



Oakville Girls Softball Association

2019 Mite Rules

Playing Rules

Softball Canada Official Fastpitch Rules used in all instances unless otherwise noted herein.

Playing Field

- The home team shall provide the bases, game balls and the official scorekeeper.
- The home team shall be responsible for placing the bases and the pitching rubber, at the proper distances, well before the start of the game.
- TeamSnap will dictate which team is Home, and which team is Away.
- The double base will be used exclusively at 1st base. (orange side in foul territory)

Base and Pitching Distances

Division	Bases(ft)	2nd Base (Ft)	Pitching (ft)	Ball Used
Mite	45	63.6	30	11" Softies

Equipment

Players must supply their own helmets with cage.

- Face masks are mandatory for all players.
- Mouthguards are optional but highly recommended.
- Chinstraps are mandatory and shall be secured properly under the chin at all times.
- Bats must comply with current ASA standards. If unsure, ask the Umpires for judgment.
 - Note: The penalty for using an illegal bat is the batter will be called out.
- A player must wear the complete team-issued uniform, including hats, in addition to proper running shoes/cleats. A jacket (zipped) can be worn over the uniform in cold/ inclement weather.
- No metal cleats, or hard plastic spikes similar to metal cleats are allowed in any division at any level of house league play.
- Jewelry may not be worn during a game; medical alert bracelets are exempt.
- No cellphones, ipods or other technology to be present/used in the dugout or diamond once the game has started.

Game Rules & Regulations

- Games start times are 6:30 with the first pitch
- The OGSA uses a combination of Player Pitch/Coach Pitch style during games
- The players will pitch to the opposing team until the batter receives a 4th ball.
- A Base on Balls will NOT be issued. Instead, the batting team's coach will enter the game to pitch to his/her batter and carry on the count (4-0, 4-1, 4-2)
- The pitcher remains in the game within an eight-foot radius of the mound
- **The batter will receive coach pitches to a Max 3 Coach Pitch**
- Note that while the coach is pitching, no base-runner may steal.
- Runner may advance only when a ball has been hit.
- The coach must pitch from the mound and may not move closer

- The coach must not interfere with the fielders from making a play , Coach Interference will result in the batter being called out
- If the batted ball hits the coach, the ball is DEAD and the batter is awarded a single.
- Parents may NOT interfere on bench with Umpire / Home Plate Calls

Mercy Guidelines

- Innings 1-7 MAX 4 runs or 3 outs

No New inning can start after 8:10. If the game reaches 8:25 the game will end with a “drop dead” ruling by the umpire.

If the inning is not yet completed; and the home team has *tied* the game, then the game is recorded as a tie; if the home team is *leading*, the game is scored as a home win; if the home team is *trailing* and has not yet started/completed their at-bats, the game score will revert back to the last completed inning

League Play

General

- Teams should arrive approx 30 minutes early to properly setup diamond and warm up players
- **Prior to the start of game, batting lineups should be drawn by coaches, but not exchanged. This is only to develop coach and player development, however no official score is recorded. Score keeping is only encouraged to instill knowledge of game and kept with each coach for reference purposes only.**
- A team consists of ten players: pitcher, catcher, 1st, 2nd, 3rd base, shortstop and four outfielders.
- To start a game, teams require a min of 7 players at official start time
- If a team is unable to field a minimum roster due to insufficient players, borrow players from opposing teams.
- Season games will last no more than 7 complete innings
- Mite coaches may not be within the playing area (within the base lines or out field) during game play when players are pitching.
- Offensive coaches must remain in the (implied) coach’s box on first and third base side. The defensive coach must remain the dugout.

Regular Season

A winner of each game may be announced at the end of the game, but scores and standings will not be recorded or used for the seeding of the playoff schedule. The objective is for all players to have fun, not win or lose.

Gala Games

On the completion of the regular schedule, a Gala will be held to determine the Division Champion.

All players will receive a participation award which will be the same at each venue at the conclusion of the playoffs

Fair Play Guidelines

Players arriving late *must* be allowed to play and are added to the end of the batting order.

If a player(s) leaves the game early for any reason, the team will not be penalized in the batting order and the absent player will be skipped in the rotation.

Fair Play Position Rotation (Player Development ratio)

Coaches are expected to balance player rotation for each game and over the course of the season in order for girls to maximize development in *all* aspects of the game. Thus;

All fielders, pitchers, catchers *must* adhere to the following position rules;

Mite: total 1 consecutive and 1 total innings played at any one position.

No player will be made to sit until all other players have sat out once each. No player will sit out two consecutive inning unless injured or otherwise unavailable. (ie illness, washroom break, absent)

2:1 ratio = For every 2 infield positions, players must play 1 outfield position (catcher/pitcher are classified as infield positions).

A Coaches appeal on any infraction will result in immediate player ineligibility at their current position. e.g. if one player attempts to extend the maximum allowable innings at a particular position, or fails to meet the 2:1 infield/outfield ratio, she becomes ineligible, and must be moved to the appropriate position on the field, or forced to the bench if it is her turn, or the logical recourse is for her to sit.

See "Protest" for the process.

Pitching Regulations

- At the beginning of each game the starting pitcher is allowed 5 warm-up pitches. Between innings, or when a change in pitcher occurs, the number of warm-up pitches is at the discretion of the umpire usually 3 to a maximum of 5.
- If a pitcher hits two batters in one inning the pitcher cannot pitch for the remainder of the inning. If the pitcher hits a third batter in a subsequent inning, the pitcher cannot pitch for the remainder of the game. In both instances she is eligible to play elsewhere in the field
- Only one charged "coach conference" per pitcher is allowed per inning. If a second conference is charged, the pitcher must be substituted for the remainder of the inning
- A pitcher substituted during an inning, cannot re enter during the same inning.
- All pitchers will be charged with an *inning pitched* if a single pitch is thrown
- Anyone warming up a pitcher must wear a catcher's mask at all times.

Batting

- The visiting team will bat first.
- All players will bat consecutively as listed in the batting order
- If a batted ball hits the pitcher the play is dead. The batter shall advance to 1st base NO other runners will advance unless forced.
- If the batter is HBP “Hit by a pitch” that is not in the strike zone and has not been swung at, the ball is dead and the batter is awarded 1st base.
- Runners cannot advance on a HBP. If a batter is hit by a ball that she has swung at and missed, the pitch is called a strike.
- If the third strike is called, the batter is out, and the ball is ruled dead.
- If the batter is HBP and does not attempt to get out of way, they are charge w/ball.
- Mite; no dropped third strike rule
- Mite; no infield fly rule
- Mite; no bunting

Overthrows

When the ball is in play and overthrown beyond the playing area boundaries, Mite players are awarded one base only.

Borrowed players

If the opposing team has more than 9 players, teams should borrow substitutes from their opponent in order to play the game. (this ensures families travelling great distances are rewarded with games played and girls are provided necessary development and fitness.

Borrowed players *must* come from the opposing team, designated by the opposing coach

The lending coach will choose players at their discretion, but will make efforts not to lend the same player(s) consecutively, or exclusively.

As late opposing players arrive, borrowed substitutes will be returned to their home team

The games involving borrowed substitutes are considered “legal” results and recorded

Defaults/Forfeit

Coaches and players are required to be at the scheduled diamond at the scheduled time unless otherwise instructed by the league/convenor who, has been in direct contact with the league/town regarding possible field closures. (see *Weather Rules*)

Only when call-ups and balancing the teams is not possible will the offending team Default the game. The intent should always be to play a house league game

If *both* teams are unable to field a team due to insufficient players, both teams default and each will have a 0-0 *loss* recorded in the standings.

Weather Rules

Teams should assume the game is to be played and arrive at the diamond ready to play. Softball is an outdoor sport and can be played in less than climate conditions. Safety is the determining factor and coaches, umpires, associations and the Towns will make the necessary precautions to ensure safe playing conditions for all and at all times.

If both teams have the minimum required players for the game, Rain delay/ Cancellation rules are applicable. If one or both teams do *not* have the min players, see default/forfeit

The Home Team League will issue appropriate cancellations through TeamSnap or proceed to Umpire Call

Delay/Suspension of Play

Once at the diamond, Rain Delay/Suspension or Play Resume/Cancellation will be *solely* at the discretion of the umpires;

if there is any sign of thunder or lightning before or during the game; a standard 15 minute time lapse after the last lightning flash or thunder clap must be diligently followed in order for participants to resume activities.

when the field conditions become unplayable during a rain delay; the umpire in consultation with the coaches will determine if the diamond is unfit to resume

Cancellations

The decision to *cancel* a game is made one of two ways;

The appropriate Parks & Recreation department has declared Field Closures which will result in the convenors calling the coaches, who will then notify their teams well in advance of scheduled game time (between 4:00pm and 5:30pm)

The Umpire will delay/cancel the game *on-field* at the scheduled game location

Coaches cannot arbitrarily cancel games under any circumstances and will elicit league discipline if not providing their team an opportunity to play.

Umpires

- The umpire should inspect the playing field and boundaries, equipment and clarify association- specific ground rules at the beginning of each game.
- Decisions to suspend/continue/cancel play are made at the scheduled game time, at the scheduled diamond
- The umpires shall determine when play is suspended/delayed/cancelled due to unplayable/unsafe field conditions; (see weather rules) or injuries.
- Such decisions are indisputable.

Umpire's Judgement

- There shall be no appeal for decision made by any umpire on the grounds that s/he was not correct in their conclusion as to whether a batted ball was fair or foul; a base-runner safe or out; a pitched ball, a strike or ball; or on any play involving accuracy of judgment
- No decision rendered by any umpire shall be reversed except that s/he is convinced it is in violation said rules.
- In case either team does seek a reversal of a decision based solely on a point of the rules, the umpire whose decision is in question shall, if in doubt confer with his associate before taking any action.
- Exception: A member of the infield may appeal to an umpire in the event that a base runner allegedly missed tagging a base on the last play.
- Coaches can request counsel with the umpire to get clarification of the rule as applied.

Protests

- Under no circumstances shall any player or person other than the coach of either team have any legal right to protest on any decision and seek its reversal.
- Protests shall not be considered if they are based solely on a decision involving the accuracy of judgment on part of an umpire, or if the protesting team won the game.

An example of a valid in-game protest is as follows;

Misinterpretation of a playing rule

Failure of an umpire to apply the correct rule to a given situation

Failure to impose the correct penalty for a given violation

Illegal substitute. ie ineligible batter/runner; breaching the maximum allowable innings at a position, forcing a weaker player to sit too often (see player guidelines)

- Protests for the above must be made before; next pitch; all infielders have left fair territory; on the last play of the game, before the umpires leave the playing field.
- All valid protests with the intent to overturn a game result (e.g. blatant rule violations; ineligible players, roster fixing etc) must be filed in writing to the division convenor within 48 hours after the protested game.

Ejections/Suspensions

Each team will be accountable for their behaviour and that of their respective supporters.

Any persons, players, coaches, managers or supporters, ejected for any reason must immediately leave the playing area, and park.

Umpires have the authority to eject/banish any disorderly person(s) from the playing area

All ejections will be reported by the umpire to the necessary association authority.

All ejections will be reviewed by the necessary association authority and may result in further disciplinary action.