

South Vancouver Island (SVI)
Fastpitch Association

**OPERATING AND
LEAGUE PLAY
RULES**

2018

LEARN TO PLAY 1 & 2

LEARN TO PLAY

1. Ages of Players
 - Level One – 5 and 6 year olds
 - Level Two – 7 and 8 year olds
2. Recommended number of players per team.
 - Level One – All activities are done as a group
 - Level Two – not less than 6; and not more than 9

The Associations are given latitude to place players into an appropriate skill level and do not have to follow the suggested ages for each group. However, all decisions must take into account the safety of all the players when moving players outside of their normal level.

SECTION ONE - GAME TIMES & DURATION

Level One: As per the Manual. Practice/Modified Games do not last more than 1-Hour.

Level Two: The games are to be scheduled on two hour intervals. The first one half hour (30 minutes) each team will use for practice as per the LTP manual. The teams may run these practices together as a group. After a 15 minute break the teams will play a one hour game.

Procedure for Postponement of Games:

1. To postpone a game for field conditions the Umpire (or Coaches, if no Umpire) will decide whether it is safe or unsafe to play, after all efforts tried to rectify the problem.
2. To postpone a game for other reasons (ie: school function), the coach must notify the other teams coach 48 hours before the scheduled game.

SECTION TWO – SCORING & STANDINGS

Run Scoring:

Level One: As per the Manual

Level Two: There is no scoring. This is a win/win game, all players bat each inning.

Standings:

There are no standings kept in the Learn to Play Program. Emphasis should be on skill development and fun.

SECTION THREE – INJURIES

Injuries:

The Softball BC injury form should be obtained from your park president at the start of the season and should be carried with you for all games and practices. If a player, coach, manager, Umpire or spectator is injured during a practice or game or en-route to a practice or game, it is the responsibility of the coach to record the following:

- A. Who was injured, name, address and phone number
- B. Nature of the injury
- C. Date, time and location
- D. Any witness, name, address and phone number
- E. What treatment was sought or first aid rendered

If an injury occurs, the coach must ensure the following receive a copy of the injury form:

- A. Softball BC
- B. Your Park President
- C. District One Minor Coordinator
- D. Keep one for your records

Note: *That if the injury requires professional medical treatment, the form must be filled out.*

Blood:

A player whose uniform is soiled by blood may return to the game out of uniform (i.e. t-shirt, sweatpants) to finish the game.

SECTION FOUR – SVI LEAGUE RULES

Pitching:

Level One: As per the Manual

Level Two:

1. Players can pitch a maximum of 2 innings per game
2. May 1-June 1 – Coach Pitches. After June 1st a defensive player will pitch until there are 3 balls on the batter, and then the offensive coach will come in to pitch to that batter. There are no bases on balls (walks), players may be struck out. The pitcher that is replaced by the coach takes a defensive position beside the coach, and will resume pitching when a new batter is at the plate.

Batting:

Level One: As per the Manual

1. No Bunting allowed.
2. When playing with less than the full number of players, there are no automatic outs.
3. If a player arrives late, they are added to the bottom of the line-up.

Level Two:

- All players bat in order of the line-up sheet
- Each player will be given 7 pitches.
- No Bunting is allowed.
- When playing with less than the full number of players, there are no automatic outs.
- If a player arrives late, they are added to the bottom of the line-up.

Fielding:

Level One & Two:

1. A player cannot play the same position in consecutive innings.
2. No player is to sit more than 1 consecutive inning. Coaches will ensure that every player sits out 1 inning before any player sits out 2 innings.

Baserunning:

Level One: As per the Manual

Level Two:

- Base runners may not steal home
- Base runners may not steal on the throw back to the pitcher from the catcher.

Umpires:

Level One: As per manual, no Umpires are needed.

Level Two: Single Umpires may be used but are not required.