

## **NOVICE/BANTAM GIRLS RULES**

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

### **Diamond Layout**

- a) Base lengths are 60 feet
- b) The pitching rubber is placed at a distance of 40 ft.
- c) A 12" softball is used

### **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 minute 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 9 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 and electronic devices are not permitted on the playing field.

**6. *Full uniform*** - The house league supplied shirt 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 **appropriate white baseball pants**. No shorts or jewelry is 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 an attached face guard** and a 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.** 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.

**12.** If a batter throws her bat, she will be called out.

**13.** 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.

**14.** 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.

**15.** 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.

**16.** 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.

**17.** 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.

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

**19.** 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.

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

## Playing Rules

1. 7 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 10 batters. The offensive team must announce “last batter” when the tenth batter comes to the plate. When the tenth batter comes to the plate, there are automatically 2 outs. Any regular out will end the inning or a put out can be made at home plate. No tag is required at home. The 10<sup>th</sup> batter has the choice to walk, (after 4 called balls), or to have the pitcher continue to pitch to her until she either strikes out, hits the ball **or reaches the maximum of 8 called balls at which the batter will be awarded 2 bases.** If it is the bottom of the last inning and the home team is ahead, the batter will just be awarded the walk after 4 called balls. If the 10<sup>th</sup> batter is hit by a pitch, she has the same choices as stated above, however, if she chooses to walk, she is awarded 2 bases. If the 10<sup>th</sup> batter walks and the base runners are forced to advance to home, the appropriate number of runs will score and the inning is finished. No intentional walks are allowed. Bunting is allowed.
3. Players must be rotated so they play equal number of innings infield and outfield **as each other**, whenever possible, unless a parent or player requests that the player play in the outfield only. A player may play no more than 2 consecutive innings in one position and every player should have an opportunity to play every position that she would like to play, with the exception of pitcher and catcher, during the regular season, unless the coach or parent feels that it is unsafe for that player to play that position.
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 **9** players in the field (max 4 infielders plus the pitcher and the catcher). Outfielders must play in a 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.
8. Pitchers may pitch a maximum of any 2 innings or 6 outs per game. If the pitcher is changed for the last batter, and if there are no outs or 1 out at that time, the previous pitcher is charged with 2 outs and the last pitcher is charged with 1 out. Pitchers born after 2000 must wear a fielder's face mask.
9. Stealing is allowed at all bases, however base runners must remain in constant contact with the base until the ball leaves the pitcher's hand or the runner will be called out.
10. Where a play is being made, it is the responsibility of the runner to slide to avoid contact. Failure to slide by the runner where contact is made will result in the runner being called out.
11. If the catcher drops the 3rd strike, the runner may run to 1<sup>st</sup> base if it is not occupied or if 1st is occupied and there are 2 outs.
12. The infield fly rule. An out is charged to the batter when she hits a fair fly ball (not including a line drive or an attempted bunt) which can be caught by an infielder with ordinary effort, when 1st and 2nd are occupied or bases are loaded and there are less than 2 outs. If the ball is handled

by an outfielder and in the umpire's judgment, the ball could have been easily handled by an infielder; it is still an infield fly.

### **Play-off Rules:**

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

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

Start at 6:00. No new inning to start after 8:00, off the field at 8:30.

#### ***Late Games:***

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

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

b) **Call-ups from the division below may only be used if the team has less than 9 players.**

3. A coin toss will determine the home team for **all games until the Championship game.**

4. Players may play a position for more than 2 consecutive innings and do not have to be rotated between the infield and the outfield equally, however each player must play a minimum of 2 innings in the infield within the first 5 innings of each game unless she requests to stay in the outfield. An exception may be made if a player has missed more than half of their regular **season** games. Players must play an equal number of innings where possible.

5. 7 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.

6. A pitcher may pitch no more than 3 innings or 9 outs maximum. The 3 innings may be consecutive.

7. **The 10<sup>th</sup> batter has the choice to walk, (after 4 called balls), or to have the pitcher continue to pitch to her until she either strikes out or hits the ball. After 8 called balls, the batter has a choice to take 2 bases or have the pitcher continue to pitch to her until she either strikes out or hits the ball. The batter may opt to take 2 bases at any point after 8 called balls**

8. *With a 3 – 4 team division, a round robin format will be used. With 5 or more teams, an elimination format will be used. See specific rules below.*

a) **Round Robin Format:** 2 points will be award for a win, 1 for a tie. Games can end in a tie. 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 for the remaining two teams. 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 to head. If that game ended in a tie, home team will be determined by a coin toss.

**b) Elimination Format:** Teams will be eliminated after their 2<sup>nd</sup> loss (games cannot end in a tie) until only 2 teams remain. These 2 teams will play in the championship game. This is the final game regardless of whether 1 team had a loss and the other did not. If 1 team has no losses going into this game, they will be home team. If both teams have a loss, the home team is determined by head to head. If both teams have a loss and the teams didn't play each other, a coin toss will determine home team.

**9. Championship Game:** 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. If the championship game is canceled due to weather, 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 **and from that point on, no player can sit twice until all other players have sat once.**

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

Last updated 03/20/2018