

INFORMATION BULLETIN

Bulletin #: I-2023-002

Date: March 15, 2023

To: Member Minor Associations

From: Lavaughn Larson

Minor Director

Copies: Board of Directors

Staff

Minor Coordinators

Subject: Rules Update – U11 Celebration and U13C Regionals

Please find the attached updated rules that will in place for the 2023 year-end events at U11 and U13C, as approved by the Softball BC Minor Advisory Council and Board of Directors.

These rules are provided to assist any Districts or Associations intending to utilize them for regular season play.

Questions regarding this information can be directed to your Minor Coordinator.



- 1) Game time: no new inning after one hour and 30 minutes.
- 2) Softball BC rules shall apply in all cases not covered below.
- 3) This is a no protest tournament.
- 4) Base Path: 45', pitching distance 35', 11" soft core ball
- 5) Format: 3 game round robin with all teams seeded into single knockout playoffs in groups of 8.
- 6) Scoring: 2 points for a win, 1 for a tie, 0 for a loss. Runs and bases touched are to be counted.
- 7) Ties in round robin to be broken by:
 - a. winner of head-to-head against all teams they are tied with;
 - b. run differential totals maximum +7 and -7 per game;
 - c. total bases touched for or against, maximum +30 and -30 per game;
 - d. if still tied, then a coin toss.
- 8) In single knock-out playoff games, extra innings must be played until a winner is declared.
- 9) Teams must start with 9 players, but may play with 8 players due to injury. The 9th batter is NOT automatically out. If a player arrives late, they may be added to the bottom of the line up. A player who leaves the game for any reason may not re-enter that game. Note: leaving the game means that if the player is not available to bat in the batting order that was submitted at the start of the game, they will not be eligible to rejoin the game.
- 10) Teams will bat the complete lineup and will have unlimited substitutions
- 11) Maximum of 5 runs per inning for all games.
- 12) Run Ahead Rule: 15 runs after 3 complete innings, 10 runs after 4 complete innings or 7 runs after 5 complete innings.

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- 13) Pitchers may pitch up to 2 innings per game. One pitch is considered an inning.
- 14) All players must play at least 2 innings per game on defense.
- 15) Stealing: Base runners may steal one base on any legally pitched ball when it has left the pitchers hand. Runners may not advance to home on a steal, passed ball or wild pitch. Players who leave before the ball leaves the pitchers hand will be called out for leaving early.
- 16) Overthrows: Runners advance one base only on an overthrow.
- 17) Sliding is allowed.
- 18) Bunting is permitted.
- 19) No dropped 3rd strike. Batter is out and may not run to first.
- 20) Infield fly rule is not in affect.
- 21) Walks are permitted but no intentional walks.
- A coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.
- 23) Pitchers must wear an infield protective mask.
- All catchers must wear full catchers gear, including shin guards (with knee coverage), chest protector, helmet or skull cap and mask, throat protector, and pelvic protectors (jocks or jills).
- 25) Batters and base runners must wear helmets with straps done up from dugout to dugout.
- All teams must wear their full matching uniforms with the shirts completely tucked in with hats or visors worn properly.

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- 27) Anyone (Player, Coach, or Parent) receiving pitches before or during a game must wear a mask with a throat protector.
- 28) Coaches must wear closed toe shoes. Metal cleats are not permitted.
- 29) Umpires must be respected. The head coach, or in their absence, another coach shall be the responsible for the conduct of the team's attendees. An ejection of the coach may result if the behaviour is seen to be disruptive and disrespectful.
- 30) The goal is for all teams to have a positive experience and most of all to have fun!

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- 1) Game time: no new inning after one hour and 30 minutes for all games including playoffs.
- 2) Start time is after the first pitch.
- 3) Softball BC rules shall apply in all cases not covered below.
- 4) This is a no protest tournament.
- 5) Base Path: 55', pitching distance 38', 11" ball
- 6) Format: 3 game round robin with all teams seeded into single knockout playoffs in groups of 8.
- 7) Scoring: 2 points for a win, 1 for a tie, 0 for a loss. Runs and bases touched are to be counted.
- 8) Ties in round robin to be broken by:
 - a. winner of head-to-head against all teams they are tied with;
 - b. run differential totals maximum +7 and -7 per game;
 - c. total bases touched for or against, maximum +30 and -30 per game;
 - d. if still tied, then a coin toss.
- 9) In single knock-out playoff games, extra innings must be played until a winner is declared.
- 10) Teams must start with 9 players, but may play with 8 players due to injury. The 9th batter is NOT automatically out. If a player arrives late, they may be added to the bottom of the line up. A player who leaves the game for any reason may not re-enter that game. Note: leaving the game means that if the player is not available to bat in the batting order that was submitted at the start of the game, they will not be eligible to rejoin the game.
- 11) Teams will bat the complete roster and will have unlimited substitutions
- 12) Maximum of 5 runs per inning for all games
- 13) Run ahead rule: 10 runs after 4 complete innings or 7 runs after 5 complete innings.

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- 14) Pitchers may pitch up to 4 innings per game. One pitch is considered an inning.
- 15) All players must play at least 2 innings per game on defense.
- Stealing: Base runners may steal on any legally pitched ball when it has left the pitcher's hand. Runners may steal home on a passed ball or wild pitch.
- 17) Overthrows: Runners advance one base only on an overthrow.
- 18) Sliding is allowed.
- 19) Bunting is permitted.
- 20) Dropped third strike in NOT in effect.
- 21) Infield fly rule is NOT in effect.
- 22) Walks are permitted but no intentional walks.
- 23) Courtesy runner for catchers is permitted. If two outs and designated catcher is on base, the coach can substitute the last out in the catcher's location. The catcher should then suit up for the next half inning.
- 24) Pitchers must wear an infield protective mask.
- All catchers must wear full catcher's gear, including shin guards (with knee coverage), chest protector, helmet or skull cap and mask, throat protector, and pelvic protectors (jocks or jills).
- 26) Batters and base runners must wear helmets with straps done up from dugout to dugout.
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