

MINOR FAST PITCH RULES

Note: In Midget, the Softball Canada Rulebook shall be used for all playing rules.

Section 1 – Playing Regulations

1. Number of Players

- a) In Mite and Squirt, an official team roster shall consist of a minimum of 11 players to a maximum of 17 players.
- b) In Mite and Squirt, an official team roster shall consist of a minimum of 11 players to a maximum of 17 players.

2. Tournament Days

Tournaments will be scheduled from Friday to Sunday, or Saturday to Monday where Monday is a holiday.

Note: Early Friday Games may be scheduled (i.e. 9:00 am).

3. Schedules

SNL is responsible for scheduling provincial tournaments and for scheduling games. Schedules are to be released to the teams at least one week prior to the start of the tournament.

- a) Registration Fees and Preliminary Rosters shall be submitted to the SNL office 14 days prior to the Provincial Tournament.
- b) The final playing schedule shall be released no later than Monday at 4:00 PM and uploaded to the SNL Website.

4. Playing in More Than One Provincial

- a) A player cannot play in another provincial tournament unless he/she is granted permission by SNL.
 - i. A player may play in a Slo-Pitch, Co-Ed Slo-Pitch and Fast-Pitch Tournament in the same age category.
 - ii. A younger player granted by SNL to play with a team in a higher aged category shall not replace a player of the age category.

NOTE:

A player that does not have a team to play with at their age category shall be deemed eligible to play on a permanent basis.

- b) A team that wins their provincial is permitted to field the same team in the succeeding aged tournament with their original roster.
 - i. In the case of an injury, prior to the tournament, a substitute may be used with SNL approval.

5. Age of Players

All players must be of proper age as per Softball Canada's age requirements.

***. Addition of Players or Player Releases**

- a) A player cannot be added to the team's registration form prior to their first game of the tournament. The coach shall submit the additional player to the Tournament Director with MCP number, date of birth and reason for the addition.
- b) A female player being used in a male category must be approved by SNL.
- c) Player releases must be received at the SNL office at least 7 days prior to the start of the tournament.
- d) All Zoning regulations must go through SNL = See Zoning Regulations.

7. Illegal Players

All games in which an ineligible player(s) plays will be forfeited and the player(s) and coach dropped from the tournament. The Tournament Director will file a report with SNL at which time further action may be taken against the player(s), coach and/or the team.

8. Co-Ed Fast Pitch

Co-Ed is permitted in the Mite division only. It may be considered for other divisions upon request which must be approved by the Minor Director.

Section 2 – Coaches

1. Coaching

- a) An Association must make every effort to have a Certified Technical Level 1 coach in provincials.

Note:

A coach not having this certification must be approved by the Minor Director.

- b) Every coach must obtain a Record of Conduct.

Note:

As a volunteer of SNL, this document is free of charge from the RNC or RCMP.

2. Proper Attire

- a) Coaches should try to dress in team colors where possible.
- b) Hats may be worn, and if worn shall worn properly.
- c) Jeans and/or sandals are not permitted to be worn while coaching.
- d) Coaches are not permitted to wear any clothing deemed in appropriate by the umpire or Tournament Director (i.e. alcohol, drugs, sexual content).
- e) A player/coach under the age of 19 years old must wear a protective helmet.

3. Coach Ejection

Any coach ejected from two games in a provincial tournament will be suspended for the remainder of the tournament and subject to further disciplinary action.

Section 3 – Official Softball Field

1. Base Paths and Field Measurements.

All base paths and other measurements to be arranged as per Softball Canada's requirements.

2. First Base

First base must have an orange safety bag and be properly fitted.

3. Pitching Distance

As per Softball Canada Rulebook

Section 4 – Playing Equipment

1. Cleats

Metal spikes or shoes are not permitted in any division of minor softball.

2. Helmets

- a) Male and Females in all divisions are required to wear a helmet while batting and running the bases.
- b) A protective helmet is fully enclosed with two ear flaps, a foam line and a peak.
- c) The helmet must be worn properly at all times.
- d) Chin straps are mandatory for categories of Mite, Squirt, Pee-Wee and are optional in Bantam (15-16) and Midget (17-19). If a chin strap is attached, it must be worn correctly.

3. Helmets – Pitcher

- a) The pitcher must wear a helmet, in Mite and Squirt.
- b) The helmet must have two ear flaps and a chin strap.
- c) A Face Guard must be worn in Mite and is optional for Squirt.

4. Catchers Equipment

- a) An approved softball goalie style helmet or a helmet with mask and throat protector,
- b) A chest protector,
- c) Shin guards,
- d) An athletic support,

5. Warming up Pitchers

Any player/coach warming up a pitcher must wear a catcher's helmet and mask with throat protector.

6. Bats

Bats must be made of a:

- a) One piece construction, with maximum of 34 inches in length and 38 ounces in weight.
- b) Have an ASA 2000 or ASA 2004 Stamp and an ISF Stamp,
- c) Contain one layer of approved tape,
- d) May not be made of Composite or Titanium or be on the ASA non-approved bat list.

Note: A composite handle is permissible.

If you are unsure whether a bat is LEGAL, contact the SNL office to get information about the bat you are thinking about purchasing.

ILLEGAL BATS

- The umpires shall check all bats prior to the start of a game.
- Illegal bats shall be removed and be held in the care of the tournament director for the remainder of the tournament.
- The use of an illegal bat shall result in the player being called out and ejected from the game.

Section 5 – Playing Rules

1. The following rules are amendments to the SC Rulebook for play in SNL.

2. Team Warm-Up

Each team will be permitted one five minute warm-up before their first game in the tournament.

3. Warm-Up

The defensive team will be permitted one minute to deliver three warm-up pitches every inning. A new pitcher will be permitted to deliver five warm-up pitches. If an injury occurs, the warm-up pitcher shall receive eight pitches.

4. Innings and Duration

- a) A regulation game shall be 7 Innings.
- b) A mercy rule of 15 runs will be enforced after 2 ½ innings of play.
- c) A mercy rule of 7 runs will be enforced after 4 ½ innings of play.
- d) A maximum of 5 runs per inning with the exception of the seventh inning.

5. Official Line Up

- a) In Mite, Squirt, Pee-Wee the official batting order shall consist of 10 players with the player listed in the tenth position as a defensive player and batter.
- b) In Bantam, the official batting order shall consist of 9 players, with the 10 position designated as the FLEX position if a DP is used. Fair play rules do not apply.
- c) The remaining players (substitutes) must be listed on the bottom of the line-up card and must remain on the bench if they are not eligible to play.
- d) In Mite, Squirt, and Pee-Wee, the coach has the option in the 7th Inning and beyond to substitute his starting player and his substitute wherever he deems necessary (unlimited).

6. Playing Time

- a) Mite, Squirt and Pee-Wee team members must field and bat a minimum of 3 complete innings; this does not apply to Bantam.
- b) In the top of the fourth inning, coaches of both teams must make substitutions with the umpire or the scorekeeper for all the players that have not yet been in the game.
- c) In the 7th inning, a coach may re-enter a player from the first half of the game.
- d) A player must play in at least one round robin game (3 Innings and/or one at bat) to be eligible to play in the playoffs.

Note: A game that goes 5 innings, a member shall be exempt from Sec. 5 - 6 (d)

7. Fielding

- a) Mite, Squirt, and Pee-Wee will have 10 defensive players in the field (4 Outfielders).
- b) Bantam will have 9 defensive players (3 Outfielders). If the DP is going to play in the field, this change must be reported to the plate umpire.

8. Third Strike

On a third strike, foul tip, the ball must be caught (height is irrelevant) before hitting the ground. The ball is alive and runners may advance with liability to be put out.

If the ball is not caught, the batter will resume with the previous count.

9. Stealing

- a) In Mite, no stealing is permitted.
- b) In Squirt, stealing is only permitted at 2nd base.

10. Sliding

In Mite and Squirt

- a) Sliding is not permitted when the BR is running to 1st base
- b) Is permitted only at 2nd or 3rd base, home plate or returning to 1st base from 2nd base. Sliding in these situations is an automatic out.

11. Infield Fly No infield fly rule in Mite or Squirt.

12. Injury

If a member of the team becomes injured due to a broken leg, arm, blow to the head, or any type of bleeding and the team has used all the substitutes, one of the beginning starting players may be used as replacement player to finish the game. If there is a substitute available, then a substitute shall be used.

13. Catcher

With 2 out, the last available player may run for the catcher.

NOTE: The catcher is the player who played this position in the previous inning.

14. Conference Rule

- a) Pee-Wee and Bantam as per SC Rule Book.
 - 1st Conference to the mound, no penalty
 - 2nd Conference to the mound is removal of the pitcher and is not permitted to pitch for the remainder of the game.
- b) In Mite, and Squirt, the coach will be permitted two quick conferences per inning. A coach may come to the field a third time, but only to make a substitution with the umpire and must return to the dugout after making the substitution (no trip to the mound to talk to the pitcher = result is the ejection of the coach).

15. Rotation Rule

In Mite, Squirt, and Pee-Wee, a team must have two pitchers.

1. In Round Robin play pitchers must either:
 - a) Pitch in Alternating Games and/or by Inning.
Note: A substitution may be made if necessary.
The number of innings shall be calculated at all times.
 - b) In Round Robin Play a pitcher shall pitch a maximum of 50%.
This shall be monitored by the Tournament Director.
 - c) In a game tied after 7 innings, additional innings are not included.
2. In the Playoffs, it is the coaches discretion as to the number of innings they wish to use for each pitcher.

16. Legally Pitched Ball

A legal pitch is defined as, having two feet ON THE PITCHER'S RUBBER to start, with a one second pause (no movement of the body), and delivers a windmill action (one revolution of the arm past the hip) and with the non-pivot foot pushes and drags foot through the ground.

NOTE:

1. A pitcher will be warned for the first illegal infraction that is made.
2. NO LEAPING, JUMPING, or REPLANTING permitted.

3. In Mite and Squirt, an illegal pitch shall be called a ball only on the batter, if the batter hits the illegal pitch, the illegal pitch is nullified.
4. In Pee-Wee and Bantam, any infraction of the above pitching rules shall declare the pitched ball as an illegal pitch. If the batter doesn't reach first base safely, and any other runners do not reach one base safely, a ball shall be awarded to the batter, and all runners advance one base.

Section 6 - Scoring

1. Running Home

Mite and Squirt

- a) Two plates shall be used, HOME PLATE, SAFTEY PLATE
- b) The safety plate must be placed on the outside of the batter's box on the 3rd base side. Base runners must touch this plate when running home.
- c) The catcher must use home plate.
- d) The commitment line is 20 feet from home plate.

Pee-Wee and Bantam

- a) Plate is live and both players must touch this plate.
- b) Runners are permitted to slide.
- c) A runner interfering with the catcher at home plate will be called "Out".
i.e. Dropping Shoulder, Running the Catcher, Pushing the Catcher
- d) A Tag can be applied to the runner.

2. Plus/Minus

A team can be credited with a maximum number of +7/-7 runs per game for statistic use only.

Section 7 – Tie Breaking, Game Procedures, Protests, Defaults

1. I.S.F. Tie-Breaker

- a) This rule is in effect for all divisions. If after seven innings of play in the round robin the score remains tied, the player preceding the first batter in the batting order of each half of the inning shall take an offensive position at second base.
- b) This will continue for each subsequent inning until a winner is determined.

2. Tie-Breaking Games

Two way tie = Teams play head to head

Three way tie

- a) Highest team receives a BYE
- b) Game 1 = Two other teams play, team with higher plus/minus is home team
- c) Game 2 = Winner of Game 1 vs Team A (Home Team).

3. Back to Back Games

- a) During round robin play, a team shall be scheduled a 30 minute break between games.
- b) A 30 minute break shall be permitted between games if time permits or at the discretion of the Tournament Director during games in the Playoff Round.

4. **Delayed Game**

A game called by the umpire for any reason shall be continued from the exact point at which it was suspended.

5. **Protest**

A protest must be made to the umpire prior to the next pitch. The umpire will stop the game and the protest committee (host chair, tournament director, one other chair person or umpire not on the field) will make a ruling immediately. A fee \$100 shall be applied. Money shall be refunded if the Protest is won.

6. **Defaulted Games**

If a team defaults two games, they will be disqualified for the remainder of the tournament.

7. **Final Decisions**

SNL or the Tournament Director at all provincial tournaments will make final decisions.