



U11C Celebration Rules 2024 final March 28

To be read in conjunction with 2024 handbook page 90

- 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" hard-core ball.
- 5) Format: 3 game round robin with all teams seeded into single knockout playoffs in groups of 8 or as needed depending on the number of teams.
- 6) Game start time is after the first warm up pitch and a new inning is deemed to start on the umpire's "out" call of the third out on the home team.
- 7) Scoring: 2 points for a win, 1 for a tie, 0 for a loss. Runs and bases touched are to be counted.
- 8) SEEDING will be based on win/tie/loss record (2 points for a win, 0 for a loss, 1 point for a tie)
 - a. To break a tie: Winner of head-to-head against all teams they are tied with.
 - To use this criterion, all subject tied teams must have played each other, and one team must have defeated all the remaining teams they are tied with to be ranked higher.
 - If more than two teams are tied for any seeding position based on win/loss/tie record the head-to-head criteria (a) shall be applied repeatedly before proceeding to b)
 - b. If still tied: Run differential totals (score differential limit up to +7 runs or -7 per game).
 - c. If still tied: use total bases touched for or against (score differential limit up to +30 or -30)
 - d. If still tied: Least runs scored against during round robin.
 - e. If still tied: use total bases touched of all games played.
 - f. If still tied: a coin toss will be used.
- 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 lineup and will have unlimited defensive substitutions.
- 12) Maximum of 5 runs per inning for all games.
- 13) Run Ahead Rule: 15 runs after 3 complete innings, 10 runs after 5 complete innings.
- 14) Pitchers may pitch up to 2 innings per game. One pitch is considered an inning.



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- 15) All players must play at least 2 innings per game on defense in the first 4 innings of the game.
- 16) 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.
- 17) Overthrows: Runners advance one base only on an overthrow.
- 18) Sliding is allowed.
- 19) Bunting is permitted.
- 20) No dropped 3rd strike. Batter is out and may not run to first.
- 21) The infield fly rule is not in affect.
- 22) Walks are permitted but no intentional walks.
- 23) A coach may use a courtesy runner for the catcher or pitcher to prepare for the next half inning.
- 24) Pitchers must wear an infield protective mask.
- 25) 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).
- 26) Batters and base runners must wear helmets with straps done up from dugout to dugout unless compression helmets are used.
- 27) All teams must wear their full matching uniforms with shirts completely tucked in with hats or visors worn properly.
- 28) Anyone (Player, Coach, or Parent) receiving pitches before or during a game must wear a mask with a throat protector.
- 29) Coaches must wear closed toe shoes. Metal cleats are not permitted.
- 30) Umpires must be respected. The head coach, or in their absence, another coach shall be 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.
- 31) The goal is for all teams to have a positive experience and most of all to have fun!