



U11 Rules

**** New to 2025 – 3 Levels of U11 have been implemented, Developmental, Intermediate and Advanced****

DEVELOPMENTAL

1. Teams that are using coach pitch all year. Teams that started their training at the start of the season.
2. Teams are composed mainly of first year U11 or first year ball players and do not have 1-2 pitchers that are throwing strikes.

INTERMEDIATE

1. Teams that are using coach pitch for part of the year or playing with modified rules. Teams that for the most part started their training at the start of the season.
1. Teams are composed mainly of first year U11 or first year ball players and do not have 2-3 pitchers that are throwing strikes.

ADVANCED

1. Teams who are composed mainly of 2nd year U11 players and who have 2-3 pitchers that are throwing strikes.
1. Teams that have players who attended off season training for skills and pitching.

OBJECTIVES

1. Creating a fun environment for children to learn softball
2. Developing sportsmanship, teamwork and a sense of fair play
3. Increasing skill and understanding of the game of softball
4. To Focus on the core skill Development and fundamentals of Softball

DIAMOND DIMENSIONS

1. Base path distance: 45 feet (63 feet from home to 2nd)
2. Pitching distance: 35 feet

BALL

1. 11” Ball

EQUIPMENT

1. Players provide their own glove and running shoes or cleats.
2. Helmets with cage will be worn by all batters, base runners and on deck batters. Players are encouraged to have their own
3. Catcher’s equipment, bats, balls, bases etc. all provided by home association
4. Infielders masks are mandatory. Players playing the positions of 1st Base, 2nd Base, 3rd Base, Shortstop and Pitcher are required to wear infielders masks.

GAME INFORMATION

1. A 2 – 1 rotation will be implemented for 2025, on Monday and Wednesdays.
Example – Week 1 – **Game** Monday **Game** Wednesday
 Week 2 – **Practice** Monday **Game** Wednesday
 Week 3 – **Game** Monday **Practice** Wednesday
 Week 4 – **Game** Monday **Game** Wednesday
2. The maximum number of players on a roster is capped at 17 and the minimum at 8 per team (without being penalized for having an “out” at bat).
3. Defensively up to 9 players are allowed on the field and a minimum of 7 players
4. All Players are to bat in order
5. Game Start time 6:30 PM – 8:15 PM; no new inning after 1 hour 30 minutes of play
6. Maximum 5 innings
7. Maximum 5 runs scored per each offensive inning
8. Maximum 3 outs per inning

DEVELOPMENTAL CATEGORY – PLAYER/COACH PITCH

THIS FORMAT OF PLAY WILL CONTINUE ALL SEASON AND AT GEMSA FINALS

1. Player will pitch - but this will be a ‘no walk’ format of play:
2. If the batter receives 4 balls from the opposing pitcher, the batting team’s coach will pitch to their own batter. If, at the time the coach steps in to pitch, there are:
3. No strikes, the coach will pitch up to 3 balls.
4. 1 strike, the coach will pitch up to 2 balls.
5. 2 strikes, the coach will pitch 1 ball
6. The batter must swing on the pitches the coach throws. If the player hits, they proceed to their base as usual. If they don’t hit and the coach is out of balls, they have struck out. If they foul their final ball from the coach, they will receive another pitch.

INTERMEDIATE CATEGORY –

PLAYER/COACH PITCH – MAY PLAYER PITCH - JUNE

THE PLAYER PITCH RULES WILL BE FOLLOWED AT GEMSA FINALS

ADVANCED CATEGORY –

PLAYER PITCH

THE PLAYER PITCH RULES WILL BE FOLLOWED AT GEMSA FINALS

GEMSA FINALS

1. GEMSA Finals will be hosted in June, using the GEMSA Finals format.
2. All teams will be scheduled to play in the GEMSA Finals.
3. Any teams that will not be able to participate in GEMSA Finals must notify the registrar, registrar@gemsa.ca by June 15th of the current playing season.