

MINOR SLO-PITCH RULES

Section 1 – Playing Regulations

1. Number of Players

In all levels of Slo-Pitch, 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

Softball NL 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.

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.

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

5. 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.

6. 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 Softball NL at which time further action may be taken against the player(s), coach and/or the team.

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

4. Catchers Equipment

- a) An approved softball goalie style helmet or a helmet with mask and throat protector,
- b) A chest protector,
- c) An athletic support,
- d) Shin guards are mandatory in Mite only. Optional in all other categories.

5. Warming up Pitchers

Any player 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 – Co-Ed Games

1. Number of Players

- a) A team shall consist of a minimum of 11 players to a maximum of 17 players.
- b) 11-12 players = 5 females, 13-14 players = 6 females, or 15-17 players = 7 females

2. Fielding

- a) There can never be more males than females on the field at any time (5 Female, 5 Male).
- b) If a male player is injured a female player can substitute.
- c) A male player cannot be substituted for a female player.

3. Batting Order

- a) The batting order must be male/female consecutively and consist of 10 players.
- b) All team members must field and bat a minimum of 3 complete innings.
- c) In the top of the fourth inning, coaches of both teams must make substitutions with the scorekeeper for all the players that have not yet been in the game.

NOTE: Male for a Male, Female for a Female, or Female for a Male

- d) In the seventh inning, a coach may re-enter a player from the first half of the game if they desire.
- e) A team player must play in at least one round robin game to be eligible to play in the playoffs.

4. **Base On Balls**

If a male batter is pitched four straight balls with **NO** strikes, the next female batter can bat or automatically take first base (coach's choice).

5. **No Co-Ed Division**

If there is no Co-ED division or if there is no female softball available to be played, females may play with the boy's team.

Section 6 – 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**

A warm-up shall be granted to the pitcher in the 1st inning of the game or to a new pitcher who has not yet pitched in the game. The pitcher will be permitted to throw five warm-up pitches. No other softballs are permitted on the field.

4. **Innings and Duration**

- a) A regulation game shall be 7 Innings.
- b) A mercy rule of 10 runs will be enforced after 4 ½ innings of play
- c) A maximum of 5 runs per inning with the exception of the seventh inning.

5. **Official Line Up**

- a) The official batting order shall consist of 11 players with the EP player listed in the eleventh position. See Section 6.7 for fielding.
- b) 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.
- c) For Co-Ed see Section 5.3

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) In Mite, 11 defensive players in the field (5 Outfielders).

- b) In Squirt, Pee-Wee and Bantam, 10 defensive players (4 Outfielders). Any ten of the eleven players listed on the starting line-up may play defensively as long as they are eligible to play.

8. Third Strike

- On a third strike, that is foul tipped by the batter, 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 Stealing is not permitted in any division.

10. Sliding

- a) Is permitted only at 2nd or 3rd base, or returning to 1st base from 2nd base.
- b) Is not permitted when the BR is running to 1st base or at Home Plate. 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. Conference Rule

- a) Pee-Wee and Bantam – as per SC Rulebook
 - 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).

14. Legally Pitched Ball

- a) Shall be delivered in a lob style, not lower than the waist or higher than 9 feet
- b) The pitching hand must not rotate behind the back at an angle greater than 180°
- c) In judgment of the umpire, a ball that is too fast shall be called illegal.
- d) Pitcher must have one foot in contact with the pitchers plate at all times.

NOTE: Any infraction of the above pitching rules shall declare the pitched ball as an illegal pitch, and the batter may swing at the pitch with liability of being put out.

Section 7 - 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, Bantam, and Midget

- a) Plate is live and both players must touch this plate.
- b) Runners are not 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.
- e) The commitment line is 20 feet from home plate.

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 15 minute break between games.
- b) A 20 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.