



LAKESHORE
Girls Softball Association

2017 Rulebook

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SUMMARY OF BASIC RULES - HOUSE LEAGUE

The rules summarised in this booklet are based on the standard softball rules issued by Softball Canada. No attempt has been made to list all the rules covered in the Official RuleBook. Those quoted are the most likely to be encountered in day-to-day games. We have changed or adapted some rules to fit the age level and physical capabilities of the girls involved, and to ensure equal participation by all players.

WHERE THE SOFTBALL CANADA RULEBOOK AND HOUSE LEAGUE RULEBOOK ARE DIFFERENT, THE HOUSE LEAGUE RULEBOOK SHALL BE CONSIDERED AS CORRECT.

The rules and their interpretation are reviewed and revised yearly between seasons by the Executive of the LGSA. Anyone wishing to discuss rule modifications may do so by submitting them to the Executive at the end of the season.

OF GENERAL INTEREST TO PARENTS AND PLAYERS:

1. Home team has the last infield practice; the players stay at their practice position to start the game, and only the extra players return to the bench.
2. Home team has the first base side bench. Visitors take the third base side.
3. In the event of poor weather, the game may be postponed by agreement between coaches prior to game time. Coaches will then call players to let them know that the game is postponed. If the coach does not call, then players should assume the game would be held. All players must show up for the game or forfeit. At the park, only the umpire can cancel the game, but only after waiting 15 minutes after the start time to see if the weather clears up. (See rules A-6, D-2)
4. In the event a game is postponed, the coach should contact the SCHEDULER (see Appendix) to arrange a makeup game. to be scheduled for the next Home team's practice slot.
5. No jewellery should be worn. Medic alert bracelets must be taped. No pins are allowed in pants at games or practices.
6. Games are to START ON TIME, whether the coaches feel that sufficient practice time has been given or not.
7. Time is determined by the umpire's watch **only**. When the game begins, the umpire should announce "The official start time is..."
8. Rule 4 Section 10 of the 2003-04 official softball rules states

"In the event of any player bleeding during the game, that player must be withdrawn from the game if the bleeding cannot be stopped within a reasonable amount of time or if the uniform becomes covered in blood. The withdrawn player shall not return to the game until all bleeding ceases, the area has been cleaned and covered and, if necessary, the uniform replaced."

The umpire may choose to have a substitute take the place of the injured athlete until the bleeding stops. If no substitute is available and a reasonable amount of time has been given for the injured athlete to be treated or meet the requirements to return to the game, the game is considered forfeiture.

A player shall be given permission to play in an undershirt if no spare uniform is available.

SECTION A - THE PLAYING FIELD

1. The Playing field is the area within which the ball may be legally played and fielded.
2. Ground rules and out of bounds are to be established by the umpires with the opposing coaches before the start of the game.
3. Distance between bases:

Midget	60 ft.	Moustique	55 ft.
Cadet	60 ft.	Atom	45 ft.
Benjamin	60 ft.		
4. Distance of pitchers plate from home plate:

Midget	40 ft.	Moustique	35 ft.
Cadet	40 ft.	Atom	30 ft.
Benjamin	38 ft.		
5. All measurements are to be made by the home team and checked by the umpire.
6. Poor weather: Home team coaches (before official starting time) or umpire (after official starting time) may cancel a game (see rule D-2).
 - Borough Parks and Leisure may ask that the fields not be used. Chief Umpire may deem fields unfit to play.

SECTION B - EQUIPMENT

1. The league provides the official bats. A player may use her own personal bat as long as it conforms to Softball Canada specifications.
2. Game Ball: the home team for the start of each game shall supply a new ball.
3. Gloves are to be worn by all players but catcher and first baseman may use trapper mitts. The girls are encouraged to use only quality leather gloves, not plastic.
4. Footwear should consist of athletic shoes only (softball / soccer cleats, running shoes). No metal spikes are allowed.
5. Face-masks must be worn by all pitchers (provided by the league).
6. Masks, chest protectors, and shin guards must be worn by catchers (provided by the league).
7. Uniforms - team jerseys/shirts are to be worn by the players.
8. Helmets are to be worn by batters, base runners and catchers. Helmets must have double earflaps, and be Softball Canada approved.
9. Batting helmet chinstraps must be fastened from on-deck circle to player's return to the dugout. Consequence: automatic out.

SECTION C - PLAYERS

1. Each players must have registered with the League before playing any games. If a team plays with an ineligible player, that game result will be recorded as an automatic loss. After the registration deadline the registrar will place late registrants on the teams needing players.
2. Players positions are as follows: Pitcher, catcher, 1st baseman, 2nd baseman, 3rd baseman, shortstop, rover, right fielder, left fielder, centre fielder. Maximum of ten (10) defending players on the field.
3. No player shall be on the starting lineup unless she is at the park. Late arrivals may be added to the end of the lineup at the beginning of the next inning.
4. A game can be played with a minimum of seven (7) players. If the game starts with 7 players and one of the players is injured or leaves during the game, the team loses the game by default.
5. Except for disciplinary reasons, no player is to sit out an additional inning before every other player on the team has sat out for the same amount of innings.
6. A coach may bench (discipline) a player for the following reasons:
 - i) Non-attendance at practice or games without notice or adequate reason;
 - ii) Inappropriate attire or lack of equipment (eg. Improper footwear or no glove);
 - iii) Unsportsmanlike behaviour (eg. making disparaging remarks to officials, opposing players or coaches).

A benched player is to be scratched from the batting order. The opposing coach should be informed of the reason why the player will not be playing the required number of innings.

7. **All** players bat ([excluding C-6](#))
8. No coach may make disparaging remarks to officials, opposing players or coaches.
Result: expulsion from the park.
9. There shall be no more than three coaches for each team at bat. One shall be positioned near first base and one near third base. A third coach may be present on the bench. "Substitute" coaches to those on the official team roster may be used if any of the regular coaches are absent.

SECTION D - THE GAME

1. The home team has last bats.
2. The fitness of grounds for play shall be decided solely by the plate umpire after the game has started (see also rule A-6). If the grounds are known to be in poor condition, the home team should contact the Scheduler to try to find an alternate location (see Appendix of coaches manual for Scheduler).
3. Time limitations (**2 hours**) or the following maximum number of innings for each age level will determine the number of innings played:

Midget	- 7 innings	Moustique	- 5 innings
Cadet	- 6 innings	Atom	- 5 innings
Benjamin	- 6 innings	T-Ball	- 5 innings

The minimum number of innings for an official game is 4 innings for a 6 & 7 inning game and 3 innings for a 5 inning game (½ inning less if the home team is ahead).

4. a) **No new inning to start after 1h 50m of play.**
 - b) The umpire is empowered to call a game at any time because of darkness, rain, fire, panic, or other causes that put the patrons, umpires, or players in peril. If the inning is incomplete, the score reverts to that at the end of the last completed inning. Example: if the home team is ahead in the bottom of the inning (is at bat) then the home team wins the game (if the minimum number of innings has been met (Sect D-3).
 - c) **An inning is considered to have started when the preceding inning has ended.**
5. Tie games can/will constitute a completed game.
6. One run shall be scored each time a runner touches 1st, 2nd, and 3rd base and home plate before the third out of the inning, unless the third out is a force play. In this case a run would not count, regardless of whether or not it had crossed the plate prior to the recording of the out.
7. A run shall not be scored if the third out of the inning is the result of:
 - i) The batter being put out before legally touching first base (force play);
 - ii) A base-runner being forced out because of batter becoming base-runner (including on an appeal play);
 - iii) A base-runner leaving base before the pitched ball reaches home plate or before the pitched ball is batted;
 - iv) A preceding runner being declared out.
8. There shall be only one conference between the coach and the pitcher in an inning. A second visit will result in the removal of the player as a pitcher for the balance of the game. For categories of Benjamin and younger, there is no limit on conferences.
9. If a base runner is called out for leading off base, and it is the third out, then the batter at the plate shall start the next inning.
10. PLAY BALL shall be the term used by the plate umpire to indicate the beginning of play.

SECTION E -PITCHING REGULATIONS

1. A pitcher in House League may pitch:
 - a. Atom: 1 inning
 - b. Mosquito/Benjamin: 2 innings (no A/AA pitchers in their own level)
 - c. Cadet/Midget: 3 innings
 - d. One pitch in an inning shall constitute an inning pitched.
2. The pitcher shall take a position with both feet firmly on the ground and in contact with, but not off the side of the pitcher's plate (line). The feet need not be parallel.
 - i) Before each pitch, the pitcher must come to a full and complete stop facing the batter with the hips in line with first and third base, and the ball held in both hands in front of the body.
 - ii) This position must be held for at least one (1) second and not more than ten (10) seconds before starting the pitch.

3. The pitch starts when one hand is taken off the ball or the pitcher makes any motion that is part of her wind-up. In the act of delivering the ball, the pitcher must not take more than one step, which must be forward, towards the batter and simultaneous with the delivery of the ball to the batter; the pivot foot must remain in contact with the ground.
4. A legal delivery shall be a ball delivered to the batter with an underhand motion.
5. The pitcher may use any wind-up desired provided **she does not:**
 - i) Make any motion to pitch without immediately delivering the ball to the batter;
 - ii) Does not use a rocker motion, i.e. takes a forward-backward swing and then returns the ball to both hands in front of the body;
 - iii) Use a wind-up in which there is a stop or reversal of motion;
 - iv) Make more than one revolution in the windmill pitch motion;
 - v) Continue to wind-up after taking a step forward which is simultaneous with the release of the ball.
6. In the first inning, or when one pitcher relieves another, no more than one minute may be taken to deliver a maximum of five pitches to the catcher or other players. (See also Rule F-8 part iv.) In each subsequent inning, pitchers will be given three warm-up pitches.
7. The pitcher shall not throw to a base after she has taken the pitching position unless she first steps backwards off the rubber.
8. NO PITCH shall be declared when:
 - i) The pitcher pitches during a suspension of play;
 - ii) The pitcher attempts a quick pitch before the batter is ready;
 - iii) The runner is called out for leading;
 - iv) The pitcher pitches before the base-runner has retouched her base after a foul ball has been declared and the ball is dead.
9. If the ball slips from the pitcher's hand during her wind-up or her back swing, a ball is declared on the batter, and the ball is in play and the runners may advance at their own risk. (Midget, Cadet & Benjamin only as per Section G).
10. The catcher shall return the ball to the pitcher immediately after each pitch except when she is holding a base-runner on base.
11. If a pitcher hits 3 batters in any given inning, she must be removed from pitching further in that inning. The replacement shall be allowed the usual 5 warm-up pitches. The replaced pitcher may return in another inning provided that she has not used her pitching allotment of two innings. The inning that she was removed counts as one inning.
12. All pitchers are required to wear a league or personal face-mask.

SECTION F - BATTING

1. The batter shall take her position within the lines of the batting box.
2. Each player of the side at bat shall become a batter in the order in which her name appears on the score sheet.
3. The batter shall not hinder the catcher from fielding or throwing the ball by stepping out of the batter's box or intentionally hinder the catcher while standing within the box. Penalty - The batter is out and any base runners shall return to their previously occupied base.
4. Members of a team at bat shall not interfere with a player attempting to field a foul fly ball.
5. The batter becomes a base-runner when a pitched ball, not struck at, touches any part of the batter while she is in the batter's box **IN SPITE OF HER TRYING TO AVOID THE BALL**. It does not matter if the ball touches the ground first. If the ball hits part of a player or player's uniform that is over the plate, no base is awarded. A **BALL** or **STRIKE** will be called.
7. The umpire shall call a **STRIKE**:
 - a) When a legally pitched ball enters the strike zone, before touching the ground and at which the batter does not swing;
 - b) For each pitched ball that is struck at and missed by the batter;
 - c) For a foul tip, the batter is **OUT** if it is the third strike and held by the catcher; a first or second strike foul tip caught by the catcher is in play (i.e. base-runners may attempt to steal).
 - d) For each foul ball not caught on the fly when the batter has less than two strikes;
 - e) For each pitched ball struck at and missed that touches any part of the batter;
 - f) When any part of the batter is hit with her own batted ball when she is in the batters box and has less than two strikes;
 - g) When a ball delivered by the pitcher hits the batter **WHILE** the ball is in the strike zone.
8. The umpire calls a **BALL**:
 - i) For each pitched ball that does not enter the strike zone, or touches the ground before reaching home plate, or touches home plate and is not struck at by the batter;
 - ii) For each illegally pitched ball;
 - iii) When the pitcher fails to pitch within twenty (20) seconds;
 - iv) For each excessive warmup pitch.
9. A **FAIR BALL** is a legally batted ball that:
 - i) Settles, or is touched, on or over fair ground;
 - ii) While on or over fair ground, touches the person or clothing of an umpire or player;
 - iii) First falls on fair ground beyond first or third base;
 - iv) Lands on the foul line beyond first or third base.
10. A **FOUL** ball is a legally batted ball that:

- i) Settles on foul ground between home and first base, or home and third base;
 - ii) Bounds past first or third base on or over foul ground;
 - iii) First touches the foul ground beyond first or third base;
 - iv) While on or over foul ground, touches the person or clothing of an umpire or player, or is blocked;
 - v) Immediately rebounds up from the ground or home plate and hits the bat a second time while the batter is in the batter's box.
11. A FOUL TIP is a batted ball that goes directly from the bat, not higher than the batters head, to the catcher's hands and is legally caught. The ball is in play and the umpire calls a strike.
12. The batter is OUT under the following circumstances:
- i) When the third strike is swung at and missed, regardless as to whether the catcher catches the ball or not (i.e. **the dropped third strike rule is in effect for only Benjamin/Cadet/Midget levels**);
 - ii) When a foul ball is legally caught (i.e. before it touches the ground or other object);
 - iii) When the batter throws her bat (a team may receive a warning at the discretion of the umpire). NOTE: if not the third out, the ball is still in play.
 - iv) When the batter leaves the box and is hit by the ball outside the batter's box.
13. A batter may have a pinch runner as long as the other team and the umpire have been informed. Batter must be able to get to first base and must be able to field. Pinch runner must be the previous out for the batting team.
13. With the exception of T-Ball (please see Section K), in any individual ½ inning a maximum of four (4) runs will be allowed to count. The LAST INNING will be open (no maximum number of runs) and the umpire must declare the inning OPEN at the end of the prior inning.. **LAST INNING** will automatically be declared once the 5th inning (Moustique and Atom) or the 6th inning (Benjamin, Cadet, and Midget) is reached, or an inning starting after 1hr 40min of play. If the LAST INNING is not completed within the two hour time limit, the score will revert to the score of the prior inning.

SECTION G - BASE RUNNING

1. Base Stealing rules for each level are:
- a) T-Ball and Atom – No Stealing
 - b) Moustique – once a pitched ball crosses the plate. No stealing home ever. A base runner may only cross home plate on a bases-loaded walk or from a hit ball from a batter (regular base running rules apply).
 - c) Benjamin/Cadet/Midget – once a pitched ball leaves the pitcher's hand
2. The base runner must touch the bases in legal order:
- i) Two base runners may not occupy the same base;
 - ii) No runner may return to touch a missed base or one left illegally after a following runner has scored;

- iii) No runner may return to touch a base or home plate after she has left the playing field.
- 3. The batter becomes a base runner when:
 - i) She hits a fair ball;
 - ii) Four balls are called by the umpire;
 - iii) She is hit by a pitch that is not a strike (Rule F-7)
- 4. A runner may advance one base when the ball goes out of bounds.
- 5. On an overthrow other than out of bounds, a base runner may advance at her own risk, as many bases as possible.
- 6. Batter/base-runner may overrun first base but must return immediately. NOTE: if she makes a motion toward second base she is then liable to be put out. A simple turn towards second base does not constitute motion or intent, but it is open to interpretation. Teach your runners to turn right instead of left to remove interpretation by the umpire.
- 7. The batter/base-runner is out under the following conditions:
 - i) She is legally tagged (touched) with the ball before reaching first base;
 - ii) The ball is held by a fielder touching 1st base before the batter/base-runner reaches 1st;
 - iii) When a fly ball is caught;
 - iv) When she breaks her baseline by more than three feet in trying to avoid a tag;
 - v) When she interferes with a fielder attempting to field the ball;
 - vi) When she interferes with a batted ball before it passes a fielder, excluding the pitcher (unless touched by the pitcher).
- 8. The base runner is out when:
 - i) She breaks her baseline by more than 3 feet trying to avoid a tag;
 - ii) She is legally tagged off base;
 - iii) She leaves her base (leading) either:
 - Moustique: before the pitched ball crosses home plate;
 - Benjamin/Cadet/Midget: before the pitched ball leaves the pitcher's hand.

In this case the play is dead, the pitch does not count, and the runner is declared out.
 - iv) A fielder holds the ball while touching the base that the runner is forced to advance to;
 - v) She fails to tag up (return and touch the base she started from) after a caught fly (fair or foul) before proceeding to the next bases, providing the defensive team makes an appeal play; i.e. touching the last occupied base while in possession of the ball.
 - vi) She overruns first base and attempts or begins to move towards second base and is tagged off base;
 - vii) She is hit by a fair ball before it passes a fielder, excluding pitcher, or interferes with a fielder.

SECTION H - UMPIRES

- 1 There are to be two umpires at each game. If an umpire fails to appear, the coaches should make

every attempt to find a suitable replacement from the spectators present. NOTE: The game is to be played with only one umpire if necessary.

- T-Ball and Atom will normally have one umpire only

2. The umpires are to be respected by players, coaches and spectators. The penalty is ejection from the game. At the umpire's discretion, the offender may be warned for the first offence, but for the second offence the offender shall be asked to leave the field. The offender shall not participate in any way after the dismissal. NOTE: The penalty for not leaving is forfeiture of the game by the offending team.
 3. It is the plate umpire's decision at the field, whether the field or conditions are playable.
 4. Before each game, the umpires shall discuss the ground rules (out of bounds) and divisional rules with the coaches and captains.
 5. No umpire shall be asked by coaches, players or spectators to reverse a judgement call. A reversal may be requested based on rule application or interpretation.
 6. Permissible reasons to ask an umpire for time out include:
 - i) A call that has not been heard;
 - ii) Too many players on the field;
 - iii) An injured player on the field;
 - iv) Substitution of players.
- NOTE: A time out shall be requested only on COMPLETION of a play.
7. If, in an umpire's opinion, a serious injury has occurred, the umpire may immediately call time and award bases to runners or declare outs on a judgement basis. The call of TIME by the umpire creates an immediate cessation of play.

SECTION I - SCORING

1. A run shall not be scored if the third out of the inning is the result of:
 - i) The batter being put out before touching first base (force play);
 - ii) The base-runner being forced out due to the batter becoming a base-runner;
 - iii) The base-runner leaves the base before the pitch crosses home plate (leading).
2. The score shall be kept by a person from each team (the home team scorekeeper is the official scorekeeper for the game).
3. The scorekeepers shall consult at the end of each half inning.
4. The official score sheet is to be signed by both umpires at the end of the game.
5. The game results are to be e-mailed or phoned in to the STATISTICIAN BY THE WINNING COACH at the end of each game (in the event of a tie HOME coach should call). Failure to do so within 48 hours of the game will result in the game being recorded as a tie with **NO APPEAL**.

SECTION J - RESCHEDULING / STANDINGS

1. In case of rescheduling (because of rainout, lack of players due to school grad ceremonies or exams) the HOME TEAM coach should contact the Park Scheduler/Umpire Scheduler.
2. Non-availability of a coach is not a valid reason to re-schedule.
3. "I'm missing too many players" is not a valid reason to re-schedule. Failure to re-schedule or an insufficient number of players shall result in forfeiture of the game.
4. Results must be emailed to the statistician frankjlynch@yahoo.com within 48 hours of completion of the game by BOTH teams.

Example: Cubs 1 : Cardinals 9 (please also email if the game was not played (e.g. postponed due to rain).

5. Standings will be determined as follows: Win 2 points, Tie 1 point, Loss 0 points.

Defaulted games are counted as a loss (7-0). Un-played games are counted as a loss for both sides. The individual records involving only those teams will break a tie in the final standings. If the point totals (for tied teams) are still equal, then the final standings will be determined by point differential.

SECTION K - T-BALL RULES

1. A team shall have a minimum of seven (7) players on the field at one time.
2. Two coaches are allowed on the actual playing field to give directions.

3. The base paths shall be fifty (50) feet.
4. The pitcher's position shall be thirty (30) feet from the point of home plate.
5. The ball shall be batted from a batting tee placed on top of home plate.
6. There shall be no base stealing.
7. A base runner must not leave a base until the ball has been batted.
8. All players are to bat every inning. The number of outs per inning does not matter. Each team must have an equal number of batters; i.e. the first batter bats again for a team with one less player.
9. The coach must notify the umpire and opposing team when the last batter comes up to bat.
10. Last batter: A fair hit ball must be returned to the catcher who must touch home plate to end the inning. The pitcher is the only other player permitted in the home plate area to assist the catcher. The ball must be thrown to the catcher.
11. Players are to rotate positions so that no player occupies the same position for more than one consecutive inning.
12. Running shoes are recommended. No shoes with metal cleats may be worn. Rubber cleats are acceptable.
13. The home team shall be responsible for:
 - Providing the batting tee
 - Providing the game ball (new)
 - Properly placing the bases on the field
14. The visiting team shall be responsible for providing a back-up ball (in good condition)
15. The coach shall remove the tee from the plate whenever its presence may endanger anyone and immediately after the last batter.
16. The batter, catcher and all base runners must wear helmets.
17. A dead ball line must be drawn across the diamond between the first and third base lines in an arc with a 15-foot radius from home plate.
18. To start play:
 - The batter or coach shall adjust the height of the tee and the batter will take a practice swing.
 - The umpire shall then place the ball on the tee and call 'Play Ball'.
 - Base runners may advance while the ball is in the outfield or loose in the infield, but there shall be no further advance once the ball is in control of an infield player, except on a batted ball where the batter has not yet reached the base she is being forced to advance to.
 - Time is called and the play is finished when an infield player has the ball under control or holds the ball above her head.
19. One base shall be awarded on an overthrow.
20. Dead ball:
 - Any batted ball in fair territory, which does not have momentum to cross the dead ball line, is called a 'dead ball'
 - If the ball is in foul territory, it shall be called a foul ball.
 - If the umpire does not immediately call dead ball on a weak hit, the ball is considered playable and can be fielded even though it may be picked up in front of the dead ball line.
 - A dead ball when called as a third strike shall not result in the batter being called out.

These simple rules provide a mere guideline. Good judgement and fair play should be the main guiding principles.

Basic Set-up for T-ball (suggestions for umpires)

Field Positions and lines:

1 is an imaginary line, halfway between the bases. It is used to determine runner advancement at the end of a play. Make an actual mark with your heel to assist you in making your calls.

2 is the dead ball line. It is drawn across the diamond in an arc, from the first base line to the third base line, 15 feet in front of home plate. The pitcher's position prior to the ball being hit is at the midpoint between 1st & 3rd. Do not allow the Pitcher to leave this centre point until the ball is hit. It helps to mark the place on the infield where the pitcher should stand.

No player, other than the catcher is allowed on the home plate side of the dead ball line before the ball is hit. After the ball is hit the pitcher may back up the catcher on plays to the plate.

The players' positions are as marked with an **X** although the "Rover" may be positioned anywhere outside of the dead ball area. The Rover is usually considered an outfielder.

The batter is put out:

On a force play at first base;

If tagged before reaching first base on a successfully hit ball;

On a third strike.

Strikes are called:

If the ball is knocked off the tee - use judgement.

A foul ball counts as a strike, but the batter cannot be put out on a foul. If the ball is hit in fair territory but is not going to reach the dead ball line, the umpire should call "Dead Ball" as soon as possible - runners return to the bases where they started. No third strike can be called on a dead ball.

If a batter swings and misses the ball. This can result in a called third strike and the batter is out.

Outs are recorded in the usual ways: tagged runner, force out, strike out, caught fly ball, etc. There is no maximum number of outs and no mercy rule limiting the number of runs scored.

The batting order is continuous and all players bat in every inning. You need to have the same number of players coming to bat in each inning. For example, if team A is short two players, then in the first inning team A would send the first and second batter to bat a second time. In the second inning the third and fourth batters would start off the inning at bat and they would bat twice.

SECTION L - ATOM RULES

- 1) The coach will act as a pitcher for the first, third and fifth innings for his own team at bat.
- 2) When the coach is pitching, the player is entitled to 5 pitches, or three strikes on a swing. After 5 pitches, if the player didn't get to first base or didn't get put out by a defensive play, the umpire will call the player out. A foul ball on the last pitch allows an extra pitch.

- 3) At the second and fourth inning, a player will act as a pitcher. She will be allowed to pitch only one inning.
- 4) The batter will be entitled to seven pitches before being automatically called out. When the batter reaches the count of four balls in less than seven pitches, the coach will pitch in order to ensure the batter gets seven pitches. A foul ball on the 7th pitch allows for one more pitch.
- 5) When a coach pitches, only one defensive player can take the position as a pitcher (defense) with one foot inside the pitcher's circle.
- 6) The 10th defensive player (rover) will have to play in the outfield and won't be allowed to stand inside the base path.
- 7) A 16' quarter of a circle should be marked on the infield and all balls blocked off or that stop there will be declared foul ball. If there is no circle the umpire will use his/her judgement.
- 8) No stolen bases are permitted. The runner gets to the next base on a hit.
- 9) Runners can't advance more than one base on an error. If the ball is hit inside the infield and the defensive team makes an error on the throw to first base, the hitter has to stop on first base and the other runners can't take additional bases.
- 10) A ball hit to the outfield and relayed into the infield as defined by the base lines (the ball shall be intercepted or touch the ground within the base lines), the runner will stop at the base she is running to.
- 11) To activate the game, a coach will be behind the catcher to catch the balls not caught by her causing the backstop to be too far from home plate.