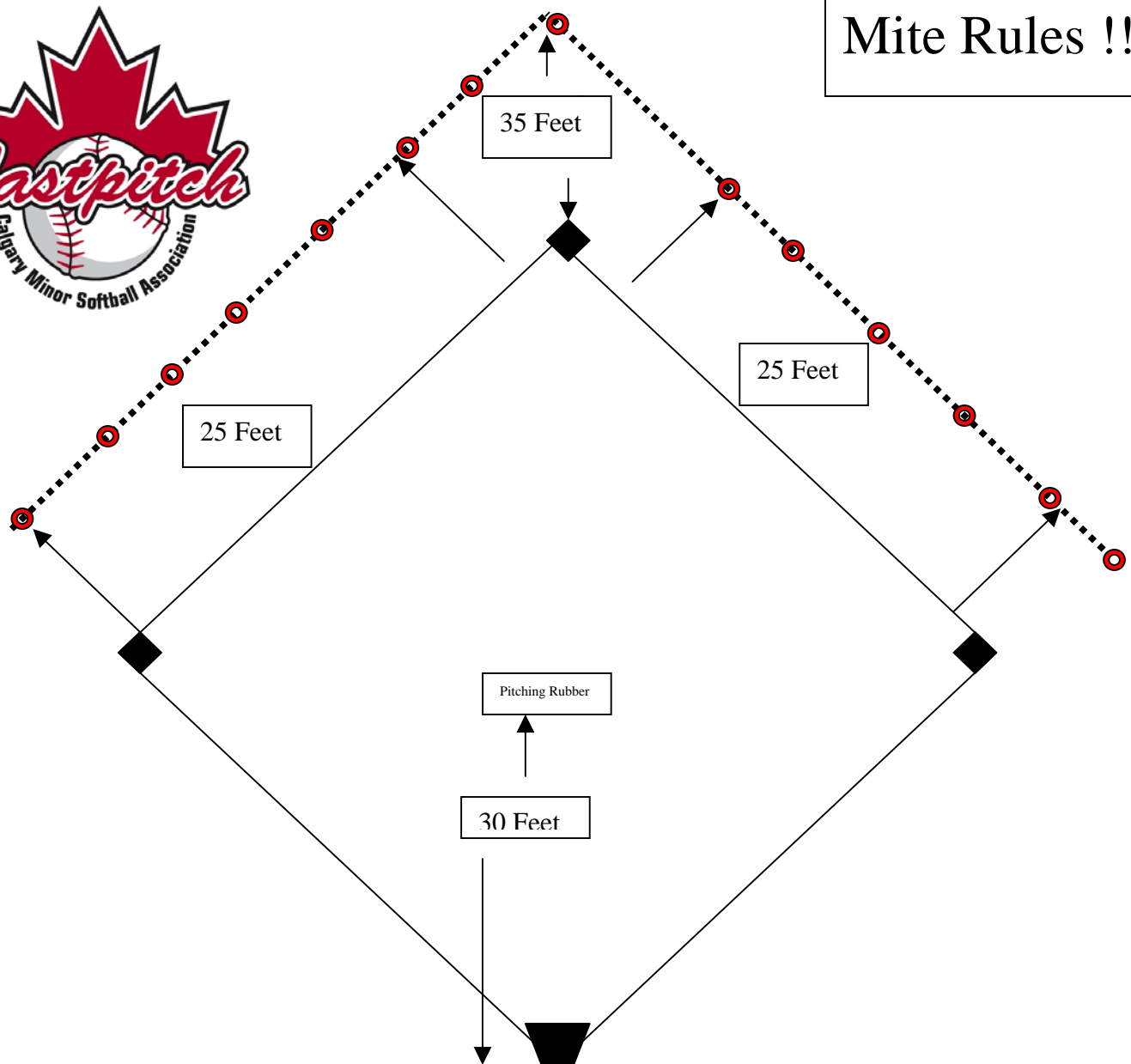




# Mite Rules !!



## Home Run Line

In an effort to make the game more fun for the kids and exciting for the parents, in 2006 CMSA is introduced the “Home Run Line” or HRL. The HRL effectively eliminates the outfield.

The Home Run Line is a series of cones or pylons set up in the outfield 25 feet past the 45’ base line as shown in the diagram. The home team will do this prior to the game.

## A home run is

“Any ball that touches the ground in fair territory, past the home run line, as determined by the field umpire (if present) or by the plate umpire if no field umpire is available”.

- A ground ball touched by an infielder and rolling past the HRL is a home run.
- Any ball that touches the ground in fair territory past the home run line is a home run.

There was some discussion in regards to implementing a ground rule double for a ball hit past the line on the ground. It was felt that in the spirit of keeping the game as easy as possible for the umpire, rules should not be implemented that will involve further “judgement” by potentially inexperienced umpires. A hard line drive that touches right near the home run line and goes to deep centre field could create a situation that could quickly become negative. At this age, the game doesn’t need more rules. If the ball is over the line, it is a home run. Simple and easy.

## A home run is not

- A fly ball hit past the HRL but caught by a defensive player prior to touching the ground, is not a home run. It is an out!!
- A fair ball hit past 1<sup>st</sup> or 3<sup>rd</sup> base and going into foul territory prior to reaching the home run line is a fair ball, but not a home run. The play is live.

## Base stealing

No rule changes. Base stealing is allowed as per normal rules. It is important for the kids to learn about base stealing from both sides of the game, offensively and defensively. Base stealing teaches the kids a number of different aspects of the game that they will need for many years to come. Offensively, coaches are encouraged to have the kids’ steal a single base at a time and to have the kids learn how to slide when they steal a base. Defensively, coaches should encourage the catcher to throw to bases and to make an attempt at getting the runners out. By the end of the year, there will be some kids that can do it!!



## **No More Walks!!**

For 2007 season, CMSA will continue with the "No Walk Rule" that was so successful in 2006.

Batter # 1 (B1) is at the plate. The game is played normally up until the batter receives a 4<sup>th</sup> ball, which would normally result in a walk. This is where the game changes. After the 4<sup>th</sup> ball, the batter will have a count against him/her. It will either be 4 balls, 0 strikes (4-0), 4-1 or 4-2. The coach, or designated pitcher for the offensive team (B1's coach or selected parent), will now come in to pitch to his/her own batter. The number of pitches that the batter will receive from the coach/parent is dependant upon the number of strikes that the pitcher had achieved against that batter prior to throwing the 4<sup>th</sup> "ball". All batters continue using the same rules.

If the count was 4-0, and the batter did not have a strike, the coach parent may throw up to 3 pitches.

If the count was 4-1, and the batter had 1 strike against him/her, the coach parent may throw up to 2 pitches.

If the count was 4-2, and the batter had 2 strikes against him/her, the coach parent may throw only 1 pitch.

Pitches (pitch) from the coach or parent are the only opportunity that the batter will get to hit the ball and get on base. There is no opportunity to walk. Every pitch will be considered a called strike. If the batter has 2 or 3 pitches to work with, he/she may leave the pitch and wait for a potentially better pitch. The coach/parent will pitch from the pitching rubber (normal distance) and may pitch orthodox (underhand toss) or regular fastpitch.

If the batter uses up all of his/her strikes without hitting the ball, he/she is out. Once again, every pitch is considered a called strike no matter where the pitch is thrown. The batter does not have to swing to strike out, nor does the pitch have to be in the strike zone.

On the third strike only, if the batter hits a foul ball, he/she will be granted an additional pitch, unless of course the foul ball is caught! This will be the same as regular rules in regards to a third strike foul ball.

The defensive pitcher will remain in the pitching circle to field balls hit into play.

Should a ball be hit into play by the batter and there is intentional interference on the play in regards to the coach/parent acting as the pitcher, as determined by the umpire, the play will be called dead, the batter will be out and all runners returned to their original bags. If the interference is unintentional, the ball will be live. The batter and runners will need to advance as per normal rules.

## **Pitching / Pitchers**

Fastpitch softball is a game that requires effective pitching to be fun. Please try to get as many kids pitching as possible so that more pitchers can be developed as the kids get older. With the new pitching rules and with kids at this young age, there is far more benefit to the team and the game if there are more kids learning how to pitch. A good suggestion is to use 4 pitchers per game in the seeding round, 3 pitchers per game during the regular season and then if the coach feels it is necessary to go down to 2 pitchers during the playoff rounds. The no walk rule should allow coaches to use more pitchers, as there is not going to be a situation where the pitcher is responsible for walking the batters. The batters will still have to hit the ball!!

## **Strategy**

The new rules will result in many new ways to play the game. Don't be afraid to have fun with the rules and use them to your advantage and don't be upset when the other team uses a strategy that is different than your own. It's all part of the game.

If your team hits a lot of home runs and the other team moves all of the players out to the cones to possibly catch the ball, it might be a good time to teach the kids how to bunt.

Some teams may employ a strategy of not swinging at any of the balls in the hopes that they will get to hit pitches off of their coach. That is their choice. The best solution is to use pitchers that maybe do not throw as fast, but have the ability to throw strikes. This can be a great time to use a pitcher that is less experienced and it will give her the opportunity to face some batters. Coaching involves being prepared to react to the opposition's strategy. In fact, the game is far more fun for coaches' players and parents when different strategies are used. Be innovative...be creative!!



***PLAY BY RULES  
GOVERN BY ETHICS***

