

Rules U13	
Base Path Distances	55'
Pitching Distance	38'
Pitching Circle	8ft radius pitching circle when the pitcher is in possession of the ball in the circle and is not making a play (for purpose of the rule, faking a throw is considered a play), all runners off their bases must immediately attempt to advance or retreat. If the pitcher drops the ball at any time before delivery of the pitch, the ball is alive and all runners may advance at their own risk, without penalty.
Ball	11" red dot
Bats	ISF2005, WBSC, ASA2000, ASA2004 AND USA Softball - any bat on th WBSC and USA Softball approved bat lists
Batter's Box & Ondeck Circles	Yes
Helmet	All batters with cage and strap
Masks	All infielders wear a face mask
Homeplate	Regular 17"
Safety Bag	Yes
Catcher	Full gear, regular glove or catcher's mitt
Players	Less than 8 forfeit
	Late players added to bottom, no automatic outs
	If a player is ejected, an "out" shall be recorded each and every time the player's spot in the batting rotation comes up
Substitutions	Unlimited defensive substitutions
Catcher Courtesy Runner	Yes, two outs and replaced with last out
Courtesy Runner	Only for injury at the time of play, must be replaced by the player furthest away in the line up
Call Ups	Yes, from lower or equal divisions ONLY to replace missing players during regular season
Equal Play	All players must play an equal number of innings where possible, no player is to sit a second inning until everyone has sat once during regular season
	A player must not sit consecutive innings
Regulation Game	No new inning after 90 min or 6 innings whichever comes first
	In case of weather or umpire calling the game, minimum of 3 innings completed to count as a game or 2.5 if home team is ahead
Mercy Rule	No
Run Limit	3 outs or 5 runs for all 6 innings during regular season
Scoring	Must touch homeplate
Pitcher Position	Begin with one foot on the pitching plate, pitcher must pause and present the ball before beginning her pitching motion
Pitching	May leap, land and release the ball provided player does NOT establish a second push point known as a "crow hop"
Charged Conferences	2 defensive conferences per inning, with the 3rd conference the pitcher must be removed for the remaining of the inning
Pitching Limitations	3 innings per game, can come in and out, 1 pitch equals an inning
Fielding	4 outfield, 6 infield - only if both teams can field 4 outfielders, if not 3 outfielders is to be used
Outfielder Positioning	3-4 outfielders, positioned 15-20' measured from first and third bases
Hit by a Batted Ball	A runner is out if struck by a batted ball in fair territory while off base, and before it passes a fielder, excluding the pitcher
Walks	a batter can only take first base, runners can only advance one base - a runner can steal second on a throw back to the pitcher even if they are walked
Intentional Walks	No intentional walks, a batter must be pitched to, there is no signalling for a walk, catcher must be behind the plate in crouched position
Number of Batters	All players bat, no last batter
Bunting	Yes
Drop 3rd Strike	No, but ball is live
Thrown Bat	One team warning then called out, no runner advancing
Infield Fly	Yes - a fair fly ball (not including a line drive or a bunt) which can be caught by an infielder with ordinary effort, when first and second, or first, second, and third bases are occupied before two are out. The ball is live and runners may advance after the ball is touched, the same as on any fly ball. 1) There must be less than 2 outs; 2) There must be runners on first and second OR first, second, and third; 3) The fly ball cannot be a bunt or a line drive; 4) An infielder must be able to catch the ball with ordinary effort.
Stealing	Yes, when the ball leaves the pitcher's hand, runners are allowed to steal home, runners can steal unlimited number of bases, runners can steal on a throw back to the pitcher
Lead Offs	Runners may leave the base when the ball leaves the hand of the pitcher, out if they leave early
Sliding	Not into first, feet first only into bag/plate, head first only back to the bag
Overthrows at any base/home	Yes, unlimited number of bases
Ball Thrown Out of Play	Two bases from time of pitch from outfield, one base from time of pitch from infield
Tie Break	No, regular season games end in a tie
Cheering	Positive cheering only. The conduct of the team, its spectators and coaches are the responsibility of the coach, umpires can warn and eject

Wrap Up Tournament	
Run Limit	3 outs or 7 runs for all 6 innings
Call Ups	No
Tie Break	Tiebreaker rule ineffect for elimination games at tournament
	At the start of each extra inning, a runner is placed on second base, the runner will be the last batter scheudled to bat in that inning. At least one full inning is played, allowing each team the same chance to score. If the score remains tied, the same process is used in each inning until one team score more runs than the other at the end of a complete inning.
	2 points/win, 1 point/tie, run differential capped at 7 runs, if the home team is leading or goes ahead in the bottom of the 6th inning or last inning, the game is over.
	Tournament standings determined by points. Ties broken based on: 1) head to head in round robin 2) differential 3) runs against divided by innings played 4) runs for divided by innings played 5) coin toss
	The pitching rule will reset after 6 innings ie you can use a pitcher who has pitched 3 innings for up to an additional 3 innings
Tiered Divisions	Google doc game results will be used to make two tiers, Championship & Consolation
Player Eligibility	A player must play a full game in round robin to play semi and/or championship game(s)
Regulation Game	No new inning after 90 min or 6 innings whichever comes first
	If the home team is ahead and batting at 90 min, the game is over and counted as an inning played
	In case of weather, min of 4 innings completed to count as a game or 3.5 if home team is ahead
Miscellaneous	
Umpires	2 if possible, 1 is allowed
	Positioned behind the basepath
Shoes	No metal cleats
Catchers Equipment	Mask, throat protector and helmet (warm up too), body protector, shin guards
Uniforms	Matching shirts with number, rosters submitted prior to first game
Jewelry	No or taped, 1 warning then called out
Google Doc	Teams will be responsible for adding their schedule, after the deadline and teams sign off, no changes will be made
	Each team must play each other once, every effort must be made to reschedule a rained out game
	Home team will be responsible for adding the score, teams will initial scorebooks to verify attendance and score
	Rosters will be entered by coaches/convenors prior to the first game
	Games are only to be rescheduled becaues of weather, teams must either call up or forfeit
League Games Start Date	Saturday, May 17, 2025
Wrap Up Weekend	Friday, July 18 - Sunday, July 20 (Sat & Sun if possible) - Kingsville U13
Essex County Girls Fastpitch	Essex, Harrow, Kingsville, Lakeshore & Leamington - each municipality gets one vote/age group they have a team in
	Essex U11, U13, U15
	Harrow U11
	Kingsville U7, U9, U11, U13, U15
	Lakeshore U11, U13
	Leamington U7, U9, U11, U13, U15
Selects	Attendance of Selects players verified by coaches signing of scorebooks
	Players must play at least 50% of regular season games
	Equal number of Selects players on house league teams (as equal as possible)