

## **B.C. Indigenous Rookie League Mission**

We play with **kindness and fairness**, always showing **respect** to everyone. We respect our **culture**, we are open and **willing to learn** more about it, and we **speak kind words** about our traditions and stories.

Everyone gets a chance to **play and bat**, learning new skills by **trying different positions**. We believe in **teamwork** and **helping each other grow**. Together, we're not just playing softball — we're **learning to be leaders** on and off the field, **honoring where we come from**.

## **League Goal**

To develop and empower young leaders by providing opportunities for skill-building, mentorship, and active leadership roles within the league

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<b>Honor Points System</b>	<b>Points</b>
<b>Community &amp; Culture</b>	
Having an elder and or knowledge keeper present	1
Team performing their team cheer 3 times in a game	1
Open the game in a good way. This may include prayer, sharing of culture etc. (Both teams can get this point at each game)	1
<b>Community Involvement</b>	
15 spectators for your own team present (Max 15 points)	1
Elder and/or Knowledge keeper throw out ceremonial first pitch	1
Parents/Guardians and spectator's inning	1
<b>Leadership</b>	
The entire team wearing their uniform	1
Bring or find at the game a volunteer to assist with score keeping and timekeeping	1
Players set up and clean up diamond	1
Pair up with another player (older and younger) to support and teach on the diamond, including if a coach wants to step in	1
Poster of indigenous leadership word of the week displayed	1
<b>Total points earned:</b>	

<b>Traditional slo-pitch Points</b>	<b>Points</b>
2 point for a win	2
1 point for a tie	1
0 points for a loss	0
1 point for Sportsmanship	1
<b>Total points earned:</b>	

## IRL League Rules

Rule	Description
Objective	Everyone plays, everyone bats (continuous batting order), equal playing time, sportsmanship rules followed and score more runs than the opposing team by running the bases and reaching home plate.
Timeframe	15 minute warm up, 5 minute opening & land acknowledgement. 90 to 100 minute game. (total diamond booking time 2 hours)
Teams	10 players per team: 1 pitcher, 1 catcher, 4 infielders (1st baseman, 2nd baseman, shortstop, 3rd baseman), 4 outfielders (left fielder, center fielder, right fielder).
Game Structure	7 innings, each team bats and fields once per inning. If tied, extra innings are played pending time.
Batting order	Continuous batting order.
Pitching	The pitcher throws the ball to the batter from the mound. Must pass map. Option to move the mound closer if needed; coach or volunteer can pitch. Must be an under hand.
Bunting	No bunting the ball.
Strikes and Balls	Strike: The pitched ball lands on any part of the mat placed behind home plate. The batter swings and misses or doesn't swing at a pitch in the strike zone. Ball: The batter doesn't swing at a pitch outside the strike zone. T option is available at any point.
Base Running	After hitting the ball, the batter runs to first base, continuing around the bases in order. Must touch each base to safely progress. No lead offs (runner stays on base until ball is hit).
Outs	A batter can be out if: 1. Strikeout (3 strikes), 2. Ball caught, 3. Tagged out, 4. Forced out at a base.
Scoring running	A run is scored when a player touches all four bases and reaches home plate
Fielding	Defensive players try to get batters out by catching balls, tagging bases, or throwing the ball to the correct base.
Stealing Bases	N/A
Double Plays	A defensive play where two outs are made in a single continuous action.
Safety Line	The safety line is an imaginary or chalked line extending from the front corner of home plate toward the backstop or fence. A runner scores a run by touching the ground on or beyond the safety line, not by touching home plate.
Home Runs	A home run occurs when the ball is hit out of play (over the outfield fence in fair territory) . The batter and any players on base score. An infield home run is a play where a batter hits the ball and is able to round all four bases and score a run
Infield Fly Rule	If a batter hits a catchable fly ball in the infield with runners on first and second (or bases loaded), the batter is automatically out. The runners can stay on base.
Mercy Rule	Maximum 5 runs per inning
No Phones	No phones on the field or in the dug out

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