

## Mite Girls Rules

Provincial Women's Softball Association (PWSA) rules apply with the following modifications:

### Diamond Layout

- a) Base lengths are 45 feet.
- b) The pitching rubber is placed at a distance of 30 ft.
- c) If a pitching machine is being used, it is placed at a distance of 35 feet. (Squirt pitching distance rope tag).
- d) The pitching machine is to be set at 34 mph for the entire season
- e) A pitching/safety circle shall be drawn with an 8 foot radius from the centre of the pitching rubber or pitching machine, whichever is being used.
- f) An 11" softball is used.
- g) A batters' box shall be drawn on both sides of home plate.

### League Rules

#### ***Early Games:***

The starting time for each game is 6:00pm. No new inning shall start after 8:00pm and everyone must be off the diamond by 8:15 pm. During the regular season, for a diamond on which there is no second game scheduled, the game can go beyond 8:15 pm to complete the last inning.

#### ***Late Games (Bernie Amlin Field & Tom Wilson Field):***

The starting time for late games is 8:30pm. No new inning shall start after 10:15pm and at 10:30pm everyone must get off the field.

***New Inning Start:*** An inning shall be deemed to have started immediately after the last out in the bottom of the previous inning has occurred.

#### **All games:**

1. If not enough players are available at the scheduled starting time, the game must begin no later than 15 minutes after the scheduled start time of the game with the players who are present.

2. a) If after a coach has contacted all his players prior to a game, and is still unable to field 10 players, a player may be called up from the division below, HOWEVER, the player must play in the outfield only. An exception can be made when that player has previously played in the division above for 2 or more games and it is considered to be safe by the parents and coach for that player to take their turn in the infield. The player must also bat in the regular batting order.

... b) The call-up must not play more innings than a regular player in that division. The oldest players from the division below, who are capable of playing up (as determined by the coordinators and coaches), should be called first and if they aren't available, then the players who are 1 year younger may then be called if the coordinators and coaches feel it is safe for them to play in the division above.

3. During the regular season, if a team is short a player, then that team may borrow a player from the other team to play defensively only, in the outfield. The borrowed player is taken as the last batter from the previous inning or half-inning. (The borrowed player will most likely change from inning to inning.)

4. It is the responsibility of the home team coaches to set up the diamond, including chalking, and supply two game balls (one new and one used). The home team is listed on the right, i.e. 2 vs. 1, Team #1 is home team and shall occupy 3rd base line bench. Please arrive at least 15 minutes early to set up diamond.

5. Cell phones or electronic devices are not permitted on the playing field.
6. *Full uniform* - The house league supplied shirt and pants must be worn. **Also all players must wear either the house league cap/visor or a personal fielder's face mask.** For each player not in complete uniform, one out will be charged to the team. The uniform shirt must be tucked into the pants. No shorts or jewelry are allowed. No metal spikes are allowed. Pelvic protection and mouth guards are strongly recommended. A face mask must be worn when warming up a pitcher in a crouched position, on or off the field.
7. All players must bat in a continuous batting order. The batting order must be rotated continuously throughout the regular season so that all players have an equal # of times at bat and an equal opportunity to bat 1st, last, etc. whenever possible. The batter that was to bat next after the last out should become the 1<sup>st</sup> batter the next game, with the last out being the last batter, then all late players will be placed after that.
8. The catcher must properly wear all supplied equipment. The batter and base runners must wear a helmet with the chin strap properly fastened.
9. All players must play an equal number of innings where possible.
10. No player should play more than 2 consecutive innings in the infield or the outfield, whenever possible during the regular season.
11. Unless a parent requests otherwise, players must be rotated so they play equal number of innings infield and outfield whenever possible, with no more than 2 consecutive innings in one position and no more than 2 innings in the same position during the game. Every player should have an equal opportunity to play every position, with the exception of pitcher and catcher, continuously throughout the regular season.
12. Any bat that appears on the ISF Approved Bat List and/or the ASA Approved Bat List and has an ISF or ASA Certification stamp will be accepted. Bats may also have the 2000 or 2004 ASA Certification.
13. The first time a bat is thrown in a game, the umpire will give both teams a warning. The next player to throw a bat for either team will be called out. No runner advances.
14. A runner hit by a batted ball is out when he/she is touched by a fair ball in fair territory before the ball has touched or passed an infielder. When a fair ball goes through or by an infielder and touches a runner immediately in back of him, or touches a runner after being deflected by an infielder and the ball is in play, the runner is not out.
15. If a ball is thrown out of play, each runner including the batter-runner may advance two bases. When such wild throw is the first play by an infielder, the umpire in awarding such bases shall be governed by the position of the runners at the time the ball was pitched; in all other cases the umpire shall be governed by the position of the runners at the time the wild throw was made.
16. If a pitcher hits 2 batters in the course of an inning, he/she will not be allowed to pitch for the remainder of that inning but may return to pitch in a later inning. If a pitcher hits 3 batters during the course of a game, that pitcher will not be allowed to pitch for the remainder of the game. A ball that hits the ground before it hits the batter does not constitute a "hit" batter.
17. With 2 outs and the catcher gets on base, or is on base, he/she may be substituted with a courtesy runner (the player who made the last out) to allow the catcher to dress for the next inning.

**18.** The plate umpire shall stand behind the catcher and must wear a face mask and chest protector. The 2nd umpire is the traditional base umpire.

**19.** Good sportsmanship must be shown at all times; coaches should not run up the score.

**20.** Sliding head first is NOT allowed and will result in the runner being called out. If a runner is leading off and dives back (not slides) to a base before being tagged out, he/she is safe.

**21.** Coaches must notify the coordinator if a player quits.

### **Playing Rules**

**1.** 5 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have not been played, the entire game may be rescheduled by the coordinator.

**2.** An inning shall be 3 outs or a maximum of 8 batters. The offensive team must announce "last batter" when the 8<sup>th</sup> batter comes to the plate. When the 8th batter comes to the plate, there are automatically 2 outs. Any regular out (**regular force out, caught fly, tag out**) will end the inning or a put out can be made at home plate. No tag is required at home. **If any fielder other than the catcher fields the ball, the ball must be thrown to the catcher to make the out. Once the ball is thrown to the catcher, any player covering home plate can make the out.** The 8th batter can walk. If the last batter walks and bases are loaded, the runner on 3rd base scores and the inning is finished. No intentional walks are allowed.

**3.** For the first 4 games of play, the batter and runners will advance only 1 base on a fair hit ball. After the first 4 games, when a hit ball stays in the infield, the batter and runners may advance 1 base only. On a ball hit to the outfield, the batter/runners may advance until the ball is back in the infield. At that point the play stops and all base runners will stop at the base they are at. If they are in between bases, they may continue to the next base.

**4.** The orange safety bag must be used by the runner going to 1st base if a play is being made at 1st base or the batter/runner will be called out. The fielder must touch the white bag before the runner touches 1st base or the runner is safe.

**5** A team may use up to 10 players in the field (max 4 infielders plus the pitcher and the catcher). The 10th player must play an outfield position at least 10 feet behind the baseline.

**6.** To avoid a collision, coaches must encourage players to not stand on a base when a play is not being made.

**7.** Coaches at any time may communicate only positive instructions to the players on the field. Defensive coaches may take up positions on the infield for instructional purposes for both regular season and the play-offs.

**8.** Pitchers may pitch a maximum of any 2 innings or 6 outs/game including play-offs. The pitcher must wear a helmet with a face mask/cage on it.

**9.** Stealing is not allowed. The base runner must remain in constant contact with the base until the ball crosses home plate. If the base runner leaves early, it will be declared a dead ball and all runners must return to their former base and the pitch will not count.

**10.** If there is a close play at 2nd base, 3rd base or home plate, the runner is encouraged to slide. Failure to slide by the runner, where contact is made, will not result in the runner being called out

unless the umpire feels the contact was intentional.

**11.** No drop 3rd strike.

**12.** The infield fly rule will NOT be used.

**13.** Coaches must stay until all players have left the diamond.

When the pitching machine is being used the following rules apply:

**1.** The pitching machine's speed cannot be altered except at the beginning of an inning. (Failure to comply will result in an out for the team). If the machine is malfunctioning, it may be adjusted upon agreement of the coaches.

**2.** Each batter will receive 5 pitches whether they get 3 strikes or not. A player can let any pitch go by without swinging. A player cannot be called out on a foul tip on any pitch. Should a player's 5<sup>th</sup> pitch result in a foul tip, the player will continue to receive additional pitches until the player either: hits the ball fair, swings and misses or lets the ball pass. If a batter is hit by the machine pitched ball, she will be awarded 1<sup>st</sup> base and all base runners that are forced to move, will go to the next base.

**3.** If a batted ball hits the pitching machine or the coach, or stays in the safety circle, ("dead ball zone"), the ball is declared dead and the batter is awarded 1<sup>st</sup> base and the base runners advance only if forced to do so. If the ball passes freely through the safety circle, it is playable. When the last batter (#8) is up, if the ball hits the "dead ball zone", the ball counts as a no pitch and the batter is allowed to re-hit.

**Play-off Rules:**

All of the above playing rules apply with the following exceptions:

***1. Early games:***

Start at 6:00. No new inning to start after 8:00. Teams can play out the last inning. (beyond 8:30 if necessary).

***Late games:***

Start at 8:30. No new inning to start after 10:30, off the field at 11:00.

If the start of the game is delayed, no new inning will start after 2 hours from the start of the game and off the field after 2 1/2 hours from the start of the game. If the inning is not completed when the time is up, the score at the end of the last completed inning is the official score.

**2.** All teams must field 8 players by 6:15 for early games and 8:45 for late games or they forfeit the game.

**3.** A coin toss will determine the home team for round robin games.

**4.** 5 innings is a full game. If a game is called due to weather, 4 entire innings (3 1/2 if the home team is ahead) must be completed to constitute a full game. If 4 or more innings have been played, the team winning at the end of the last completed inning will be declared the winner.

If 4 complete innings have not been played, the entire game must be rescheduled. The home team must call the Diamond Coordinator to reschedule the game. If there are only 2 teams in the Mites division, the 2<sup>nd</sup> game and championship game must be played in full.

**5.** Points: 2 points will be awarded for a win, 1 for a tie. Games can end in a tie.

6. Players must be rotated so that all players play an equal number of innings infield and outfield during each game whenever possible.

7. **Championship Game:** After the round robin, the top 2 teams will play a 1 game championship game. If there is a tie in the standings at the end of the round robin, the winner will be determined by head to head. If there is a three-way tie, the team with the lowest runs against will be given a bye to the championship game. You CANNOT be eliminated by this method. There will be a tie breaker game played for the remaining two teams. Championship games will be played in full, weather permitting. If the championship game is called off early due to weather, follow Play-Off Rule #5. For the championship game, the team with the best record (the team with the most points after the round robin) will be home team. If there is a tie, the home team will be determined by head by head. If that game ended in a tie, home team will be determined by a coin toss.

If the game scheduled for the Day of Champions is canceled due to rain, it will be rescheduled for later that day or the next day. If the championship game goes into extra innings, the number of innings a pitcher can pitch starts over.

***The Board of Directors may amend these rules at any time***