

KENORA GIRLS FASTBALL LEAGUE

2009 General Rules

- 1 Home team pays the umpire @ time of game
- 2 Home team will provide 1 new game ball and 1 good used ball for each game.
- 3 Home team is responsible for setting up the fields and will occupy the third base dugout.
- 4 All games will start at 5:30 sharp. In the event a team does not have enough players, the umpire will wait 15 minutes then the team unable to field a team will loose to default. From 5:30 until 5:45 the team that can field a team earns a run every 5 minutes if the other team fails to field at least 8 players.
- 5 All players are asked to be at the diamond at least ½ hr before game time to warm up.
- 6 Games are 6 innings in length and if you start an inning, you must complete it. No new innings will start with less than 15 minutes remaining.

Definition of a completed game is as follows:

- a) both teams must complete there turns at bat
 - b) the home team prior to the beginning of their last bat has a greater number of runs than the visiting team
 - c) the home team during their last bat has enough runs to go ahead of the visiting team
- 7 Maximum of 6 runs per inning per team
 - 8 Score sheets must be signed by both coaches and the umpire to indicate that he was paid. The winning team must call or email Erin Roussin with game results.
 - 10 In the event of a tie an extra inning will be played if time permits (15 minutes or more) Squirts cannot use a pitcher that has already pitched 3 innings.

PLAYERS / LINE UPS

1. All players that appear in the line up in the order their names appear. Players arriving late will be placed at the bottom of the batting order and must advise the other coach prior to entering the game.
2. Teams must have a minimum of eight (8) players present to play a game. In all divisions you will not have the ninth (9th) batter as an automatic out.
3. Midget teams may pick up players from the Pee Wee division if they now that they will not be able to field a team. Each midget team is limited to two (2) Pee Wee players to bring their roster up to no more than ten (10) players.
4. No player may sit on the bench two (2) innings in a row. Squirt division – no player may sit out two consecutive innings and each player must sit at least one inning if you have eleven or more players.
5. Squirt pitchers may only make three (3) appearances in one game.

EQUIPMENT / CLOTHING

1. Team uniforms are to be worn at all times by the players and must be tucked in. Squirt tops may be tied back if shirts are too large. Pajama bottoms, jeans and shorts are not allowed – bottoms must be a sweat material, dark in color and fall below the knee.

2. Squirt players must wear a baseball style cap when they are on the field. In the Pee Wee and Midget divisions caps are not mandatory unless provided by the sponsor.
3. Players are not allowed to wear jewelry i.e. rings, earrings, necklaces and piercing must be removed. Failure to do so will result in the player being removed from the game.
4. Appropriate footwear must be worn – a shoe that covers the full foot from toe to heel.
5. Catchers must wear chest protectors; face mask, helmet with a throat guard and shin guards.
6. Any person entering the field who is under 18 years must wear a helmet for protection. This rule applies to players who are helping coaches.

BASE RUNNING

1. Base runners may leave their base as soon as the ball leaves the pitchers hand.
2. Squirts – the batter is out and cannot run on a dropped third strike.
3. Squirts – A base runner advancing from third is committed to advance to home once they have crossed the commitment line (25 feet from the home plate). Pee Wee and Midget divisions do not have a commitment line.

PLATE AND BASE DISTANCES

- 1 Squirt – pitching distance is 32 feet and bases are 50 feet
- 2 Pee Wee – pitching is 38 feet and baseline is 60 feet
- 3 Midget – pitching is 40 feet and baseline is 60 feet