



Squirt Rules - 2022

SMAA follows the Softball Ontario rules. These are the modifications for our league.

There are no WALKS in Squirt Fastball.

- Season begins Tuesday, May 17th and runs each Tuesday – Thursday until August 4th.
- Saturday, August 6th will be the final day, followed by lunch and awards.
- In the event that teams seem unfair, the executive/convenor may move a player to a different team. No players will be moved after Thursday, May 26th
- Win = 2 Points Tie = 1 Point Lose = 0 Points Rainout = 1 Point
- All players are to wear the proper uniform each game and practice. Provided Sponsor Shirt, Ball Pants, Visor and proper footwear (rubber cleated shoes or running shoes). All other footwear is not permitted.
- Shirts must be tucked in at all times.
- Coaches are required to wear laced footwear.
- Bats, batting helmets and catchers gear will be supplied by the league. Players can use their own approved gear.
- All jewelry must be removed. Players may cover stud earrings with tape. No hair elastics around the wrist. Medical bracelets are exempt from this rule.
- Sunglasses are allowed. Plastic frames are preferred.
- Executive, convenors, coaches and regular helpers must complete and pass a Police Background Check (paid by SMAA Girls Fastball). Police checks are good for 5 seasons.

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SQUIRT MODIFIED GAME RULES

These rules are designed to help increase the number of hits and allow for more at bats and base running. The modified rules will also create more fielding and throwing opportunities. This will help first year Squirt players get adapted to hitting off a pitcher and help prepare final year Squirt players for the fast pace action of Novice ball.

The increased action will keep players engaged and give coaches more opportunities to teach players the game of Fastball. Plus it will be exciting for both players and observers.

- The fielding team will still field a pitcher that will pitch to the team at bat.
- If the pitcher strikes out a batter, that batter is out.
- If the batter hits the ball, the play will continue as normal.
- If the pitcher throws four (4) balls, the batter does not receive a walk. A pitching coach will now take the field and pitch to their batter. Pitcher will remain in the pitcher's position.
- The pitching coach must be wearing proper footwear, have passed a background check and be wearing a glove. ***Pitching masks are required for coaches under the age of 18yrs.***
- The pitching coach will toss up to three (3) pitches for their batter.
- Should the batter not be able to hit one of the three pitches from the coach, that batter is out.
- Batter **CAN NOT** strike out on a foul ball. A batter receives another pitch on a foul ball.
- The coach may stand at any distance from the batter.
- On contact, the play will continue as normal.
- All fair balls are in play. NOTE: There are no imaginary arcs in front of home plate. A fair ball is LIVE.
- If the batted ball hits the pitching coach and the ball falls to the ground, that is considered a LIVE ball and still in play. The

fielding team must make the play.

- If the pitching coach accidentally catches a ball hit back to them, that is considered a catch and the batter is out.
- ***Runners CANNOT steal second base at any time.***
- While the team pitcher is pitching, runners can steal 2nd to 3rd. No stealing home.
- No stealing of any base while the ***pitching coach is pitching***. Base runners are permitted to lead off once the ball has left the pitching coach's hand.
- The pitching coach is not to interfere with the play.
- The pitching coach must remain in the pitching position while the ball is in play. Pitching coaches are not allowed to pick up a ball that is LIVE and in play.
- After a play is completed, fielders are to throw the ball back to their pitcher.

GAMES AND/OR PRACTICES

- A maximum of 4 coaches/helpers are permitted on the diamond during a game. Extra coaches can be used for pre-game warmup and practices.
- Please be courteous to your coach by contacting them if you cannot make a game or practice.
- Coaches are to share the diamond for warm ups.
- Players showing up once the game has started will be permitted to join the game.
- No new inning will start after 8pm. No curfew. Finish off the final inning.
- All games are a maximum of 5 innings – subject to Mercy Rule.
- NOTE: At the end of 5 innings or when the Mercy Rule has taken effect and there is still time to play, the game will continue. However, the score at the end of the 5th inning or Mercy is the final score and any additional runs are not to be counted.
- MERCY RULE: After 4 completed innings, one team is 10 runs ahead.
- Both coaches are to text the final score to the league convenor.

FIELDING

- A team may field a maximum of 10 players. Pitcher, Catcher, 4 Infielders and 4 Outfielders. NO ROVER.
- Outfielders must be a minimum of 10 feet behind the baseline or 6 feet behind an infielder.
- The minimum of 7 players is required to officially play a game.
- If a team is short players (6 or less), teams are to even out and play an exhibition game.
- Teams with enough players will receive 2 points and win the game with a score of 7-0. If both teams forfeit, they both receive 0 points and a score of 0-0.

PITCHING

- Pitchers must wear a Face Mask. Masks are provided, or a player can wear their own CSA approved mask.
- Pitchers can pitch windmill or bowling style only.
- Beginning of a game, inning or pitching change, pitchers get a maximum of 5 warmup pitches.
- A pitcher cannot pitch more than 2 innings per game. One batter in an inning is considered an inning. Innings do not need to be consecutive.
- If a pitcher hits 3 batters in one inning, that pitcher must be replaced. Note: If they hit 3 batters in their first inning of pitching, they can return for a second inning. If they hit another 3 batters, they must be removed.
- Pitchers DO NOT need to start with both feet on the pitching rubber.

Catching

- If there are 2 outs and the catcher is on base, the catcher must be replaced with a substitute runner. The substitute runner is to be the last player recorded out.
- Catchers must wear a catcher's mask. No batting helmets for game play.
- In the event that the catcher is not ready, a coach must warm up the pitcher or a player that is sitting that inning. The player or coach under the age of 18yrs must wear a catching mask or batting helmet with a cage.

Batting, Base Running and Stealing

- Bats must be Softball, Fastball, Fastpitch, Slo-Pitch or Two-Pitch bats. Baseball/Hardball bats are NOT PERMITTED. This information will be visible on the barrel of the bat. If you are not sure, please ask your coach or convenor.
- Any executive, coach, convenor or umpire may ask to inspect a bat. Illegal bats must be removed from the game.
- Batters must wear the proper batting helmet. ***Must have a cage and chin strap.*** Batters can wear a ball hat under the helmet for a better fit.
- Only the batter and on deck batter can be on the field swinging a bat. Other players must remain in the dugout.
- Double and triple deck batters should be ready to go with a helmet on.

- The batter is out on a third strike regardless of whether the catcher catches the ball or not. NO PLAY AT FIRST.
- No infield fly rule.
- A base runner cannot leave the base until the ball has left the pitcher's hand.
- ***Runners CANNOT steal second base at any time.***
- Base runners can steal third base. A player can not steal on an overthrow back to the pitcher from the catcher.
- In the event that a base runner steals third, the catcher throws the ball to third and it skips into left field..... This is a LIVE ball and runners can advance, including a runner at first base advancing to second. This is advancing on an overthrow, not a steal.
- A runner can not steal home on a pitch or wild pitch.
- A base runner must slide if there is a **play** at home plate. No Slide will result in the runner being called out. A slide can be on a knee or a foot slide. The idea is that the base runner stops at the plate to eliminate a collision.
- Any ball that is over thrown back to the pitcher from the catcher while facing a batter is a dead ball.
- **An overthrow or ball that skips past the first baseman on a play to first off a hit is a LIVE BALL. Runners can only advance one base.**
- A THROW OVER THE FENCE: Each runner advances to the next bag or home plate. Example: a player running from 2nd to 3rd, that hasn't touched 3rd when the ball went over the fence, gets 3rd base. If they are standing on 3rd when the ball goes over the fence, they advance home as they were on 3rd.
- UNDER THE FENCE OR INTO THE DUGOUT: A base runner may advance to the next base if at least halfway to the next base. On a play at first, the hitter running to first must stay at first base.
- Both Slap and Regular Bunting are allowed. NOTE: On a third strike, if the ball goes foul, that is an out.

RAIN OUT AND EXTREME HEAT DAYS

- The Fastball Committee will inform coaches if a game has been canceled due to thunderstorms, rain or extreme heat. In turn, coaches will contact the parents/guardians.
- Canceled games will also be posted at sarniaminorathletic.com, Facebook and Instagram.
- In the event of a light rain without signs of lightning, the game will continue until the Executive, Umpire, Convenor or Coach decides to delay or cancel the game.

OTHER

- Inning is concluded when 3 outs have been recorded or 6 runs have been scored.
- Players are to hustle on and off the field at all times.
- During a game or practice, players are to remain in the dugout or on the diamond with the coaches and team. Players must ask a coach permission to leave the diamond.
- Only the executive, convenor, coaches, helpers and players are permitted in the dugout/diamond during a game.
- Only base coaches or pitching coaches are permitted on the diamond during play.
- Convenors, coaches and helpers on the field or in the dugout must complete and pass a Police Background Check (paid by SMAA Girls Fastball). Police checks are good for two seasons.
- All players on the field are to be engaged and paying attention at all times.
- Executive, Umpires, Convenor and Coaches have the authority to move distracted players to a safer position or remove them from the field. SAFETY FIRST.
- If a parent or spectator is asked to leave the park because of unruly behavior, that team's coach will also be removed and receive a one game suspension.
- If a player/coach is ejected from a game, this will result in a one game suspension. If a player/coach is ejected a second time, they are done for the remainder of the season and the player will receive no refund.
- There is no smoking or vaping in Germain Park.
- There is no alcohol permitted in Germain Park.

