

## BASA – Soft Toss Division Rules (revised March 2-17)



### Soft Toss Division Rules

The Soft Toss Division will build upon the fundamentals developed in the Tee Ball Division and focus on the following 4 Key areas of development;

1. **Positions:** Players will be given an opportunity to play all positions.
2. **Throwing/Catching:** Players will be taught the proper mechanics for both throwing and catching.
3. **Hitting:** Soft Toss pitching machines will be used throughout the season to promote good hand-eye coordination and further develop hitting skills.
4. **Rules:** An introduction to the basic softball rules.

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**Section A: General Rules**

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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 Soft Toss machine shall be positioned directly in front of home plate.
  - b) A 10' arc from home plate shall be marked.
  - c) The 'pitching rubber' location shall be 30' from home plate (marked/used for positioning only).
  - d) Bases are 45 feet apart. (63'7" from Home Plate to 2<sup>nd</sup> Base)
  - e) A double 'safety base' (white/orange) must be used at 1<sup>st</sup> base for all games.
- 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 Soft Toss pitching machine and shall not interfere with a 'live' ball at any time. Coaches are allowed on the field of play to maintain positions and attention of the players. Base coaches must not make contact with base runners or 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** - Batting helmets must have chinstraps, which shall be worn properly under the chin. Players playing the positions of the pitcher and 1<sup>st</sup> base must wear a batting helmet.
- 7) **Jewelry** - Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the coaches, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry.
- 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.
- 9) **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.
- 10) **Game Time** – All regular season games shall be played in accordance with the following;
  - a) Games shall start promptly at the scheduled time.
  - b) No new inning can be started after 1 hour and 20 minutes from start of game.
  - c) 'Dead Ball' will be at 1 hour and 30 minutes from the start of the game.
  - d) A regulation game shall consist of five innings.
  - e) If a full game cannot be completed, a game will be considered regulation if three (3) full innings have been played or 60 minutes of playing time have elapsed.
  - f) A game that is tied at the end of regulation will be recorded as a tie. No extra innings will be played.

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- g) 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.

### **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 is no maximum number of 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 Positions**

- a) A player cannot play the same position in two consecutive innings.
- b) Defensive teams shall use a Pitcher, Catcher, 4 infielders and outfielders (no maximum).
- c) The Pitcher shall stand no closer than 30’ from home plate.
- d) The Catcher shall be positioned behind the batter in the normal catchers’ position.
- e) All infielders must stay behind the baseline until the ball is hit.
- f) All outfielders must stay behind the infield (i.e. on the grass).

### **13) Injuries**

- a) A courtesy runner will be permitted at first base.
- b) If a player is injured while running the bases, a courtesy runner will be permitted at the last base reached safely.
- c) The courtesy runner is the last person out.

### **14) Batting**

- a) An inning will be over once ALL players have batted.
- b) Batters are allowed five (5) good pitches in which to hit a ball into fair territory.
- c) Any hit ball that does not travel more than 10’ from home plate shall be deemed a foul ball.
- d) If the fifth good pitch is not hit, the batter is out.
- e) A pitch considered by the coach 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.
- f) A batter is not out if they hit a foul ball on the fifth or subsequent good pitch.
- g) 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.
- h) A batted ball passing through the pitching circle is in play.

### **15) Dead Ball**

- a) 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.

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- 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 to be considered an out.
- 18) Infield Fly Rule** - The infield fly rule is not in effect.
- 19) Walks** - There are no walks.
- 20) Stealing Bases** - There is no stealing allowed. A runner may only advance when the batter makes contact or is forced to advance.
- 21) Leading Off** - A runner cannot leave his/her base until the pitched ball is put into play (i.e. hit).
- 22) Advancing Runners**
- a) Base runners may advance more than one base at a time.
  - b) 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.
  - c) Last Batter - An inning is over once the ball is returned to the catcher and he/she touches home plate.
- 23) 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.
- 24) Inclement Weather** - The coaches will immediately suspend the game if he/she hears thunder within 30 seconds of seeing a lightning flash. The game will not resume until 30 minutes have passed with no lightning followed by thunder within 30 seconds.