



Waterloo Minor Girls Softball Association

Houseleague Rules

General Rules for All Divisions

Softball Canada's Official Guide and Rule Book will apply for all divisions, except as follows:

1. All players present for a game will be listed in the line-up and will bat in rotation. Free substitution of players in the field will be allowed. A player not present at the start of the game cannot be listed until she arrives. She will be listed at the end of the batting order when she does arrive.
2. No inning will start after 8:00 p.m. throughout the season. The game continues until the inning has been completed. The score at the end of the last complete inning will stand, regardless of number of innings played.
3. Any number of **registered houseleague players from a younger division** may be substituted to avoid a forfeit. If a game is forfeited, every attempt should be made to play the game as an exhibition game by "borrowing" members from the opposing team or other mutually agreeable conditions. A forfeited game will count as a loss.
4. A player will be limited to playing a maximum of 1 inning per game in any given position. This rule will be tracked by the coaches and scorekeepers and umpires will be advised as soon as an infraction is noticed. There is no penalty for the first infraction, but once noticed, the player is to be immediately relieved and the coach warned not to repeat the infraction. After receiving a warning, if the infraction is repeated, the offending player will be removed from the game (i.e., will be removed from the lineup, but may remain with the team on the bench) and the offending coach will be ejected from the game (and must leave the park).

Additional Rules for Mite (Bases 45'; Pitching 35')

1. Game time is listed at 6:00 p.m.; all coaches and players are expected to be at their diamonds -- ready to go -- at this time. Up to and including June 12th, the first one hour is reserved for practice. The actual game portion of the evening will begin at 7:00 p.m. During the remainder of June and all of July, there will be a ½ hour warm-up practice session and the actual game portion of the evening will begin at 6:30 p.m.
2. Each half-inning ends when there are three outs or four runs have been scored, whichever happens first.
3. Mite players now take on the responsibility of pitching. The plate umpire will call strikes and balls, but **no walks** will be issued. If a batter reaches four balls, a coach (or parent) from her own team will take over the pitching (**from the pitching rubber - 35'**) and assume the strike count. All pitched balls from a coach with count as a "strike". Anytime the batter reaches 3 strikes, she is out. The defensive pitcher is to stay on the field in the defensive position, no closer than the pitching rubber. **Note:** The batter does not advance to first base if she is hit by a pitched ball. **If hit by a pitch from the defensive pitcher, the count automatically moves to ball four, and it is as if four balls had been thrown.** If hit by the offensive coach, the call will be a strike.
4. If the coach who is pitching accidentally interferes with the batted ball or with a defensive player who is trying to field the ball, the batter is out and ball is considered dead.
5. A player will be limited to pitching a maximum of 1 inning per game (a single pitch in an inning will constitute an inning pitched). See Rule #4 in General Rules above for tracking and penalization information.
6. Base runners may advance only 1 base on any pitch unless the ball has been hit. (I.e., stealing is permitted, up to a maximum of one base per pitch.) **Runners may not steal home.**
7. When a ball is overthrown out of play, the ball will be declared dead at the time the ball went out of play (play stops), and runners will advance to the base to which they were headed *when the ball went out of play*. No extra base is awarded.
8. The infield fly rule is not in effect.
9. Bunting is not permitted.