

NRHSAA GIRLS' SLO-PITCH 2024 - 2025

9. SLO - PITCH RULES

A) General rules:

- Four (4) Balls Three (3) Strikes
- If the batter hits a foul ball while she has two (2) strikes, she is **OUT**.
- There is a "commit" line on the third base line.
- No stealing or lead offs.
- No sliding, but runner can dive back to the base. If you slide, you are automatically out.
- All plays at home plate must be force plays. Tagging at home plate is **NOT** permitted.
- Any foul tip caught by the catcher is an **OUT**, regardless of how high it goes.
- A coin flip determines which team bats first.

B) Pitching:

- Pitcher must throw a ball in an arc which must be over the batter's head, to a maximum of approximately twelve (12) feet.
The Umpire should call "flat" if the ball is too low or "high" if it is over twelve (12) feet – this will be a ball.
- The pitcher **MUST** begin her delivery with one (1) or both feet on the pitching rubber, this means that the pitcher **CANNOT** start behind the rubber then move to it.
- If the ball hits the mat (2 feet x 3 feet) it is a strike.
- The rubber is forty-five (45) feet from home plate.
- Two (2) warm-up pitches only before each inning.

C) Substitution of players:

- Each team **MUST** have a minimum of ten (10) girls in the batting rotation. If less than that number appear then an automatic out will be recorded for each batter less than ten (10) when they were to appear at the plate.
- You can have more than ten (10) girls in the batting order if you wish.
- If a girl leaves the game for any reason, she must be replaced in the line up with another girl. If a substitution is not available an automatic out is recorded when she was to appear at the plate.
- Pinch running is not allowed. If a girl needs to pinch run, then she is out of the game. If a sub is not available to replace her in the rotation an automatic out will be recorded the next time she appears at the plate.
- There shall be ten (10) players on the field. Unlimited substitutions. Players do not have to be in batting lineup to play the field.

D) Regulations:

- Bases are sixty-five (65) feet apart
- Pitching forty-five (45) feet
- The bats must comply with the current Slo-Pitch Ontario Association (SPO) rules.
- Softball is eleven inches (11").
- The NRHSAA will supply all balls needed for the tournament. The tournament fee will include the cost of purchasing balls for this purpose.
- A team may play six (6) games.
- All batters and base runners **MUST WEAR HELMETS**.
- The catcher **MUST** wear a catcher's mask.

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- E) **Officials:**
- Qualified umpires will be used for all games. The umpires' decisions are final.
 - At the games end the score keepers are to report the score to the Convenor's table.
- F) **Scoring:**
- All games (round robin) are six (6) innings, with the exceptions listed below.
 - Due to tournament time constraints, the maximum number of runs that can be scored in any one half inning is five (5). After five (5) runs are scored, the batting team will take the field. The exception is the last inning where runs are unlimited for both teams. (as of March 2014)
 - Mercy of ten (10) runs after four (4) innings.
 - Three (3) Points for a win, One (1) for a tie and Zero (0) for loss.
 - If a game is tied after six (6) innings or at curfew time it will remain a tie score and each team will be awarded a point.
 - **Curfew:** No new inning can begin after fifty-five (55) minutes for the first pitch time.
 - Teams must hustle on and off the field so complete game may be played.
 - If the home team is ahead in the last inning, it **DOES NOT** take its last bat in the bottom half of the inning. The game is **OVER** even if your team does not have maximum run differential. The run differential will revert back to the last **FULL** inning. This will not be a problem if your team wins all of its games. This is the rule, fair or not.
 - **TIE BREAKERS:**
 - i. The first (1st) tie breaker is the head to head winner.
 - ii. The second (2nd) tie breaker will be a run differential. (i.e. runs for minus runs against. HOWEVER, the maximum number of differential runs for any game is +6 or -6. This will eliminate MERCY or LARGE SCORE run ups. The largest or biggest differential will advance or be placed ahead.
 - iii. The third (3rd) tie breaker is least amount of runs scored against during all games.
 - iv. The fourth (4th) tie breaker is a coin flip.
 - All playoff round, quarter final, semi-final and final games are six (6) innings without a curfew. All playoff round games must have a winner. If the game is tied after six (6) innings a tie breaking rule of the last out starting at 2nd base to begin extra innings will be in effect. The mercy rule will be in effect for the playoff round, quarter, semi-final and final games.
- G) **Finally:**
- We are on a time frame of one (1) hour per game. You, as a coach **MUST** get the games started on time. No new inning can start after fifty-five (55) minutes of the 1st pitch. Both coaches and the umpire should note the first pitch time.
 - We don't have breaks between games so have your team ready to play at least fifteen (15) minutes before the scheduled start time.
 - Conveners have the right to shorten any game if need be.
 - Please provide your team with uniforms, or at least with shirts of the same colour. Number shirts help the score keepers. This is a Zone championship so look the part.
 - Pick up your garbage.

10. ZONE QUALIFICATION TO SOSSA