

# St. Thomas Optimist Softball

JR PEEWEE DIVISION (U12) - RULES FOR REGULAR SEASON - UPDATED 2025

## 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

## DIAMOND SETUP

3. Diamonds will be prepped by City Staff ahead of Games
4. Coaches are responsible for placing bases into sleeves before the game (first coach to arrive)
5. "Home" team coach is responsible for returning bases to equipment bins after each game

## UMPIRES

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

## ADULT VOLUNTEERS

7. 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
8. 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

## SCORE REPORTING

9. Scores are to be kept by each team in the score books provided and in the TeamLinkt App
10. Scores are to be reported by the Home Team 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 OVERTS

16. Players from the division below (Atom) 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 Jr Peewee rules of play

## GAME TIME / INNING LIMITS

18. No innings will begin after 90 minutes from the start of the game.
19. Umpire will 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 OUTFS

23. Games rained out before 45 minutes of play will be rescheduled.
24. Rained out games will be rescheduled by the League
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;
27. A player may only pitch for a maximum of two consecutive innings
28. Pitchers must use an underhand pitching style - windmill pitching is permitted;
29. Pitchers must pitch from the rubber mound
30. Pitchers must start with both feet together and facing home plate, one step is allowed - jumping is not permitted - one foot must remain on the rubber until the ball has left their hand

## BATTING

31. Strikes and balls are in effect; a foul on the third strike does not count as 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 an out for the batter
33. 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. The infraction must be brought to the attention of the umpire while the batter is at the plate in order to be enforced. No out will be recorded if the error is corrected before a pitch has been delivered to that batter out of order

## BASE RUNNING

34. Stealing bases is allowed, batters may advance once the ball has left the pitcher's hand
35. Stealing HOME base from third is not allowed. When bases are loaded, runners may only advance after a fair ball is hit and in play, or if the batter is awarded 1st base after a 4th ball
36. 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 had occupied. The Umpire will call TIME and direct the runners
37. Sliding into base is allowed except first base - no sliding into first base

## CATCHING

38. 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
39. When there are two outs and the player who will be catcher for the next inning is on base, that player can be switched for the last player who was out so they can get their gear on before the next inning

## EQUIPMENT

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

Ball: 11" soft core ball

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

Base Distance: 50 feet