

Perth Fastball Minor Softball Rules

1. A list of players with date of birth and address must be given to the convenor by the 15th of June of the playing year. Birth certificates are not required.
2. Home team shall supply all umpires.
3. Umpire requirements:

U13 – U20	Plate	Carded Mature
	Bases	Competent Mature
U9 and U11	Plate	Competent
	Bases	Competent

4. Division convenors will be assigned at the scheduling meeting.
5. The home team shall be responsible to re-schedule rained out games. After 3 attempts by the home team to reschedule a cancelled game, convenor shall award the home team with game points. All rescheduled league games MUST be made up at least one week prior to the date of the playoff tournament is scheduled to begin.
6. Postponed games are to be arranged by the home team. If the home team is unable to provide diamond time, the game may be played at the opposing teams diamond. Any postponed game not played in accordance with Rule 5 above, then the game will be forfeited to the non-offending team. If both teams are at fault and the game cannot be played in accordance with Rule 5, then a loss is recorded against both teams.
7. Pitching distances, baselines and ball sizes shall be as per Softball Canada Rules.
8. Entire team roster shall bat with free substitutions in the field during the entire playing season.
9. All batters and runners, and on deck batters must wear helmets fastened securely to their head by a chinstrap.
10. All Catchers must wear an approved throat guard, mask and helmet, as well as chest protector and shin pads as per Softball Canada Rules.
11. Any player acting as a First base or Third base coach must wear a batting helmet.
12. Use of over-aged players. Each team may have two players registered on their team who are over the age specified in the Softball Canada Official Rule Book. However, they must not be a pitcher or a catcher must be only 1 year over-aged, and the home center does not have a team or a spot on the roster of the team

of the overaged player's age group. These players will be eligible to play playoffs if they meet all other requirements of Perth Fastball League.

13. For both U11 and U13, regular season games shall be a minimum of 1-1/4 hours in duration or 7 innings. No inning shall start after 1-1/4 hrs. For U15 and above, regular season games shall be a minimum of

1-1/2 hrs in duration. No inning shall start after 1-1/2 hrs.

14. A regular closed inning shall consist of 3 outs or a maximum of 6 runs. The first 4 innings of any game U11 thru U17 will be closed innings.

15. Any inning after the completion of the 4th inning will be considered an open inning. (Maximum Runs scored in an open inning for the regular season shall be no greater than 12 runs for either team.)

16. If insufficient notice of cancellation is provided to the home team to permit them to cancel the Umpires and avoid paying their services, then the offending team will be required to cover the cost of the umpires for the rescheduled game. Failure of the offending team to cover the costs will result in a forfeit to the home team.

In order to be eligible for the playoffs or the final playoff tournament, a player must have played at least 1/3 of the regular season games for his or her team. Proof of completion will be provided by completed game sheets by the team in question and verified if necessary with all opposing team game sheets. Therefore, first and last names must be provided on game sheets.

(U7)

U7

Softball Season

1. Coaches pitch to own players.
2. Coach has no contact with the ball after it is pitched. If a hit ball hits coach, the play is dead and the batter gets to hit again. (Pitch does not count)
3. Once the ball is picked up in the outfield, the umpires will allow the runners to advance to the base they are travelling to.
4. A runner cannot steal.
5. A runner must be hit home.
6. After five pitches, if the child has not hit the ball into the playing field, a "T" is placed on the plate and the batter is allowed to hit.
7. Maximum six runs per inning.
8. All games are 7 innings or 1 hour in length with the ability to finish the inning if it is started before the time limit has expired. No inning is to start after 1-hour time limit has expired.
9. Bases to be 45 feet apart.
10. Players are to use helmets, securely strapped to the head, for batting and running of the bases.
11. All catchers shall wear FULL GEAR, including facemasks, helmet, kneepads and chest protector.
12. Age limit of grasshopper is up to 8 years.
13. Maximum of 6 players are allowed in the infield at one time, with the remainder are allowed to be positioned in the outfield. Outfielders must throw the ball to the infield to create an out at any base. (*This will eliminate having too many infielders.*)
14. 11 inch Hard Balls are to be used for all games.

(U9)

Field Dimensions/Equipment:

- Bases are forty-five (45) feet apart.
- The pitching mound is thirty (30) feet from home plate.
- Balls being used are 11" red dots
- The HOME team for each game will supply the game balls. Meaning one (1) brand new game ball and one (1) gently used practice ball or previously used game ball.
- All batters must wear a batting helmet with a face mask while warming up in the on deck circle, on the field batting and/or while on the bases.
- All players at the position of catcher must be wearing appropriate catchers equipment – Meaning a catchers helmet, chest protector and shin pads.
- Any player off the field warming up a pitcher that is getting ready to enter the game MUST, at minimum, wear a full catcher's mask to warm up a pitcher.

Game Times:

- All games will be a limit of one (1) hour and fifteen (15) minutes in length - seventy-five (75) minutes total.
- Any game that completes the third (3rd) inning of play will constitute an official game played.
- *No new inning is to start after the sixty-five (65) minute mark.
- *Rain out games will NOT be made-up/rescheduled.
- Each half inning will consist of either three (3) outs or a total of six (6) runs by the team batting. Which ever happens first.

Uniforms:

- Every Player will be expected to be wearing their team jersey/shirt and team hat for games. (However, a player will not be denied the ability to play if either their team shirt, team hat or both are not present.)
- All players MUST be wearing long pants for games. Baseball pants, track pants, "warm-up" pants are permitted – Shorts are not permitted. (Any player arriving to the game that is not wearing pants will NOT be permitted to play.
- Appropriate footwear is required. Running shoes or cleats (with plastic spikes) are permitted. Sandals, crocks, boots, open toed shoes, cleats with metal spikes are NOT

permitted. A player not wearing the appropriate footwear will NOT be permitted to play.

Substitutions:

- The minimum number of players needed to start a game is six (6) players on each team.
- No player shall sit out for two (2) consecutive innings.
- Coaches may use four (4) outfielders while on defence.
- Free defensive substitutions apply.
- There are no defensive coaches on the field – Except: There may be one defensive coach positioned behind the catcher in order to throw and missed balls by the catcher back to the pitcher. This is an optional rule for coaches and is meant to simply speed up the pace of the game.
- Filling a roster that is short players – For league games any team can use a player of the same age or younger from within the Wilmot House League, South Perth or South Oxford. Teams may NOT use older players, players registered with North Waterloo and/or un-registered players when short players.
- Tournaments and year end playoffs – Players MUST be from a YOUNGER age group and must be from within the Wilmot House League. Also, must be a position player as added players may NOT pitch or catch for a team other than their own during tournaments and/or the year end playoffs.
- If one team shows up to the park with six (6), seven (7), or eight (8) players and the other team has ten (10), eleven (11) or twelve (12) players then the coaches, if agreed upon, can even out the teams by lending a few players to the team that is short on players. *This is not required by either coach/team. It is completely optional and MUST be agreed upon by both coaches/teams.
- Players arriving late to the game can be added to the bottom of the batting order without penalty.
- Injured players can be removed from play at any time without penalty. Injured players required to leave the game due to a minor injury i.e. bumps, bruises, scraps, minor cuts, etc. may NOT enter back into the game until the start of the next half inning. Any player leaving the game with a major injury i.e. concussion, sprain, break, active bleeding, etc. may not re-enter that game. Degree of injury determined in partnership by the player, the player's parents, the umpire(s), the player's coaches and any medical staff present/required.
- When there are (2) outs and the player that will be the catcher for the next half inning defensively is on base, the last out will be substituted to run so that the catcher can get

their gear on. In short, two out, catcher on base as a runner, last out comes in to run for the catcher.

Pitching:

- ***Pitchers masks must be worn by any player pitching in a game.***
- **There are NO walks in this age group.**
- *A batter that is hit by a pitch has the option of taking first base or continuing to hit.*
- The (child) pitching will pitch a maximum of 4 total pitches. If the ball is put in play or the batter strikes out before the pitcher has thrown four (4) pitches, the coach from the batting players team does NOT enter the game during that at bat. **However, once the (child) pitching throws four (4) total pitches to one batter, then the batting teams coach enters the game to finish the at bat for that player.** If the batting teams coach enters the game then the rules are as follows:
 - Batter has 2 strikes – Coach throws one (1) pitch maximum
 - Batter has 1 strikes – Coach throws two (2) pitches maximum
 - Batter has 0 strikes – Coach throws three (3) pitches maximum
 - The only exception is that if with two (2) strikes the batter fouls off the third strike and any subsequent pitches then the coach will continue to pitch to that batter until the batter puts the ball in play or misses a pitch for strike (3).
- A batter can NOT run on third strike even if the catchers does not catch (drops) the ball on the third strike.
- No pitcher may pitch more than two (2) consecutive innings at a time.
- No pitcher may pitch more than two (2) innings in one game.
- If a pitcher pitches to one batter during a game that one batter constitutes one inning pitched for the purpose of the consecutive innings and maximum inning rules.

Umpires:

- A minimum of one (1) umpire is required to play a game. However, if an umpire does not attend for any reason and a parent(s) is willing to umpire the game and it is agreed between both coaches then that game shall proceed with the parent(s) as the umpire(s).
- A parent may be used as a second umpire if agreed upon between the coaches and the umpire presiding over the game.
- No certification is required to umpire at this level.

General Game Rules:

- NO base stealing.
- NO advancing on wild pitches and/or passed balls.

- NO infield fly rule.
- There is NO bunting at the Tyke age level. A full swing is required for a legal hit.
- If the ball is put in play, no matter where the ball is hit or how much the defensive players throw the ball around the diamond, the batter and/or any base runners may only advance two (2) bases maximum anytime the ball is put in play.
- Sliding is allowed at second base, third base and home plate. Sliding of any kind will NOT be permitted at first base. If a player slides into first base then that will result in an automatic out for the player that slid into first base.

(U11)

U11 Mixed
Softball Season

1. Softball Canada Rules shall apply for both boys and girls teams. If a team is a mixed boys and girls team, they will play under the rules set for boy's teams.
2. See Perth Fastball Rules for game duration.
3. Stealing will be allowed to any base on a pitched ball to the catcher, except to home. Runners must advance to home on a hit ball.
4. Batter / Base-runner may not advance to the next base on **any** overthrow from the infield or the outfield.
5. 3rd strike caught or not, batter is out.
6. If a player must leave the game early for any reason, his or her position in the batting order will be eliminated and is NOT an automatic out. Only exception to the rule is if the player is ejected from the game, his or her position at the plate will be considered an out.
7. Late players shall be added to the bottom of the batting order.
8. Either team or both can play with 8 players. The position of the ninth player is not an automatic out.
9. All pitchers must wear CSA approved face masks while pitching.

(U13)

U13 Mixed Softball Season

1. Softball Canada Rules shall apply for both boys and girls teams. If a team is a mixed boys and girls team, they will play under the rules set for boy's teams.
2. See Perth Fastball Rules for game duration.
3. Stealing is allowed but only after the ball **leaves the pitchers hand**, otherwise the player shall be called out for a leadoff.
4. Third strike passed ball, batter is out, but base runners may advance at their own risk.
5. Stealing home will be allowed on a passed-pitched ball to the catcher.
6. Either team or both can play with 8 players. The position of the ninth player is not an automatic out. If a player must leave after the game has started, his or her position will not be considered an automatic out. Only exception to the rule is if the player is ejected from the game, his or her position at the plate will be considered an out.
7. All pitchers must wear CSA approved face masks while pitching.

(U15)

U15 Mixed Softball Season

1. Softball Canada Rules shall apply for both boys and mixed teams.
2. See Perth Fastball Rules for game duration.
3. Stealing is allowed but only after the ball leaves the pitchers hand, otherwise the player shall be called out for a leadoff
4. Either team or both can play with 8 players. The position of the ninth player is not an automatic out. If a player must leave after the game has started, his or her position will not be considered an automatic out. Only exception to the rule is if the player is ejected from the game, his or her position at the plate will be considered an out.

(U17/U20)

U17/U20 Mixed Softball Season

- 1 Softball Canada Rules shall apply for both boys and girls teams. If a team is a mixed boys and girls team, they will play under the rules set for boy's teams.
- 2 See Perth Fastball Rules for game duration.
- 3 If a player must leave the game early for any reason, his or her position in the batting order will be eliminated and is NOT an automatic out. Only exception to the rule is if the player is ejected from the game, his or her position at the plate will be considered an out.
- 4 Late players shall be added to the bottom of the batting order.
- 5 Either team or both can play with 8 players. The position of the ninth player is not an automatic out.
- 6 Game length will be decided on at the start of the game by both teams. No less than 90min or 7 innings which ever comes first. Teams can choose to play longer than 90min or complete the game f agreed upon at the start