

## BASA – Mite Division Rules (revised Feb 8-17)



### Mite Division Rules

The Mite Division will focus on 2 Key areas of development;

1. **Hitting:** Pitching Machines shall be used during the first part of the season to assist in the development of good hitting mechanics. Coaches are encouraged to use the machines at all practices as well.
2. **Pitching:** Coaches shall encourage all players to try pitching. IN-game pitching will be introduced over the course of the regular season. This will allow for early season development of skills while keeping games moving at a quicker pace.

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## SECTION A: General Playing Rules

- 1) **Field Set-Up** - The home team shall be responsible for setting up the field as follows;
  - a) The pitching distance is 30 feet.
  - b) Bases are 45 feet apart.
  - c) A double 'safety base' (white/orange) must be used at 1<sup>st</sup> base for all games.
  - d) The Mite division will use the Worth orange 21" wide plate. It will sit over the permanent plate, lined up at the back point.
- 2) **Ball Size** – The ball size is 11 inches (soft cover).
- 3) **Bats** - All softball bats used shall be in accordance with Softball Canada. Refer to <https://www.softball.ca/english/about/approved-equipment/bats.html>
- 4) **Coaches** – The coach of the team at bat shall operate the pitching machine and shall not interfere with a 'live' ball at any time. All other coaches are not allowed in the field of play except for the 1<sup>st</sup> and 3<sup>rd</sup> base coaches. Base coaches must not make contact with base runners to assist the runner in any way.
- 5) **Shoes** - Players are permitted to wear rubber cleats. No player or coach may wear steel cleats.
- 6) **Helmets and Face Mask/Cage**- Batting helmets must have an approved face cage attached. Batting helmets must have chinstraps, which shall be worn properly under the chin. All pitchers must wear a batting helmet with face cage or an approved face mask. The defensive player at First Base must wear a batting helmet with face cage.
- 7) **Jewelry** - Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. Penalty: A player refusing to remove or cover jewelry after requested by the umpire, will be removed from the game and ruled ineligible.
- 8) **Electronic Devices** – Players are not permitted to use cellphones, iPods or other electronic devices on the bench or diamond once the game has started. Uniforms - All players must wear identical shirts and pants/shorts – the official BASA uniform distributed at the beginning of the season. Coaches must wear a BASA- issued shirt.
- 9) **Game Time** – All regular season games shall be played in accordance with the following;
  - a) Games shall start promptly at the scheduled time.
  - b) The umpire shall declare the 'official' time at the start of the game.
  - c) No new inning can be started after 1 hour and 40 minutes from start of game.
  - d) 'Dead Ball' will be at 1 hour and 50 minutes from the start of the game.
  - e) A regulation game shall consist of five innings (up to 7 innings).

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- f) If a full game cannot be completed, a game will be considered regulation if three (3) full innings have been played or 90 minutes of playing time have elapsed.
- g) A game that is tied at the end of regulation will be recorded as a tie. No extra innings will be played.
- h) Play will stop and the game will be over if the visiting team has completed its turn at bat and the home team is ahead when a game reaches the “no new inning” time. The score will revert to the last full inning played.

### **10) Mercy Rule – The ‘mercy’ rules are as follows:**

- a) Innings 1-4: Four (4) run mercy.
- b) Innings 5-7: Six (6) run mercy.
- c) Inning 7 or Last Inning of play: Ten (10) run mercy.
- d) The Last Inning must be declared by the umpire before the first pitch of the inning.
- e) A game is to be considered valid and over as soon as one team is ahead by 15 or more runs after three or more complete innings. The home team will not complete its turn at bat if the 15-run difference is reached in the bottom of the third or subsequent inning.

### **11) Game Roster**

- a) Teams must have a minimum of seven (7) players by game time, including the 15-minute grace period, and at all-times during the game.
- b) There are ten defensive players.
- c) All players in attendance at the game will bat.
- d) The batting order will be made at the beginning of the game and will only include players present at the game.
- e) If a rostered player arrives late at any time during the game, she will be added to the bottom of the batting order.

### **12) Player Substitutions**

- a) There is unlimited defensive substitution.
- b) No player will sit out for more than one consecutive inning, and no player may sit out a second inning until all players have sat out once.
- c) A player cannot play the same position in two consecutive innings. (Note; all 4 outfield positions are considered the ‘same’ position for the preceding statement/rule).

### **13) Pitchers**

- a) At the beginning of each game the starting pitcher is allowed 5 warmup pitches. Between innings, or when a change in pitcher occurs, the number of warmup pitches is at the discretion of the umpire usually 3 to a maximum of 5.
- b) Anyone warming up a pitcher must wear a catcher mask.
- c) A pitcher may not pitch more than 2 innings.
- d) A pitcher may not pitch in consecutive innings. One pitch counts as an inning pitched. A player removed from the pitching position may return to pitch, but not in the same inning.
- e) Any pitcher hitting two batters in the same inning will be removed from the pitching position for the remainder of the inning.

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- f) A pitcher is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed for the remainder of the inning.

### **14) Injuries**

- a) If a player is injured and is unable to run the bases, the injury must be mentioned during the pre-game meeting.
- b) A courtesy runner will be permitted at first base. If the runner proceeds past first base, she loses the right to a courtesy runner for the remainder of the game. Exception: if a runner is awarded extra bases, she may proceed to the base awarded without penalty.
- c) If a player is injured while running the bases, a courtesy runner will be permitted at the last base reached safely.
- d) The courtesy runner is the last person out. If the courtesy runner is due to bat, go to the next person in the batting order without penalty. A notation must be made in both teams' scorebooks.

### **15) Batting**

- a) An inning will be over when 3 outs are recorded.
- b) A pitched ball that rolls or bounces before home plate and is struck by the batter is in play (if fair) and the batter/runners can advance.
- c) Refer to Section 3 when pitching machine is used, otherwise the following shall apply;
  - i) The player pitching to the opposing team until the batter receives a 4<sup>th</sup> ball, which would normally result in a walk; this is where the game changes.
  - ii) After the 4<sup>th</sup> ball, the batter will have a count against her. It will either be 4 balls and 0 strikes, 4-1, or 4-2. The hitter's coach or designate for the offensive team will now come in to pitch to his/her batter and carry on the count, resulting in the batter either hitting the ball or striking out.
  - iii) While the coach/designate is pitching, no baserunner will be permitted to steal. A runner may advance only when a ball has been hit.
  - iv) The coach must pitch from the pitching rubber.
  - v) The coach must do his/her best to stay out of the play and avoid coaching the base runners as well.
  - vi) The defensive pitcher must remain in the eight foot circle while the pitch is being completed.
  - vii) NOTE: If a batter is hit by an opposing team's pitcher, they may be granted first base by the umpire if an attempt to avoid the ball has occurred.

**16) First Base** – Batters running to first base must touch the orange bag unless they are 'rounding' the base (i.e. multi-base hit).

**17) Foul Ball** – Must be hit above the batters head and caught by the catcher to be considered an out.

**18) Infield Fly Rule** - The infield fly rule is not in effect.

**19) Third Strike** - The dropped third strike rule is not in effect. The batter is out on the third strike regardless of whether the ball is caught. The ball remains alive.

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**20) Walks** - There are no walks.

**21) Stealing Bases** - There is no stealing allowed. A runner may only advance when the batter makes contact or is forced to advance.

**22) Leading Off** - A runner cannot leave his/her base until the pitched ball reaches home plate.

**23) Advancing Runners** - Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player's possession in the infield (inside the base paths). Runners may continue to the base they are heading to but the fielders may attempt to throw/tag the runner out.

**24) Overthrows** - When the ball is in play and overthrown beyond the playing area boundaries, all runners are awarded 1 base from their last legally held base at the time the ball was thrown.

**25) Inclement Weather** - The plate umpire will immediately suspend the game if she hears thunder within 30 seconds of seeing a lightning flash. The umpire will not resume the game until 30 minutes have passed with no lightning followed by thunder within 30 seconds.

**26) Game Scores and Reporting** – Both coaches shall report the game score to BASA with 24 hrs of the game.

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## **SECTION B: Playoff Rules**

1. General - All Regular Season Rules as described in Section A shall apply to Playoff Games except as noted below.
2. Format
  - a) BASA will decide the playoff format.
  - b) BASA will announce the playoff format at the respective pre-season coaches meeting.
  - c) BASA reserves the right to modify the playoff schedule as required.
3. Call-Up's - A call up may only be assigned to one team's roster for the playoffs. The call up may ONLY be from a lower division team in BASA.
4. Game Time - All playoff games will have no new inning start more than 1 hour 45 minutes after the first pitch except Championship Games which will be full games (five innings) subject to the 'Mercy Rule' as described above.
5. Score – Playoff games cannot end in a tie. The following shall rules shall apply;
  - a) Starting with the first inning after regulation the (international) tiebreaker rule will be used.
  - b) The player who is scheduled to bat last in the inning will be placed on second base.
  - c) Pitching restrictions are lifted when extra innings are required to break a tie.
6. Protests - Protests are permitted in playoff games. The protest must be made immediately before the next pitch.
7. Reporting - The team manager or coach of each team must report all ejections and protests to BASA.

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## **SECTION C: Special Rules**

### **Pitching Machine**

The following rules have been developed to provide a safe environment for all players when pitching machines are used. Coaches and Umpires are encouraged to use proper judgement in applying these rules and ensure that the safety of all players is paramount.

#### **1) Pitching Machine Use**

- a) The pitching machine will be used exclusively for all games played prior to the end of June.
- b) Starting in July, the pitching machine will be used for the first two innings. The balance of the game will be live pitching.
- c) Live pitching will be used exclusively for all playoff games.

#### **2) Player Positioning**

- a) The pitcher can be no closer to home than the pitching rubber and must be within the pitching circle (see below).

#### **3) Pitcher's Circle**

- a) A circle of 8' radius must be clearly defined around the pitching machine.
- b) Only the pitcher may be within the circle to play a ball.
- c) If a defensive player enters the circle to play a ball, the umpire must immediately call "Time" and all runners are awarded one base

#### **4) Batting**

- a) Batters are allowed five good pitches in which to hit a ball into fair territory.
- b) If the fifth good pitch is not hit, the batter is out.
- c) A pitch considered by the umpire to be a strike yet not swung at by the batter is considered one of the five good pitches. Likewise, a bad pitch (not considered a strike) that is swung at is also considered one of the five good pitches.
- d) A pitch swung at and missed, or a batted ball declared foul is a strike. A batter is out if she reaches three strikes within the five good pitches.
- e) A batter is not out if she hits a foul ball on the fifth or subsequent good pitch.
- f) If a player unintentionally hits any component of the pitching equipment, that player is awarded first base and any other runners on base are awarded the next base.
- g) A batted ball passing through the pitching circle is in play.
- h) If a batted ball hits the person operating the pitching machine, it is immediately called a dead ball. The batter hits over and the pitch does not count.
- i) A batted ball that comes to rest in the pitching circle is immediately called a dead ball. The batter hits over and the pitch does not count.
- j) The pitching machine can only be adjusted at the start of each full inning unless agreed to by both coaches, with the exception of the height adjustment screw.

#### **5) Stopping the Play (Pitching Machine Only)**

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- a) If the ball (other than a batted ball) comes to rest in the pitching circle, the umpire must immediately call “Time” and each runner gets the base to which she was proceeding.
  
- b) If the ball (other than a batted ball) comes in contact with the pitching machine or the person operating the pitching machine during play, the umpire must immediately call “Time” and each runner gets the base to which she was proceeding.