

## **AMFA Learn to Play 1 Saturday Morning (2011)**

Learn to Play is a program produced and developed by Softball Canada and is supported and funded by Softball BC. This is a proven program that allows players and coaches to have fun while skills are being taught. Having skills will allow them to enjoy the game when they become developed enough to play the game on their own. We encourage you to prepare for your lessons from the LTP cd's and follow the following game instructions. **The lesson practice plans are a proven pregame practice that is extremely important to develop long term softball players.**

**\*\*Game days that are cancelled due to poor weather conditions will be done by the LTP co ordinator Carmel Klassen. Cancellations will be done a 1 hr before start time at all possible. It is then the responsibility of the coach or phone mom to contact all players.**

**10:00am Saturdays - Players and Coaches start their practice lesson plans; Practice time is 45 min.**

1. Coaches need to review skill and drill outlines in their LTP cd's.
2. Make sure that a variety of drills are used per session.
3. Don't be afraid of cutting off a drill at the end of the time allotted. Don't overdo it even if the kids want to continue.
4. Encourage parent participation with set up and clean up.
5. Ensure that safety is being observed at all times. (lose balls being thrown, and bats being swung)

**10:45am Saturdays – Modified game as follows; Game Time is 45 minutes**

All teams are responsible for setting up the bases. **Bases are to be at 40'**

1. All batters must wear softball approved helmets.
2. All teams will bat their complete roster for each inning regardless of number of players per team.
3. All players will play defence as per outline on field positioning.
4. There is no "Back Catcher" position, this position should be held by a Coach or Parent
5. All Defensive players need to wear helmets. Encourage plays such as; Catching Fly balls, Force plays at First and Tagging Base Runners. Plays in which a player is put out return to the bench and will not bat again till next inning.
6. 3 outs will not mean the end of the inning, only once all players have batted.
7. **The last batter will on a hit ball, will run all bases forcing all base runners home.**  
( Please change your batting line-ups from game to game)
8. All Games will be batting off a Tee using the **10" Worth Safety ball.**
9. These rules are to encourage maximum participation for all players to develop

To complete your evenings Drag races where the home team would line up at home and the visiting team would line up at second. Each team would have one ball and on the start signal would race each other around the bases. The team that would finish first would be declared the winner.

Teams should then shake hands and congratulate on having a good game.

Treat for your team is a nice way to finish your evening. (Buy a tub of sours or start a snack list within your team)

## AMFA Learn to Play 2 (2011)

Learn to Play is a program produced and developed by Softball Canada and is supported and funded by Softball BC. This is a proven program that allows players and coaches to have fun while skills are being taught. Having skills will allow them to enjoy the game when they become developed enough to play the game on their own. We encourage you to prepare for your lessons from the LTP cd's and follow the following game instructions. **The lesson practice plans area proven pregame practice that is extremely important to develop long term softball players.**

**\*\*Game nights that are cancelled due to poor weather conditions will be done by the LTP co ordinator Carmel Klassen. Cancellations will be done 1 hr before start time at all possible; it is then the responsibility of the coach or phone mom to contact all players within their team.**

**6:15 pm - Players and Coaches start their practice lesson plans. Practice time is 45 min.**

6. Coaches need to review skill and drill outlines in their LTP cd's.
7. Make sure that a variety of drills are used per session.
8. Don't be afraid of cutting off a drill at the end of the time allotted. Don't overdo it even if the kids want to continue.
9. Encourage parent participation with set up and clean up.
10. Ensure that safety is being observed at all times; balls being thrown and bats being swung

**7:00 pm – Modified game as follows. Game time is 45 minutes.**

- **(Nice weather- please consult parents on playing longer)**
  - **(Coaches please do not compromise the LTP program by cutting down on game time)**
10. Home team is responsible for setting up the bases. **Bases are to be at 45'**
  11. All batters must wear softball approved helmets.
  12. All teams will bat their complete roster for each inning regardless of number of players per team.
  13. All players will play defence as per outline on field positioning.
  14. There is no "Back Catcher" position, this position should be held be a Coach or Parent
  15. Defensive players -# 1, #6, #4 and #3 **must** wear helmets.**(Other Players playing defence may wear their Helmets)**
  16. Encourage plays such as: Catching Fly balls, Force plays at First and Tagging Base Runners. Plays in which a player is put out returns to the bench and will not bat again until the next inning.
  17. 3 outs will not mean the end of the inning, only once all players have batted the inning will end.
  18. The last batter will on a hit ball, run all bases forcing all base runners home.  
( Please change your batting line-ups from game to game)
  19. Games in April will start with batting off a Tee and May through June will be Parent/Coach Pitch.
  20. **Pitching should not be an arching pitch, flat pitching if at all possible.** Game Ball 10" Worth Safety ball
  21. There are no walks by the Pitcher. Players having difficulty with live pitching may use a Tee.
  22. These rules are to encourage maximum participation for all players to develop

To complete your evenings Drag races where the home team would line up at home and the visiting team would line up at second. Each team would have one ball and on the start signal would race each other around the bases. The team that would finish first would be declared the winner.

Teams should then shake hands and congratulate on having a good game.

Treat for your team is a nice way to finish your evening. (Buy a tub of sours or start a snack list within your team)

**ABBOTSFORD MINOR FASTBALL ASSOCIATION**  
**MITE GIRLS STANDING RULES :( Rev Mar 2010)**

**STANDING RULES: No More Walks!**

These rules apply to teams playing in Our House Leagues. These rules over rule the **B.C.A.S.A. Rules**, which in turn overrule the current **Softball Canada Rules Books** in case where there is conflict.

**Remember we are in this association to be fair and honest to the players on both teams.**

1. All league games are to start at 6:30pm, and to be played 1 1/2 hours. No new inning to start after 8:00 pm, regardless of start time of game. The League allows 15- minute grace period. If the second team does not show up within this 15-minute period the game is forfeited to non-offending team.
2. **There will be a 4 run maximum per inning allowed for innings 1<sup>st</sup> through 6<sup>th</sup>, with 7<sup>th</sup> inning being open-no run limit. (NEW)**
3. **HOME TEAM IS RESPONSIBLE FOR:**
  - A.) Supplying game balls. The association supplies each team with brand new balls. You must provide a new or almost new game ball for each home game. **DO NOT USE GAME BALLS FOR PRACTICE.**
  - B.) Mark out diamond 15 minutes **before** game time with lime supplied by the Association. Be sure to include a commitment line five feet from third base.
  - C.) Provide home plate umpires for the game. All home plate umpires **Must** wear protective facemasks. Base umpires are optional, but would be provided by visiting teams. Adult umpires recommended.
4. Ground rules or special rules establishing the limits of the playing field because of fence, stand, vehicle, spectators or holes in the backstop must be established before the game begins. This is done with umpires and coaches.
5. If the game is called because of rain or darkness, the score shall be reverted back to the score of the last completed inning.
6. Each team shall have a starting line-up of nine (9) players but if due to unavoidable circumstances either team has less than nine (9), but not less than six (6), the game shall go on. Three (3) of these players must be in the outfield position. The teams will be capped at twelve (12) or thirteen (13) players.
7. All players must be rotated and play all the infield and outfield positions with the exception of a position the child doesn't feel comfortable playing. The player cannot play any more than two (2) consecutive innings per position.
8. To ensure that every player plays they must be entered into the game by the start of the third (3) inning. Coaches have a responsibility to ensure equal playing time.
9. There is free substitution
10. Case of injury only. The batter must safely reach first base when the play has stopped; the last batter to be put out may be used as a courtesy runner, with the permission of the home plate umpire.
11. If a player advances to first base with a walk (four balls), the player may NOT continue to second base on a steal. The player must remain at first base until the next pitch before advancing.
12. There will be a five foot commitment line at third base. Any player that is not past the commitment line at the time the catcher returns the ball to the pitcher, may not advance home. If the catcher forces the runner behind the line the play is finished.
13. **New – No more walks for league play!**
  - **Pitchers will Pitch the entire season to every batter**

- **They will attempt 5 pitches to the Batter**
- **3 strikes and the Batter is out**
- **A Batter cannot receive first base on Balls**
- **Counts less than 3 strikes a coach will friendly pitch the remainder of the strike count.**  
**EG: If after a count of 3 balls and 2 strikes, the batter would only receive one and only one pitch to attempt to put the ball in play. Failure to do so – the Batter is considered out.**
- **The umpire should call all balls and strikes**
- **3 outs is a complete inning – a total of put outs and strike outs!**

14. **Pitchers** – If a pitcher pitches one pitch in an inning they are considered to have pitched one full inning.
15. Any team carrying over-age or unregistered players will be subject to disqualification from the league.
16. There is **NO SMOKING** on the playing field or in the dugout (bench) by anybody, players, coaches, or umpires.
17. All diamonds and surrounding areas must be left clean after each game. **NO LIQUOR** is allowed on or around the playing field by spectators, players, and coaches. If there is any problem with this **\*\*\*PHONE THE POLICE\*\*\***.
18. **Absolutely No Jewelry** to be worn during a game. **MEDICAL ALERT** Bracelets or necklace are not considered jewelry.
19. This Association no longer carries a separate non-owned automobile insurance policy, due to the changes in I.C.B.C. REMEMBER – you should only drive as many people as you have seat belts for. Please make sure you have a maximum amount of liability insurance.
20. All registered players with the A.M.F.A. are covered by a comprehensive accident and liability insurance.

#### **PLAYER'S EQUIPMENT**

1. Full protection-type helmets, including ear protection, with chin straps that secure under the chin must be worn when batting, from dugout to dugout.
2. Running shoes or non-metal cleat shoes must be worn. No soccer cleats with metal pins allowed on the field.
3. The catchers and umpires mask must have a throat protector. An extended wire protection attached to the mask can be worn in lieu of a throat protector.
4. It is recommended that each player wear a jock/Jill strap guard when playing. ALL CATCHERS MUST WEAR JOCK/JILL STRAP.

#### **LOCAL WIND UP TOURNAMENT RULES:**

##### **House rules to apply with these exceptions:**

1. Each player in attendance must play two (2) full innings or have entered the game by the 2<sup>nd</sup> inning. It is expected that your full team will show up for this tournament, it is a participation tournament, even though there may be an award for the winner.
2. Players to pitch ALL innings in the week of preliminary round games, semi-finals, and finals.
3. **No Pick-ups** allowed for final wind up tournament, all week same rule applies for all games.
4. House rules apply in preliminary round games. In semi-final, final, and final deciding games, no new inning shall start after one (1) hour and 10 minutes of playing time. Any inning in progress shall be completed, if score is a tie at this point, game will revert back to last completed inning for Squirts and below, so a winner can be determined.
5. 7-run rule applies: any time after five (5) completed innings, one team is leading by seven (7) runs – this team shall be declared the winner.
6. Teams must be at the park half (1/2) hour before game time. Coaches must report to scorekeeping booth with line up half (1/2) hour before game time. Coaches must help line the field for the game following their game.