

COACH PITCH RULES

1. **GAME TIME:** 6:30pm. A 15 minute grace period is allowed if there are not enough players at game time. This does not extend the length of the game. We ask all players to arrive 20 minutes prior to game time to allow for proper warm up. To constitute a game there must be at least 7 players. Any less will result in a forfeit of the game (7-0 loss). If, on the chance that both teams have less than 7 players the result is a makeup game.
2. **24 HOUR RULE:** Any Cambridge Minor Softball League member, parent and/or spectator is not to approach a coach to discuss a game, a game incident or a situation that occurred during the game that has provoked an adverse emotional response or a hostile situation until at least 24 hours after the fact. Same rule above will apply to coaches.
3. **INNINGS:** No new inning will start after 70 minutes (7:40pm) or 5 innings, whichever comes first. If the home team is winning before the bottom of the last inning of the game, depending on the time left, there is no need to take the last at bats (4th and 5th innings are open). The game can be called earlier if darkness is a concern.
4. **RUNS:** A maximum of 5 runs per team may be scored in any inning. In the open innings the teams may score as many runs as they can until the defensive team gets three outs, or you bat through your order twice.
5. **RAINOUTS:** Both team coaches at their discretion shall call the game if the field becomes too wet to play on. The game will continue in a light drizzle but will be delayed at the first sign of lightning. A 20 minute delay will occur to see if the rain slows down or stops or no more lightning is seen. A full game is 3 complete innings or 2½ if the home team is winning. This is only for determining if the game has to be moved to a rain date.
6. **DOUBLE SAFETY BAG:** The white portion is securely fastened in fair territory and the orange portion is fastened in foul territory. Any base runner running only to 1st base must touch the orange base.
7. **BATTING:** Each batter receives 5 pitches or 3 strikes. A batter is not out on a 3rd strike foul or a 5th pitch foul. No batter can foul out at bat. However, foul balls count as a pitch if less than 5 pitches have been thrown. Any ball hit back at the pitcher that hits the coach is considered a dead ball and doesn't count as a pitch thrown, all runners return to their bases.
8. **BASE RUNNING:** If the batter hits the ball in fair territory into the outfield they may advance as many bases as they can until the defensive team gets the ball into the infield (infield is considered the orange cones). Any ball hit on the infield the runner may only advance one base. The coach or the umpire will return a base runner to the previous base if they advanced improperly without a penalty after the play stops.
9. **STEALING:** There will be NO stealing of any base at any time. No runner may leave the base they are on until the batter has come in contact with the ball. NO sliding into any base at any time. Players that do so will receive one warning. A second infraction will result in the player being called out.
10. **PLAYERS:** No player shall sit out for 2 innings until all the players have sat at least once. No player can play the same position twice in a game. Players **MUST** rotate between infield and outfield position. There are no lead offs, no walks and no bunting.
11. **PITCHERS:** The player that is in the pitching position **MUST** wear a helmet with a faceguard. The coach that is pitching is not responsible for stopping the balls. If the ball makes contact with the player in the pitcher's position it is a live ball. Batter only advances one base.

12. **CATCHERS:** The catcher must wear protective equipment at all times. This includes a mask, shin guards and chest protector.
13. **UNIFORMS:** PROPER ATTIRE will consist of team jersey, pants, CMS ball cap, and softball cleats or running shoes with laces. Uniforms must be worn in a respectful manner. Baseball cleats are allowed. NO soccer or metal cleats. NO shorts, jeans, wind pants (with snaps or zippers on the legs), tights, crocs or sandals for either games or practices. Any player showing up not in proper attire will not be allowed to play or practice. No skin showing from the waist down and socks should be 3" above the ankle. Any defensive player may wear the proper face mask/guard in any position except catcher. This is not a helmet; it is a pitchers/infielders mask. OASA rule #3, section #6.
14. **JEWELRY:** Jewelry is not allowed. This includes but is not limited to bracelets, rings, piercings, earrings (if new must be covered with a band aid), necklaces and watches of any kind. Medical alert jewelry of any kind is permitted as long as it is covered with a white wristband and not on the pitching arm.
15. **BATTING HELMETS:** Must be CSA approved with two ear pieces, chin strap and face guard. Helmets are mandatory for all batters, on deck batters, base runners and players sitting on the bench. Batter must leave their helmet on until they leave the playing field. Failing to do will result in the batter being called out even if they crossed home plate. Helmets are not required to be worn in the infield (except for pitcher) or outfield defensive positions; however team caps must be worn in a respectful manner on the infield or outfield positions. Only sunglasses with shatterproof lenses and prescription glasses are allowed to be worn on the field.
16. **INJURIES:** Any player injured in the game may leave the game with no penalty to their team. This means no out in the batting order will occur. Severe injuries that result in a player leaving the game or missing a game must have a doctor's note to return to the line up. All injuries must be reported to the CMSI convener by the coach. If a coach fails to report an injury, it may result in a game suspension. Any bleeding or open wound must be covered before a player can re-enter the game. Another runner (last out) or defensive player can be used in the injured player's spot.
17. **PLAYING FIELD:** 11" ball, 30' pitching distance, 45' base path. Orange cones are placed halfway between the bases and the grass.
18. **CALL UPS:** The purpose of using a called up player is to ensure that you have enough players to field a team and no position is left empty. When calling up a player, your roster cannot total more than 10 players. No player shall be benched when a called up player is used. For example, if you have only 9 players, you may call up one player from the division below you, not above, to total 10 (1 player per position in the field).

COACHES

1. Shall check equipment and fields prior to games and practises for any hazardous conditions. Refer any hazardous conditions to the CMSI Parks Manager.
2. Home team coaching staff is responsible for marking the field with the appropriate markings (baselines, pitching circle and placement of bases). See playing rule #17. This should be completed 15 minutes before game time. Home team is also responsible for supplying new and used game balls and the umpire.
3. Shall refrain from any heated discussions with the opposing coaching staff, umpires, players or fans. This sets a bad example for the players and the league, and will result in an ejection from the game/park. This may also lead to a removal of coaching privileges by the disciplinary committee. See 24 hour rule (Rule #2)
4. Will inform all players, assistant coaches, parents and fans that there is a zero tolerance policy in effect and any offenders will be ejected from the park immediately. Any actions are to be directed to the convener and a decision will be made at his or her discretion.

5. Shall refrain from using tobacco or alcohol in any form at the park.
6. Must wear proper attire- Coaches jersey, CMS ball cap and closed toe shoes.
7. The defensive coaches may have no more than 2 coaches on the field to help guide the players. The offensive coaches may have no more than 3 coaches on the field to help with the batters (coach at 1st base, coach at 3rd base and coach to be pitching).
8. Will e-mail the scores to the convener after the game: scores@cambridgeminorsoftball.ca. Please include division, team number, both team colors and final score.

PLAYERS

1. Shall use equipment properly and respectfully.
2. All players are required to sit on the bench in batting order and wait for their turn to bat. No unkind remarks, poor sportsmanship or negative cheering is permitted. Appropriate cheering for teammates is allowed and encouraged at all times.

UMPIRES

1. A single umpire at home plate is sufficient to conduct a game.
2. The home team is responsible to provide the umpire. They may ask a parent or a fan to volunteer.
3. The umpire's decision is final and the umpire will demonstrate a zero tolerance for any abuse.

PARENTS

1. Shall let the coach know ahead of time if their child is going to miss a game.
2. Shall model good sportsmanship to all players at all times.
3. Shall refrain from using inappropriate language.
4. Shall refrain from any heated discussion with coaching staff, umpires, players, or fans. This sets a bad example for the players and the league and may result in an ejection from the park (see 24 hour rule).
5. Shall refrain from using tobacco or alcohol products in any form in the park.
6. Shall refrain from visiting the bench and encourage their child to remain on the bench.
7. If scorekeeping, please notify coaches of any problems in the batting order.

Please remember that we are here for the kids and should conduct ourselves accordingly so they can have fun while learning new skills.

Thank you for your co-operation. Always remember to have fun!

Check the website for team stats, www.cambridgeminorsoftball.ca

Convener e-mail: convener@cambridgeminorsoftball.ca