



## 2023 U11 Standardized Rules of Play Provincial Championships

### Who can attend a Provincial Championship?

- All teams registered and in good standing with Softball New Brunswick in the U11 age group.
- Athletes must be 11 years of age or less as of December 31st of the current tournament year.

### Rule 2 – Equipment

#### Ball

- U11 Ball - 11” Ball - Softball Canada Standard Worth Red Dot (COR .47).

#### Helmet

- MANDATORY - Players must wear a batting helmet with cage and strap done up while at bat and on base (as per the Softball Canada Rulebook).

#### Pitching Face Protection

- MANDATORY - All pitchers are required to wear a protective fielder face mask in U11 categories and below. The game cannot be played unless the pitcher has a mask on.

#### Mouthguard

- Optional for defensive or offensive players to wear a mouth guard.

### Rule 3 – Coaches, Players, and Substitutes

#### Coaches

- Defensive coaches are NOT permitted on the playing field (within the baselines).
- Offensive coaches are permitted to stand in the coaches’ boxes when their team is batting.

#### Players - Number of Players

- Minimum of 7 players and a maximum of 9 players on the field.
- When playing with less than the maximum number of players, there are no automatic outs.



- If players arrive late, they may be added to the bottom of the lineup.

### **Official Line Up**

- The official batting order shall consist of ALL players on the official roster. The designated player (DP) and FLEX are not permitted.

### **Substitutes**

- Unlimited defensive substitutions.

### **Replacement Runner – (Catchers Rule)**

- When the team on offence has two (2) out and the player designated to catch the next half inning is on base, the coach **has the option to** substitute the last available batter placed as a base runner. The designated catcher must then suit up for the next half inning.

### **Playing Time**

- No player is to sit more than 1 consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two innings.
- A player cannot play the same position more than three (3) innings per game.
- Each player must play an infield and outfield position in a game unless safety is an issue. (Please indicate on the field rotation form).
- Coaches are encouraged to play all players as equally as possible over the course of a season.
- **Coaches will be required to complete and sign a player rotation form and submit to official scorekeepers at the beginning of each Provincial Championship game (See 2020 Field Rotation Sheet).**
- **Failure to comply with Playing Time rule will result in the coach being required to move the identified player into a new position. (Softball NB NEW\* 2020). Any indication of coaches not following this rule must be brought to the official scorekeeper's attention. Umpires will not be responsible for enforcing this rule.**

### **Rule 4 - The Game**

#### **Regulation Game**

- A regulation game will be 5 complete innings or a 2 hours time limit



- No new inning will begin after 1 hour and 45 mins.
- If a game is called due to inclement weather or poor field conditions, an official game will be a minimum of 2.5 innings.
  - Game may revert back to the last complete inning (ex. 4<sup>th</sup> inning).
- Teams may score a maximum of 3 runs per inning (innings 1 – 4) with the exception of the 5<sup>th</sup> (“Open Inning”).
  - In the last inning:
    - if the visiting team is behind by more than 3 runs, they will be limited to this run differential plus 1.
    - if the visiting team is behind by less than 3 runs, they will be allowed to score a maximum of 3 runs.
    - if the visiting team is ahead, they can only score a maximum of 3 more runs.
    - if the home team is behind, they will be limited to the run differential at the start of their bat plus 1.
    - if the home team is ahead before their bat or at any time during, the game is considered over.
- In Provincial Championship play, if a game is tied after 5 complete innings, the International Tiebreaker Rule will be in place. Extra Innings will begin with the last available batter on 2<sup>nd</sup> base (Open Inning – Teams can score as many runs as possible).

### **Run Ahead Rule**

- 10 run rules after 4 innings of play.

### **Charged Conferences**

- A team is permitted unlimited offensive conferences per inning.
- A team is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed from the pitcher position for the balance of the inning.

### **Rule 5 – Pitching Regulations Pitching**

- Player pitch - normal count. After 3 strikes, batter out.

### **Pitching Limitations**

- A pitcher is allowed to pitch a maximum of 3 innings per game (can be consecutive).



- They can pitch a maximum of 6 innings per day.
- In Provincial Championships, the round robin portion of the Championship will be considered one (1) day, and the athlete may only pitch a maximum of 3 innings per game, to a maximum of 6 innings total in the round robin.
- In Provincial Championships, the playoff portion of the Championships will be considered one (1) day, and an athlete may only pitch a maximum of 3 innings per game, to a maximum of 6 innings total in the playoff portion.
- 1 pitch equals one inning.

### **Illegal pitches**

- Illegal Pitches WILL be called against pitchers at the U11 division. Umpires should give 1 warning to the coach of any pitcher that pitches “illegally”, for the purpose of helping the developing pitcher, before they call an illegal pitch.
- An illegal pitch will result in 1 ball being awarded to the active batter, and no base-runners will advance.
- On an illegal pitch the batter has the option of hitting and taking the result, or reverting back to taking the ball.
- In situations where bases are loaded, batter has full count and the next pitch is an illegal pitch, batter will be awarded a walk with baserunners advancing 1 base.

### **Hit batters**

- Regular game play rules.

### **Walks**

- Walks are allowed.
- On a walk, the batter is granted 1B ONLY. An athlete may not take second base on a walk.

### **Intentional Walks**

- There are no intentional walks.

### **Rule 6 - Batting**

#### **Bunting**



- Bunting is permitted.

### **Rule 7 - Batter-Runner & Runner**

- Dropped third strike rule is not in effect.

### **Infield Fly Rule**

- Infield fly rule is not in effect.

### **Stealing**

- Base runners may steal on any legally pitched ball when it has crossed home plate.
- A player can only advance one base on a steal attempt.
- Players cannot advance to home on a steal, passed ball, or wild pitch - must be batted in or forced home by a walk or is part of a continuation play (i.e. overthrow).

### **Lead offs**

- Runners may leave the base when the ball has crossed the plate. If they leave early, they will be called out.

### **Sliding**

- Sliding is permitted.
- Obstruction rules shall apply.

### **Base Runner Advancement**

- Regular playing rules in effect.

### **Overthrows**

- Runners advance maximum 1 base only on an overthrow that remains in the field of play. The runner advances at their own risk, and the fielder can still throw them out if the runner attempts to advance on an overthrow.
- Any **batted** ball is still alive until the ball comes to the pitcher.
  - Example 1: A ball is hit in play and there is an overthrow made at third base. That runner at third base has the option to continue home to score on the overthrow.



- o Example 2: A catcher throws a pitched ball down to second base to pick off a runner but the ball is overthrown to the outfield. That runner **MAY NOT** steal third in this case.

### **Rule 8 - Dead Ball - Ball in Play**

- Regular Rules in effect.

### **Rule 9 – Protests**

- Regular Rules in effect.

### **Rule 10 – Scoring**

- Regular Rules in effect.

### **Field Dimensions**

- Pitching Distance - 35'
- Basepath Distance - 50'