

## LMSC 2022 U11 – Super Mite Rules

1. All games to be governed by league rules. Where no league rules apply, Softball B.C. operating rules (New 2022 U13 rules), then Softball Canada rules will be in effect.
2. This is a no protest league; umpire decisions will be final.
3. All game times will be 6:30 p.m., unless otherwise specified by the home team's Association Field Allocation Manager or Scheduler. There will be no time limit on games except where park rules or darkness apply.
4. The home team is responsible for supplying umpires, game balls, lining the field and supplying a "double base".
5. Teams may play with 8 players. Coaches have the option of borrowing a defensive player from the opposition. When the 9th player arrives, they may be added to the roster without penalty. In case of 8 players the 9th player will not be an automatic out.
6. Pitching distance will be 35ft and bases will be set at 45ft.
7. Four run maximum per inning in effect
8. Pitcher may pitch a maximum of 4 innings. One pitch thrown is considered an inning. Pitching limitation rule is suspended in extra innings or during international rule play.
9. A player cannot advance to home on a steal, passed ball or wild pitch. The player must be batted in or forced home by a walk or is part of a continuation of a play (i.e., overthrow).
10. Runner may advance one base on an overthrow and do so at the risk of being thrown/tagged out. Runner may try to advance one base per overthrow if consecutive overthrows are made in the same play to a maximum of two throws.
11. Players may not advance to any base on a catcher overthrow to the pitcher after a pitch.
12. Runners must slide if a play is happening at the base they are advancing to, including home plate. Exception 1<sup>st</sup> base where the batter runner must cross the safety bag. If in the opinion of the umpire the player did not attempt to slide the runner will be called out.
13. Drop Third strike rule is not in effect.
14. Infield fly rule is not in effect.
15. A 11" ball (COR .47) Ball will be used.
16. A Run Ahead Rule shall result in the conclusion of the game when after 2 ½, 3, 3 ½, or 4 complete innings of play a 10-run mercy rule will be in effect., the losing team has the option to continue to play or end the game if the game it is consider a mercy.