

SENIOR GIRLS SLO-PITCH RULES

1. The home team is the 2nd team listed on the schedule.
2. The home team will provide 1 new ball and 1 good used ball for each game. The balls must be 11 in. and yellow in color for all games.
3. A 2' X 3' mat will be used at home plate. If the mat has a V cut at the top, place it over the plate. Now the plate is considered part of the mat for the strike zone.
4. Bases will be set at 65' for seniors. The pitching lines will be set at 50' & 55' for seniors. Two chalk lines will be used for the pitcher. The commitment line will be 20' from the plate towards 3rd base. These measurements will be taken from the back of the plate. The scoring line will be taken from the corner of the plate closest to 3rd base and run parallel to the commitment line.
5. Seniors must have a minimum of 8 players to avoid a forfeit. If a team has less than 9 players, then the other must provide a catcher (making no plays).
6. If a player has to leave the game, for any reason, it is NOT an out. They will just be scratched from the line-up. However, once they are scratched from the line-up, they may NOT re-enter the game.
7. **THE BLOOD RULE** applies at all levels. *Players with visible blood on them will not be allowed on the field until it is covered up.* If a player is getting tended to, when her bat comes up, she will NOT be an out. The batting will continue to the next batter. The injured player will just take her regular turn when the batting order comes back around to her. It is strongly recommended that each team have a small medical kit at every game.
8. Teams are allowed to pick up temporary players from lower divisions to field a **MAX** team of 10.
9. 10 players max can be on the field. All outfielders must position themselves at least 6' outside the baseline until the ball has been made contact with. At no time can an outfielder make an unassisted force out on a ground ball at any bag.
10. An inning will consist of 3 outs or the number of runs scored reaches 7. When either happens, the inning is over, regardless of how many batters come to the plate.
11. All Divisions—games will be 7 innings in length or the 90 minute time limit has been enforced. No inning shall start after 90 minutes. Inning starts when last out ends from the previous inning. If the time limit occurs during an inning, you must finish the inning. If the game ends in a tie, teams must try to break the tie using the international tie-breaker rule. Which is, continue to bat where left off—and last official batter is put on 2nd base with 1 out...Continue if time permits. Reasons for not continuing is darkness or another team is waiting to use the diamond.
12. 5 innings will be considered a complete game. If a game is suspended, due to weather, darkness or unforeseen circumstances, before 5 innings or 4 and a half if the home team is winning, the game will be started over as soon as the teams reschedule.
13. NO JEWELLRY-- If a player cannot take it off, then tape it up. Medical bracelets are permitted. Recommend they wear it on their glove hand.
14. Coaches must wear proper footwear on the field—NO flip flops/sandals/crocs etc. Running shoes, spikes, medical boots or some sort of full shoe will be allowed.
15. When on defence, coaches must stay within the vicinity of the dugout to coach. They are NOT allowed to position themselves near the outfield fence to coach the outfield players.
16. A player must not sit out consecutive innings.
17. A foul ball caught by the catcher, must be over the batters' head to be an out.

18. NO MERCY RULE- If the game becomes one-sided and the coach of the losing team wishes to call the game, he may, but only after 5 complete innings.
19. Batters must bat in order. Any batters arriving late will be placed at the bottom of the order.
20. The NO CONTACT RULE applies at home plate. If the catcher is making an out at home, she must be in contact with the mat and have control of the ball, before the runner crosses the line at home plate, the runner will be considered safe. Once the runner crosses the commitment line, the runner may not go back to 3rd to avoid being put out.
21. To score, the runner must run behind the home plate, crossing the scoring line. If a runner touches the mat, she will be considered out. The catcher must have control of the ball and be in contact with the mat before the runner crosses the scoring line to get the out at home.
22. Once a player has crossed the commitment line, they cannot go back to 3rd, to avoid being put out or to tag up on a caught fly ball.
23. The infield fly rule is in effect for Senior Girls and may advance at their own risk.
24. All divisions have a max of 3 courtesy runners per game. Runner must be the last out.
25. If a batter fouls out on 3rd strike, the batter will be called out. If a 3rd strike foul is caught in the air, the ball is still live and runners can tag up and advance at their own risk.
26. NO stealing, bunting or chopping at the ball is allowed. Sliding is allowed at 2nd and 3rd base for all divisions.
27. All batters/runners must wear a helmet. Catchers must wear a helmet with face protection.
28. Batters must have at least 1 foot in the batters' box.
29. No courtesy step. Runners getting caught jumping off the base during play will be called out. The batter must make contact with the ball, before the runner is allowed to leave the base.
30. A double base will be used at 1st. The position player at 1st must use the white portion only. The runner, if running straight through, must touch the orange portion. If the runner is rounding 1st, to possibly make an attempt to advance to 2nd, they must touch white. If the runner rounds 1st, with an intent to go to 2nd, and chooses not to advance, the runner is at risk of being tagged out, in fair territory. If the runner is safe at 1st, and shows no intent on advancing to 2nd, the runner is not at risk of being tagged out, even if she is returning to 1st base in fair territory.
31. Seniors... If there is an overthrow at 1st, the ball is still live (unless stated as dead) the runner may advance without touching the white, but does so at the risk of being put out. Players can advance when the ball is live until the umpire calls time. Overthrows at a base or pitcher are a live ball, and again, a runner can advance, but does so at the risk of being tagged out.
32. Any player on the infield can request time to be called, but it will be the umpire's discretion as to when he will grant it. This applies to all divisions.
33. Pitchers must have 1 foot in contact with either chalk line or the area between the lines when the ball is released. The pitcher must also start within a foot, either side of an imaginary line from home to 2nd. The pitcher must come to a full stop before she starts her pitching motion.
34. The arc of the pitched ball must be 6' and 12'. The ball must hit the mat to be considered a strike. Any ball out of this range will be called a ball, however, the batter has the option to swing at the pitch if she chooses. If the batter swings and misses, it will be a strike.
35. If an umpire calls an illegal pitch, and the batter does not swing, it will be considered a ball. This will not be considered a DEAD ball.
- 36. There is no limit to the number of innings for pitchers. Free substitution is allowed. ALL players MUST wear a pitching mask when pitching**