

St. Thomas Optimist Softball

PEEWEE DIVISION (U15)

GENERAL

1. Emphasis is to be placed on learning the fundamentals of the sport, good sportsmanship, and having fun.
2. Unless otherwise specified, all rules are those recognized by Softball Ontario

UMPIRES

3. Bantam level players will be assigned as Umpires for each game;
4. Umpire cards are to be signed by the Home Team coach, even if the game is forfeited

ADULT VOLUNTEERS

5. Head Coaches, Assistant Coaches and Registered Volunteers must have a current cleared Police Record, Vulnerable Sector check on file with STOS in order to be allowed in the team dugout or to directly assist a player other than their own during a game or other STOS event
6. Parents and other casual volunteers are welcome to assist their own players when needed, and can help the coach by base coaching or scorekeeping without registering first with STOS

DIAMOND SETUP

7. Coaches are responsible for placing bases into sleeves before the game (first coach to arrive)
8. "Home" team coach is responsible for returning bases to equipment bins after each game

SCORE REPORTING

9. Scores are to be kept by each team in the score books provided
10. Scores are to be reported by the Home Team coach after each game
11. During the regular season a tied game remains tied - only tournament games are played out
12. If games are rained out after 45 minutes of play, the score recorded will be the score as of the last complete inning.

PLAYERS ON THE FIELD

13. A maximum of 10 defensive players will be allowed on the field. Teams must have a minimum of 7 defensive players on the field;
14. If a team has less than 7 players the game is forfeited and recorded as a 1-0 Loss
15. In case of forfeits, the players may be shared across teams and a fun scrimmage or practice can take place on the field - umpire is to stay and assist as needed

CALL-UPS/CALL OVERS

16. Players from the division below (Jr Pee wee) may be called up, to a maximum of 10 players on the bench
17. Players who have been called up must wear their own team shirts and follow all Pee wee rules of play

GAME TIME / INNING LIMITS

18. No innings will begin after 90 minutes from the start of the game.
19. Umpire may call last inning at their discretion but is not required to do so
20. Games rained out before 45 minutes of play will be rescheduled.
21. Every inning has a six-run limit.
22. There is a maximum of 7 innings per game

RAIN OUTS

23. Games rained out before 45 minutes of play will be rescheduled.
24. Rained out games will be rescheduled by the League Executive

25. Any rained out games that are not able to be rescheduled prior to the Final Tournament will be recorded as a tie

PITCHING

26. Players will pitch to opposing teams; A player may only pitch for a maximum of two consecutive innings but may pitch more than 2 innings total per game
27. Pitchers must use an underhand pitching style - windmill pitching is permitted and encouraged;
28. Pitchers must pitch from the rubber mound
29. Pitchers must start with both feet together and facing home plate,
30. It is legal to drag, leap or hop and then land and throw as long as the original push starts from the pitcher's plate. It is not legal to step off with the pivot foot and then drag, leap, or hop and throw

BATTING

31. Strikes and balls are in effect; a foul when 2 strikes on the count will not be a third strike
32. A foul tip on the 1st or 2nd strike must be over the batter's head and caught by the catcher for the batter to be called Out. Any foul tip caught by the catcher on the third strike will result in a call of out
33. Infield fly rule will apply - when the batter hits a fair fly ball with runners on 1st & 2nd, or 1st 2nd & 3rd, AND there are less than 2 outs the batter will be called out and runners may not advance
34. The batting order must remain the same for the entire game - any batter out of order or missing is an automatic out, except for injured players. This infraction must be brought to the attention of the umpire while the batter is at the plate in order to be enforced

BASE RUNNING

35. Stealing bases is allowed, batters may advance once the ball has left the pitcher's hand
36. A batter may run to first base on a third strike ONLY if the catcher drops the ball AND first base is not occupied
37. If a ball is overthrown and goes out of play, it is considered a dead ball and runners will advance one base from the last base they occupied. The Umpire will call TIME and direct the runners
38. Sliding into base is allowed except first base - no sliding into first base

CATCHING

39. Catchers may not block home plate when a runner is advancing from third base - catchers must stand in front of the plate to ensure safety of both players and not on the base path or on home plate. A runner coming from third will be called safe when approaching the plate if the catcher is blocking their path
40. When there are two outs and the player who will be catcher for the next inning is on base, that player must be switched for the last player who was out so they can get their gear on before the next inning

EQUIPMENT

41. Catcher must wear the leg guards, chest protector, and catcher's helmet
42. Pitchers must wear fielding masks; other fielding players may wear the mask but are not required to
43. Batters/base-runners must wear a helmet with face mask until they have entered the dugout
44. All players must wear pants - either full length or $\frac{3}{4}$ length are acceptable

Year End Tournament Rules

1. Last Inning- umpire will call the last inning based on the time limit.

Ball: 12" soft core ball

Pitcher: From the rubber, one hop or dragging pivot foot is allowed

Base Distance: 60 feet