



U17 - Novice Rules - 2023

- Season runs Tuesday, May 16th and runs each Tuesday – Thursday until August 10th.
- Saturday, August 12th will be the final tournament, followed by lunch and awards.
- League meetings are the first Monday of each month. These are open meetings and all are welcome.
- Schedule, Rules, Information, Standing, etc. will be posted at sarniaminorathletic.com/girls-fastball/
- 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 25th
- 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 and helpers are required to wear lace up footwear.
- Bats, batting helmets and catchers gear will be supplied by the league. Players can use their own approved gear.
- NO JEWELRY. All jewelry must be removed. Players may cover stud earrings with tape.
- 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.

GAMES AND/OR PRACTICES

- **NEW THIS YEAR: HOME TEAM take the 1st base dugout. AWAY TEAM takes the 3rd base dugout.**
- A maximum of 2 coaches and 1 helper 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 and practices.
- Players showing up once the game has started will be permitted to join the game.
- Tuesday night: No new inning will start after 8pm. No curfew. Finish off the final inning.
- Thursday night: Game #1 – No new inning will start after 7:45pm. Game #2 – No new inning will start after 9:15pm
- All games are a maximum of 7 innings – subject to Mercy Rule.
- NOTE: At the end of 7 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 7th inning or Mercy is the final score and any additional runs are not to be counted.
- MERCY RULE: After 5 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 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 must wear a catching mask or batting helmet with a cage.

Batting, Base Running and Stealing

- Bats must be Softball, Fastball, Fastpitch, Two-Pitch or Slo-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 may steal second or third base on any pitch. 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.
- An overthrow back to the pitcher by the catcher when facing a batter is a dead ball. Any other ball that is overthrown and still in the park is a LIVE ball.
- **A THROW OVER THE FENCE:** Each runner advances to the next bag or home plate.
- **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 Bunting 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.
- During a game/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 and on the diamond during a game/practice.
- Only base coaches are permitted on the diamond during play.
- Executive, 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 five 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 from the current game and receive a one game suspension.
- If a player or coach is ejected from a game, this will result in a one game suspension. If a player or coach is ejected a second time, the player or coach will be suspended the remainder of the season and the player will receive no refund.
- There is no smoking/vaping in Germain Park.
- There is no alcohol permitted in Germain Park.