, pursuant to section 4.08.
 - b. For teams with more than ten (10) players, each player must have an approximately equal amount of playing time in the field.
7. The standard fielding positions include:
 - a. Infield positions:
 - i. first base,
 - ii. second base,
 - iii. third base,
 - iv. short stop,
 - v. catcher, and
 - vi. infield rover.
 - b. Outfield positions:
 - i. right field,
 - ii. left field,
 - iii. centre field, and
 - iv. outfield rover.
8. A maximum of 10 (ten) players may be on the field at any time of which at least 2 (two) of the players must be female.
9. Fielding: If a team does not have the 2 (two) female players required the team must then either (i) field 9 (nine) players of which 1 (one) must be female; or (ii) field 8 (eight) players if there are no female players.
10. Batting order: If a team does not have 2 (two) female players:
 - a. If there is one (1) female player on the game roster there must be an out recorded at some point in the batting order;
 - b. if there are no female players on the game roster: an out must be placed within the first 5 (five) batters in the batting order and a second out must be placed anywhere thereafter in the batting order.
11. If a team chooses to leave the infield rover position vacant due to a shortage of players as per section 4.06(a), they must clearly inform the other team if the second base player or the short stop player will perform the role of the rover as outlined in section 7.07(c).
12. Players may not change positions during an inning, and no substitutions are permitted during an inning, except in case of injury as noted in 4.09(b), or ejection as noted in 10.05.
 - a. Players may play different positions in different innings within a single game.
13. If a player is injured during an inning, a substitution may be made with any other player on the team for that position. If this requires a player already on the field to assume the injured player's position, an alternate player may assume the now vacant position.
14. If one team has fewer than ten (10) players, the maximum number of batters in one inning shall be ten (10). If both teams have more than ten (10) players, the maximum number of batters in one inning will be the lowest number of players on one team. This can be discussed between both coaches before the game commences. Special rules apply to the 'last batter' in section 9.11.

Section 5: Unsafe Playing Conditions

1. A rainout will be declared whenever one or both teams find the filed playing conditions to be dangerous or unacceptable. Both teams should appear for the game and make their decision at that time to allow for consultation between both teams' coaches.
2. In extreme cases, coaches may agree to call a rainout game beforehand by telephone.
3. All attempts to reschedule rainout games should be made by the coaches from both teams.
4. A game can be called on account of darkness whenever one or both teams find the playing conditions to be dangerous or unacceptable.

Section 6: Umpires & Playing Situations

1. Umpires shall not be provided for regular season games.
2. Umpires may be provided for year-end tournament games.
3. When umpires are provided,
 - a. Umpires will be responsible, mature adults, over eighteen (18) years of age who have thoroughly studied and understand the league rules and have a general working knowledge of softball.
 - b. For standard seven (7) inning games, umpires shall work three and a half (3.5) innings at third base and three and a half (3.5) innings at first base. For games other than seven (7) innings in length, each umpire shall work half the game at first base, and half the game a third base, or as close to this as possible.
 - c. If the umpires are from the teams playing, the home team umpire shall start the game at first base.
 - d. Umpires are encouraged to be in the best position possible to make fair and accurate calls, while not interfering with the game. It is recommended that the umpires straddle the baseline and stand two paces behind the base to make calls. Strong vocals and clear hand/arm signals should be made to avoid any confusion.
 - e. The umpire at first base is responsible for all calls at first base and at home plate. The umpire at third base is responsible for all calls at second and third base.
 - f. If a third umpire is available, (s)he will assume a position at home plate and will be responsible for calling 'fair', 'foul', and 'out of play', as well as assuming the head umpire role. If a third umpire is not available:
 - i. the umpire at first base will assume the role of the head umpire, and
 - ii. each umpire will be responsible for calling 'fair', 'foul', and 'out of play' for balls hit on their respective baselines.
 - iii. Umpires are encouraged to consult with one another when any uncertainty exists.
4. When umpires are not provided,
 - a. The pitcher will assume the role of the umpire and will be responsible for all calls at all bases and at home plate.
 - b. The catcher will be responsible for calling balls 'fair', 'foul', or 'out of play' as appropriate
 - c. In cases where the pitcher is unable to make a call, the catcher may make the call, but only at the pitcher's direct request.
5. Appealing a call from any umpire, regardless of the individual being the designated umpire, or pitcher & catcher,
 - a. Must be made immediately after an infraction takes place and only by the coach of each team (for example, a base runner misses tagging a base, the fielding team must make an appeal to the umpire for a call to be made; umpires will not express calls voluntarily in such cases), and
 - b. The ultimate ruling of the umpire is final.

6. Arguing with, or foul language directed at any umpire of league official could cause ejection of the offending player(s) from the game, and possibly the league.
7. Only one (1) base coach from the at-bat team may present:
 - a. At first base and third base,
 - b. Standing at least one (1) pace to the side of the base in foul territory,
 - c. Cannot interfere with the umpire's view of any play, or any part of the field, and
 - d. Are not permitted to touch any player in any way. Touching a player may result in the player being called out.
8. Games shall consist of:
 - a. Seven (7) innings during the regular season, however,
 - i. the bottom of the seventh (7th) inning is not required if the home team is winning at the end of the top of the seventh (7th) inning, and
 - ii. play may continue into and beyond the seventh (7th) inning, regardless of who is winning if both teams agree.
 - b. A maximum of Five (5) complete innings during the year-end tournament. However,
 - i. a new inning may not be started after the warning horn has sounded, approximately ten minutes prior to the end of time of each game.
 - ii. Regardless of the score, the bottom of the inning must be played, and all runs scored may count in determination of the final standings.
 - iii. This may vary from year to year upon agreement by the league conveners and coaches of the league and will be communicated to all players on the day of the tournament by their respective coaches.

Section 7: Pitching & the Infield Rover

1. Each team shall pitch to its own batters.
 - a. The pitcher can be any active player from the batting team.
 - i. An active player is one who is included in the batting lineup, and as per section 10.07 is required to spend an approximately equal amount of time as all other players in the field when defending.
2. Each batter shall have a maximum of three (3) pitches.
3. It is suggested that the pitcher start nine (9) paces from home plate, however the pitcher may move closer or further from home plate at his/her discretion.
4. As a courtesy to the opposing team, and to avoid injury, the pitcher is to give notice that (s)he is about to pitch the ball by holding the ball over his/her head. If the fielding team is not ready, they shall let the pitcher know at that point.
5. If the pitcher intentionally impedes the defense in play, the batter shall be called out and the runners shall return to their original bases. Rulings on intent to interfere are to be made solely by the umpires or, in lieu of umpires, by coaches in consultation with each other.
6. If the pitcher inadvertently makes contact with a hit ball, the ball will be called 'dead', runners will return to their original bases, and the batter will retake the pitch. 'Dead' balls do not count as one of the three (3) allowed pitches.
 - a. The fielding team must field an 'infield rover' to field balls hit to the pitcher's area and stop the play at the end of each play. The infield rover:
 - i. Is restricted to the infield area at all times,
 - ii. Must be inside the baseline and behind the pitcher when the pitch is delivered, and
 - iii. Is the only player allowed to stop the play in a non-injury situation. When the infield rover has control of the ball in the infield, play shall stop.

- iv. If a team, due to a shortage of players, chooses to not field an infield rover as outlined in section 4.07, the fielding team must notify the other team if the second base or shortstop player will assume the responsibility outlined in section 7.07(c). Only in this case is the infield rover not restricted to the infield. In this case, play can only be stopped when the designated player is in control of the ball in the infield. Should the designated player be in control of the ball outside of the infield area as defined in section 9.01(b), play may continue until such time as the player designated as the infield rover returns to the infield area while in control of the ball.

Section 8: Batting

1. There is to be no bunting. Any player bunting, or not making a full swing shall be instantly called out. Any other base runners shall remain safe at their original bases.
2. Balls that make contact with the bat twice, during a single swing motion, are to be called 'dead balls'. As per section 7.06, dead balls do not count to the three-pitch maximum.
3. Fouled balls must rise above the backstop in order to be caught for an out.
4. If the batter/runner touches a hit ball outside of the batter's box in fair territory, the batter/runner is out unless:
 - a. The runner is safely touching their base.
 - b. A player is considered to be outside the batter's box if they take two steps away from the plate.
5. A team's turn at bat will end when:
 - a. three (3) players have been called out, or
 - b. each of the players in the batting order (to a maximum agreed upon before the start of play as outlined in section 4.10, have been to the plate in one inning.
6. There is no infield-fly rule. However,
 - a. If, in the opinion of the umpires, a fly ball in the infield is deliberately dropped in order to achieve a double play, then the batter shall be called out, and all runners will remain safe at their original bases. This situation applies only if both the following conditions are met:
 - i. There is a runner on first base, or runners on first and second base; and
 - ii. There are none out, or there is one out.
7. Each batter is allowed only three (3) pitches in which one (1) pitch must be hit into fair territory before the batter can proceed to first base. 'Dead balls' do not count towards the 3-pitch maximum (refer to rule 7.06) .
8. Bats are not to be thrown once the batter has hit, or missed, the ball. Should a bat be thrown, the batter is to receive a warning from the Umpire (or Coach in lieu of Umpires). A player throwing their bat a second time, after having been warned, is to be ejected from the game. Continued violation of this rule in multiple games may result in a review by the SAYM Steering Committee, as per section 10.12. A batter removed from the game that had safely made it on base is to be replaced by a pinch runner. The bat may be considered thrown when:
 - a. The bat travels an excessive distance from the batter, or
 - b. The bat travels at an excessive speed from the batter, or
 - c. The bat impedes the play in any way.
 - d. Bats thrown in disgust are excluded from the rule unless, in the opinion of the Umpire (or Coaches in lieu of Umpires), the bat has been thrown at, or in the direction, or another individual, whether a player or not, and whether intentional or not.
9. Fair and Foul calls:

- a. As per section 6, umpires will be responsible for calling 'fair', 'foul' and 'out of play'. In cases where umpires are not calling a game, the catcher shall assume this responsibility as per section 6.04(b).
- b. A ball hit will be considered foul if it crosses the foul line in the infield, unless it is first touched by the fielding team in fair territory.
- c. A ball making contact with either first or third base before crossing the foul line is fair, regardless of where it rolls or bounces after hitting the base. A ball hitting the safety base at first base would be considered foul.
- d. If the ball first makes contact with either the ground or a fielding player in fair territory, the ball shall be called fair.
- e. To prevent injury to outfielders, a pylon or road cone shall be placed in the outfield as an extension of the backstop. Any balls landing beyond that line is to be considered out of play.
- f. A ball incorrectly called 'fair' or 'foul' may be deemed to be 'dead' by the umpire or, in lieu of umpires, by the coaches in consultation with each other. 'Dead' balls do not count as one of the three (3) allowed pitches. All runners shall return to the bases on which they started, and the pitch will be re-pitched.

10. Switch-hitting is:

- a. Allowed by any batter at different at-bat opportunities, and
- b. Not allowed at the same at-bat, unless
 - i. due to injury the batter is unable to hit from the side one which (s)he started, and
 - ii. only after the fielding team has been notified and given due time to readjust their fielding positions as they determine to be necessary.

11. A pinch-runner:

- a. May be used by any player due to injury or physical ailment that prevents the batter for running for himself/herself. Once a pinch-runner has been used for a batter, a pinch-runner must be used for the remainder of the game, and
- b. Must be the last player out of the same gender,
 - i. unless if there is no one of the same gender available to pinch run, then the last person out (irrespective of gender) will be the pinch runner.

Section 9: Base Running and Fielding

1. Until the pitcher releases the ball,
 - a. No player may make any movement to distract the pitcher.
 - b. Infield players as per section 4.07(a) must remain:
 - i. within one (1) pace of the gravel border of the infield, or within three (3) paces behind the baseline, whichever is further away from home plate in the field, and
 - ii. no closer to the batter than two (2) paces in front of the base line.
 - c. The catcher as per section 4.07(a)v, must remain behind home plate in a manner that does not interfere with the batter but allows them to return any missed balls and call any foul or out of play calls as outlined in section 6.04(b).
 - d. The infield rover as per section 4.07(a)vi, must be within the triangular area made up of the first to second, second to third baselines, and a straight line between first base and third base when the pitch is delivered. They are free to move around the infield once the batter has made contact with the ball. In addition,
 - i. the infield rover may not enter the outfield area at anytime during play, unless
 - ii. as per section 7.08(c), due to a shortage of players as outlined in section 4.08, the player designated as the infield rover shall not be restricted to the infield. Play shall only be stopped when the designated player is in control of the ball in the infield.

2. Until the batter hits the ball,
 - a. Outfielders including the outfield rover, as per section 4.07(b), must remain outside the infield boundary as defined as the grass line at the infield area, or three (3) paces behind the baseline, whichever is further from home plate.
 - b. Once the batter has made contact with the ball, outfield players may move to any area of the field, including the infield areas.
3. A fielder making a play on the ball always has the right of way.
 - a. If a fielding player is on the baseline to make a play, the runner must avoid contact.
 - b. Fielders may not interfere or impede the progress of a runner unless making a play.
4. A runner intentionally interfering with a fielding player:
 - a. Will be called out, and
 - b. All other runners shall return to the bases from which they started before the play.
5. Sliding is permitted at all bases except at home plate, however
 - a. Umpires may call an aggressive slider out, and
 - b. Repeated sliding aggression may result in the player being ejected from the game.
6. Runners may advance freely, at their own risk so long as the ball:
 - a. Remains in fair territory after being hit and is not in possession of the infield rover as outlined in section 7.07, or
 - b. Remains in foul territory due to an error or overthrow by the fielding team, and not in the position of the infield rover as outlined in section 7.07(c).
7. If the ball is thrown, rolls, or in any way enters the 'out of play' area:
 - a. On an error,
 - i. runners shall advance one base from the last base they touched, except
 - ii. in the case where the last batter is one of the runners, in which case all runners shall advance home safely.
 - b. Deliberately by one of the fielders, as determined by the umpires or by the coaches if there are no umpires,
 - i. all runners shall advance home safely, and
 - ii. the offending player shall be ejected from the game.
8. In case of injury to a fielder, runners will advance:
 - a. one (1) base from where they started if the injury is to an infield player, or
 - b. two (2) bases from where they started if the injury is to an outfielder.
10. in the case of a fielder faking injury to halt play:
 - a. the offending player shall be ejected from the game, and
 - b. each base runner shall advance one (1) additional base from those indicated in 9.07(a) and 9.07(b) depending on the situation, as determined by the umpires or coaches.
11. Runners
 - a. May not lead off before the pitch has crossed the plate;
 - b. May not steal under any circumstances.
 - c. May not advance on balls hit foul, unless
 - i. they are caught before making contact with the ground.
 - d. May be called out if they:
 - i. fail to tag up on fly balls and the fielding team tags the base they started on, or
 - ii. they overtake another runner, or
 - iii. they touch or make any contact with another runner, or
 - iv. leave the base line to avoid being tagged.

12. A runner turning toward second base from first base may be tagged out if:
 - a. The runner turns into fair territory, or
 - b. The runner enters fair territory at any time before the play has ended.
 - c. A runner 'running through' first base should make contact with the safety bag and turn into foul territory as they cannot be tagged out in foul territory.
 - i. Assuming a player has tagged the safety base, the player need not tag the white bag if then choosing to run from first to second (tagging either the safety bag or the white bag allows the player to remain on first or continue to second base).
13. Plays at second or third base are not force plays for the last batter.
 - a. The last batter may be:
 - i. tagged out (runners/batters must not be tagged out in the face or head. A runner being tagged in such a manner shall be called safe at the base they were attempted to run to.),
 - ii. thrown out by a force play at first base, or
 - iii. thrown out by a force play at home plate.
 - b. If the last batter is not also the third out in an inning, all other base runners may continue and their runs will count until such time as:
 - i. three outs have been recorded for the inning, or
 - ii. the inning has ended with a fielding team player touching home plate while in control of the ball.
14. Runners must go home once they cross a commitment line, drawn nine (9) paces or twenty-seven (27) feet from home plate on the third base line. Runners may not, under any circumstances, return to third base after crossing the commitment line. Once a runner has crossed the commitment line, it is a force play at home plate.
 - a. To clarify, if a ball is hit to the outfield and caught in the air by one of the fielders, and a runner on third base has started to head toward home plate and has already crossed the commitment line, they may not return to third base to tag up. The fielding team would simply need to tag third base and the runner would be called out.
 - b. To avoid collisions at home plate, the first baseline must be extended through the other side of the plate, in foul territory.
 - i. Runners must cross this line at home to be safe.
 - ii. Runners touching home plate shall be called out.
 - c. The fielding team must touch home plate after the runner has crossed the commitment line while in possession on the ball in order to have the runner called out.
 - i. Runners being tagged after they have crossed the commitment line shall be called safe.

Section 10: General Rules

1. Each game is to commence with the suggested prayer or the Grace.
2. Each team may choose to provide their own refreshments after each game.
3. Coaches are to maintain an accurate list of game dates and players in attendance at each game. These lists, along with team rosters must be provided to the SAYM Softball Convener prior to playing in the year-end tournament. Each team is also required to have available for inspection copies of all game score sheets signed by both coaches.
4. Teams failing to provide this information to the SAYM Softball Convener a minimum of two (2) days before the year-end tournament will not be allowed to participate in the year-end tournament.

5. If a team cannot play a game on a certain date, they must contact the other team at least two (2) days in advance of the scheduled date and arrange an alternate for the game.
6. If a team fails to appear for a game, the attending team may use the field for practice purposes if so desired. The attending team wins by forfeit in this case.
7. It is recommended that each team have a reliable scorekeeper for each game. Each team is responsible for keeping score of each game.
8. Coaches are to ensure every player in the batting order must have approximately the same amount of playing time in the field.
9. Any modification to these rules must be discussed and agreed to by both teams prior to the commencement of the game.
10. Anyone other than the team coach who interferes with a discussion or protests a call may be ejected from the game if the umpire deems it necessary.
11. Ejection from a game may occur as a result of:
 - a. Fighting, or
 - b. Rough play, or
 - c. Repeated use of obscenities or malicious language, or
 - d. Being found in possession of a weapon (see section 10.15 for additional details), or
 - e. Any behaviour or language that disturbs the enjoyment of the game for others, or
 - f. Any behaviour that threatens the safety and well-being of anyone present at a game, including throwing of bats, as outlined in section 8.08, or
 - g. Other behaviour or language that does not reflect the objectives of the SAYM as determined by team coaches, umpires, or members of the SAYM Steering Committee.
12. If a player is ejected, his/her team will continue the game without that player. An alternate player may fill the ejected player's position.
13. Any ejection from a game may result in the ejection of the offending player from the league, pending a joint discussion with the SAYM Steering Committee, the coaches of the teams involved, and the umpires (if applicable) of the game in which the ejection occurred.
14. All problems, concerns, ejections, etc. must be reported to the SAYM Steering Committee by the umpires and coaches and must include the name(s) of the person(s) ejected, and that of their team(s).
15. Coaches are responsible to ensure that players and spectators are not allowed to interfere with other teams in any way, including (but not limited to):
 - a. Making distracting noises, or
 - b. Making antagonistic comments or gestures.
16. No weapons of any kind are permitted on or near the playing field. Weapons, or objects considered weapons brought to the playing field are to be left in a locked automobile or surrendered to the player's coach upon arrival at the field and will be returned at the completion of the game.
 - a. Any player caught possessing a weapon, or an object that could be considered to be a weapon after the start of the game will be ejected from the game, the playing area, and the league, and
 - b. If events warrant, the police will be called and charges will be laid.
17. Alcoholic beverages are not permitted on or near the playing fields.
18. Smoking is not permitted on or near the playing fields, however smoking is permitted in the parking lots or on sidewalks outside the park area.

19. During a game, any interpretation to these rules shall be at the discretion of the attending umpires or in lieu of umpires, the attending coaches of both teams in accordance with the spirit of the game and the objectives of the SAYM.