

SQUIRT 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 7 players or more. 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 80 minutes (7:50pm) 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 umpire may call the game 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. **MERCY RULE:** If the home team is ahead by 12 runs after 3½ innings or the visitors are ahead by 12 runs after 4 complete innings.
6. **RAINOUTS:** The umpires, 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. Safety of the players is our main concern. A full game is 4 complete innings or 3½ if the home team is winning. This is only for determining if the game has to be moved to a rain date.
7. **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. If the white base is touched they will be called out by the umpire. Defensive player at 1st base must only have their foot on the white base to make the out. If they touch any portion of the orange base while making the play, the runner will be called safe.
8. **BASE RUNNING:** All base runners are prevented from sliding into 1st base. If this occurs, the umpire will call you out at 1st base whether you are safe or not.
9. **STEALING:** When stealing a base, the runner must keep one foot touching the white portion of any base until the ball leaves the pitcher's hand. Players may steal a base after this occurs but must return to the base that they left from on a foul ball. If the base runner leaves too early the umpire will call them out for a lead off.
10. **PLAYERS:** No player shall sit out for 2 innings until all the players have sat at least once.
11. **PITCHERS:** The pitcher must start with two feet on the mound. No hopping is allowed. A pitcher may only pitch a maximum of **three** innings per game. A pitcher can pitch only **two** consecutive innings. Whether a pitcher starts, finishes or is used as relief in an inning it will be considered an inning pitched.
12. **CATCHERS:** The catcher must wear protective equipment at all times. This includes a mask, shin guards and chest protector. Catchers should wear a protective cup at parents discretion.

13. **OVERTHROWS:** An overthrow occurs when the ball goes out of play on the 1st or 3rd base side of the field. The runners will advance one base on an overthrow.
14. **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 manor. Baseball cleats are allowed. NO soccer or metal cleats. NO shorts, jeans, wind pants (with snaps or zippers on the legs), tights, crocs or open toed shoes 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; this is a pitchers/ infielders mask. OASA rule #3, section #6.
15. **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.
16. **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 so will result in the batter being called out even if they crossed home plate. Helmets are not permitted to be worn in the infield 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 or prescription glasses are allowed to be worn on the field.
17. **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 players spot.
18. **PLAYING FIELD:** 11" ball, 35' pitching distance, 55' base path.
19. **INFIELD FLY:** Is a fair fly ball (not including a line drive) that can be caught by an infielder with ordinary effort. Occurs when 1st and 2nd or 1st, 2nd and 3rd bases are occupied, with less than two outs. The batter is out, the ball remains live and runners on base can advance at their own discretion (after tagging up).
20. **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, the team roster cannot total more than 10. 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 practices 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 #18. This should be completed 15 minutes before game time. Home team is also responsible for supplying new and used game balls to 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 incidents will be considered unsportsmanlike conduct and will be dealt with by the umpires.

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 are not allowed on the field at any time. They may coach from the bench/sidelines. The offensive coaches may have 2 coaches on 1st base and 3rd base to guide the base runners.

PLAYERS

1. Shall use equipment properly and respectfully. Batters that throw the bat will be given a warning by the umpire, 2nd infraction will result in the batter being called out.
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. Will be present at all games. 1 behind the plate and 1 at the bases.
2. Decisions are final and the umpires 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 shall 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