

Rules for Bantam Girls, Bantam Boys, Senior Girls and Senior Boys

GROUND RULES:

1. Game is 6 innings
2. NO FORFEIT RULE
3. Infield fly rule is in effect.
4. No player shall sit two innings in one game until all players on the team have sat for one inning. No player shall sit three innings until all players have sat for two
5. All players shall be put in the batting order and will hit in the same order. Any latecomers will be added to the bottom of the order
6. No player shall play the designated infield position of Pitcher or Catcher for two innings in a row
7. 5 runs or 3 outs is a completed inning. The sixth inning will be an open inning.
8. Pitchers may pitch a maximum of 3 innings per game, but not consecutive innings. If the pitcher starts to pitch part way through an inning, it shall be considered an inning pitched. Catchers may not catch consecutive innings
9. Pitchers feet must be in contact with the pitching rubber (or pitching line) and only take 1 step towards home plate. Any violation of this rule will be at umpire's judgment. Illegal pitch rule applies
10. When a pitcher hits a batter twice in one inning, he/she cannot pitch in that game again.
11. Substitutions are allowed (i.e. an injury). A "temporary runner" would be put on base, and would be the last available player, (furthest coming up in the order). In the case of an offensive player injury, their spot will not be lost in the batting order the first time around. But if the injured player cannot make it up to bat the second time their spot comes up, they player will then be permanently removed from the batting order (player will still be allowed to play defense under coaches destruction). Running from the fence is NOT allowed and is unsafe, every batter needs to be able to make it to first base safely, then the "temporary runner" substitution can happen once the batter reaches a base safely.
12. Once there is 2 outs if the catcher is one base, coaches must call time and replace their catcher with a "temporary runner", a player who would be last available in the order (furthest coming up in the order)
13. No metal cleats
14. No jewelry – Jewelry is any item judged dangerous by the umpire (e.g. earrings, watches, rings, necklaces, bracelets etc.). Medic Alert bracelets and necklaces are not considered jewelry. Fit Bits are acceptable.
15. Sliding is permitted
16. All players and coaches must wear team shirts supplied by HMSA with no modifications on the shirt (e.g. sleeves or bottom of shirt cut off). If the player forgets their shirt, they may leave to get their shirt and return to play
17. All players must supply their own HMSA approved baseball/softball helmet. Helmets must be worn at all times.
18. Long pants (or a combination of long pants and socks pulled up to cover the entire leg) and PROPER running shoes MUST be worn
19. Stealing is permitted. Runners must maintain contact with the base until the ball leaves the pitcher's hand. Any player who breaks contact with the base before the ball leaves the pitcher's hand will be called out for a lead-off.

PLAYING RULES

1. "Batter hit by a pitched ball" shall get first base only. Play becomes dead until the next ball is pitched
2. "Ball Four": batter gets first base. Ball is alive
3. Coaches cannot physically assist runners while ball is in play. The runner will be out if this occurs
4. New pitchers will be allowed **5** warm-up pitches, returning pitchers will be allowed **3** warm-up pitches.

5. The size of the "Pitcher Possession Circle" around the pitching rubber is Umpire's judgment, unless it is marked by a line
 - a. Once a pitcher has controlled possession on or near the pitching rubber, if the runner is off base the runner must immediately decide to run forward or go back, if the runner stops a second time, the runner will be called out for lead-off.
6. "An overthrown ball that goes out of play": all runners will get 1+1 (the base you were going to, plus 1) from the time of the throw.
7. Optional 15 run differential mercy rule after four complete innings. The umpire will ask the losing team if they wish to forfeit. It is the losing team's coach that will decide if play shall continue
8. Games to begin at 6:30 p.m. promptly
9. Game curfew 8:30 p.m by umpire ruling or 6 complete innings. If called due to time it will be a drop dead ball after the current at bat and the score reverts back to the score at the end of the last completed inning

EXCEPTION: In the case where the visiting team has completed the top half of the inning, and the home team scores enough runs in the bottom portion of the inning to take the lead, then all runs scored to that point shall count and the home team shall be declared the winner

10. No windmill pitching allowed. Pitcher must exhibit control or will not be allowed to pitch
11. There is no drop 3rd strike rule, the batter is out on the 3rd strike regardless if the ball is caught or not
12. If the batter loses control of the bat in the umpire's judgment, the play is dead and the batter-runner shall be ruled out
13. 12" ball to be used in Senior Boys Division
14. If a call would like to be challenge by a coach, that coach MUST call TIME and approach the PLATE UMPIRE to APPEAL the call. Umpires are encouraged to quickly discuss the situation with their partner.

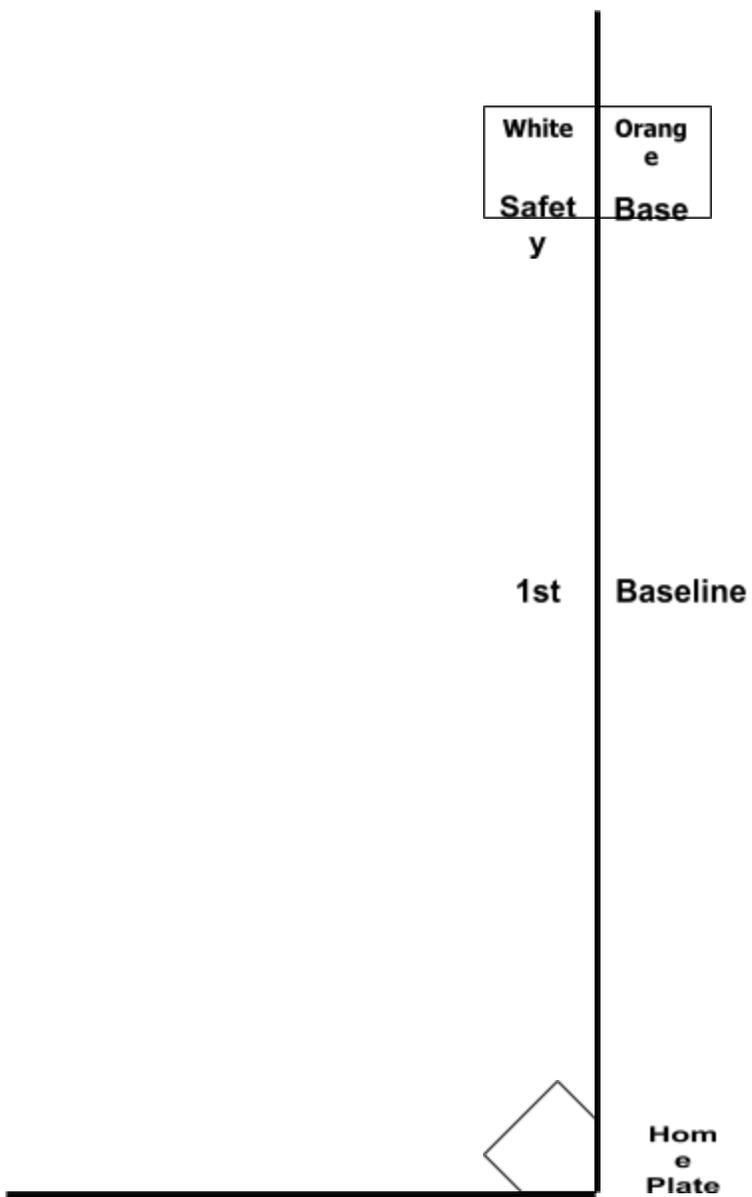
PITCHING DISTANCES AND BASELINES

| | <u>Pitching Rubber</u> | <u>Baseline</u> |
|--------------|------------------------|-----------------|
| Bantam Girls | 35 feet | 55 feet |
| Senior Girls | 35 feet | 60 feet |
| Bantam Boys | 42 feet | 60 feet |
| Senior Boys | 42 feet | 60 feet |

**Umpire In Chief ruling is final. Play by the rules.
For rules not covered by Hespeler Minor Softball, refer to Softball Ontario Rules.
Please approach our Umpire In Chief for further understanding and clarification of the rules.
Further disputed calls to be discussed by umpires, coaches, and convener AFTER the game.**

Safety Base Rule

1. Runner must run to orange portion of the base.
2. Fielder must touch the white portion to make an out.
3. Runner attempting a two-base hit may run to the white and/or the orange portion to make the turn to second base.
4. Runners on first base run from the white portion only.
5. If the first baseman touches only the orange portion to make an out, the runner is safe.
6. If either the baseman or the runner touches both colours together, the play is as called by the umpire (safe / out).



Ball-Weekend Rules

Preliminary Round-Robin Rules

Games are 2 hours or 6 complete innings, whichever comes first.

3-pitch, Atom, Junior and Bantam Divisions: 5 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Senior Divisions: 6 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Going into the final inning, if the home team is losing or the score is tied, and the home team scores enough runs in the bottom of the inning to tie or take the lead the game is called. The inning will not need to be completed since the home team scored enough runs to take the lead.

In all other situations, if the game is cut-off due to time, the score reverts back to what it was at the end of the last completed inning.

MERCY RULE

Mandatory Mercy Rule:

- 15 run differential after 4 innings for all divisions

Umpire calls the game. Mercy is declared. In the event that the Mercy Rule conditions are met while the home team is at bat, the inning shall not be completed. Mercy shall be declared immediately and the game is complete.

POINTS

- 3 pts for a mercy
- 2 pts for a win
- 1 pt for a tie
- 0 pts for a loss

Tiebreaker Rules

The top two teams shall play in the championship game. If there is a tie in the standings, the following shall be followed to resolve the tie:

Tie between 2 teams (for 2nd and 3rd place):

- The team that had more points in the head-to-head match ups between the tied teams will be declared the winner.
- **If there is still a tie:**
- Sort the tied teams based on the run differential recorded in all rounds of round-robin play. Team with the best differential will advance.

Tie between 3 or more teams:

- Sort the teams based only on points in the head-to-head match ups between the tied teams – see if a team can be advanced or eliminated.
- If one of the teams is advanced or eliminated, but a tie still exists between the remaining teams, look at just the head-to-head match ups between the teams that remain tied. – see if a team can be advanced or eliminated. Continue process if necessary.

If there is still a tie:

- Sort the tied teams based on the run differential recorded in all rounds of round-robin play – see if a team can be advanced or eliminated.

If there is still a tie:

- A coin toss will determine the winner

CHAMPIONSHIP GAME

Championship Game is 6 complete innings with no time limit

3-pitch, Atom, Junior and Bantam Divisions: 5 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Senior Divisions: 6 runs or 3 outs is a completed inning. The sixth inning will be an open inning with no limit on the number of runs that can be scored

Championship Mercy rule for all divisions

- 15 run differential mercy rule after 4 complete innings. The umpire will ask the losing team if they wish to forfeit. It is the losing team's coach that will decide if play shall continue.

CHAMPIONSHIP TIEBREAKER

- If the game is tied after 6 completed innings, the international tie breaker rule will be followed.
 - o The person before the batter who is scheduled to bat will be placed at second base to start the inning.
 - o 1 out to start the inning

**The Hespeler Minor Softball Executive will determine all ties and their decision is final
Scorebooks will be turned into the Executive for calculations**