

ASD-North Softball Rules

Rule 1 - The Playing Field

- Middle School Base Paths - 60'
- Middle School Pitching Distance
 1. Female – 38'
 2. Male – 40'

Rule 2 - Equipment

Ball

- Middle School Ball - 12" Ball - Softball Canada Standard Worth Red Dot (COR .47).

Helmet

- Two earflap helmets are mandatory for all batters, base runners and batters on deck.
- Mandatory - Players must wear a batting helmet with cage and strap done up while at bat and on base.
- Optional - For defensive pitchers and players to wear protective equipment (helmet with cage or faceguard).

Pitching

- Pitchers may not wear sweatbands, bandages, tape, or bracelets or similar items on the fingers, wrists, and forearms on the pitching arm.
 - Pitchers can only wear items on their pitching arm if they are covered by an undershirt (compression sleeves worn on each arm are considered an undershirt).

Mouthguard

- Optional for defensive or offensive players to wear a mouth guard.

Rule 3 - Coaches, Players and Substitutes

Players - Number of Players

- Minimum of 7 players and a maximum of 9 players on the field. Rovers are not permitted in Middle school softball.
- When playing with less than the maximum number of players, there are no

automatic outs.

- If players arrive late, they may be added to the bottom of the lineup.

Official Line Up

- The official batting order shall consist of **ALL** players on the official roster. The designated player (DP) and FLEX are not permitted.

Substitutes

- Unlimited defensive substitutions.

Replacement Runner

- When the team on offence has two (2) out and the player designated to catch the next half inning is on base, the coach is allowed to substitute the last recorded out of the inning in that player's place as a base runner. The designated catcher must then suit up for the next half inning.

Playing Time

- No player is to sit more than 1 consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two innings.
- Coaches are encouraged to play all players as equally as possible over the course of a Season.

Rule 4 - The Game

Regulation Game

- Game time will be 1.5 hours in length.
- A new inning will not start after 1 hour 15 minutes after the scheduled start time.
- Games will be 5 innings.
- If the home team is ahead at bottom of 4th inning and 5th is not being played due to time, game is ended. The umpire decision is final. If the visitor is ahead at the top of the inning and the game is called due to time, the score will revert to the previous complete inning. If time is being wasted by any team in order to change the outcome

of game the umpire/organizers will penalize that team and award a forfeit game.

- In case of weather or cancellation of a game by an official and when two innings have been completed, the score of the game will revert to the last fully completed inning.

Mercy Rule

- Mercy Rule: If any team is ahead by ten (10) runs or more after five (5) innings (4 1/2 if home team), or any inning thereafter, the game will be called.

Run Limit Per Inning

- Maximum of 5 runs per half inning.

Run Limit - Open/Last Inning

Scoring

- Teams may score a maximum of 5 runs per inning with the exception of the 5th ("open inning"). Softball Canada mercy rules will be in effect (10 run lead after 4 complete innings).

Charged Conferences

- A team is permitted unlimited offensive conferences per inning.
- A team is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed from the pitcher position for the balance of the inning.

Rule 5 - Pitching Regulations

Pitching

- Accepted pitching styles are whip or orthodox.
- Player pitch - normal count. After 3 strikes, batter out.

Pitching Limitations

- A pitcher is allowed to pitch a maximum of 3 innings per game (can be consecutive).
- 1 pitch equals one inning.

Illegal pitches

- Illegal Pitches **WILL** be called against pitchers at the Middle School Level. Umpires may advise the coach of any pitcher that pitches "illegal" for the purpose of helping the developing pitcher.

Hit batters

- If a pitcher hits a 3rd batter in a game, they must be changed from pitcher position and cannot re-enter to the pitcher position for remainder of that game.

Walks

- Walks are allowed.
- On a walk, the batter is granted **1B ONLY**. An athlete may not take second base on a walk.

Intentional Walks

- There are no intentional walks.

Rule 6 - Batting**Bunting**

- Bunting is **NOT** permitted.

Rule 7 - Batter-Runner & Runner**Infield Fly Rule**

- Infield fly rule is not in effect.

Stealing

- Base runners may steal on any legally pitched ball when it has crossed home Plate.
- A player can only advance one base on a steal attempt.
- Player cannot advance to home on a steal, passed ball, or wild pitch - must be batted in or forced home by a walk or is part of a continuation play (i.e. overthrow).

Lead offs

- Runners may leave the base when the ball has crossed the plate. If they leave early, they will be called out.

Sliding