



## Softball New Brunswick Rawlings Provincial Championship U13 Playing Rules

In 2022, Softball Canada made changes to their age classifications by shifting all age categories up one year (i.e., U14 became U15, U16 became U17, etc.). In an effort to maintain developmentally appropriate rules for minor players, the Softball NB has adopted the following minor playing rules for their 2022 championship

The following minor playing rules will be used as a supplement to the standard Softball Canada playing rules at 2022 U13 Softball New Brunswick Provincial Championships:

### Playing Rules

- A. Any playing rules not outlined below will be according to Softball Canada's latest edition of the Rulebook.
  - a. All U13 Provincial Championships ('A' and 'AA') will use the following rules at Provincial Championships:
    - i. Pitchers will be limited to a maximum of 4 innings per game (one pitch is considered an inning).
    - ii. Each Player must play a minimum of 2 innings per game (12 outs). In a mercy game, a team will not be penalized if not able to play all team members.
    - iii. Rule Ahead Rule - All Provincial Fast Pitch games will end after three innings of play if there is a difference of (15) fifteen runs; four innings of play if there is a difference of (10) ten runs or four and one half (4 1/2) or five innings (5) of play if there is a difference of (7) seven runs.
    - iv. \*Note - Steel cleats are not permitted
  - b. Double base to be used in all Provincial Championship as per the Softball Canada Rule Book
  - c. Qualifying Criteria - Difference PLUS or MINUS of total runs scored, with a limit of 7 PLUS or MINUS per game allowed.
- B. U13 Specific Rules
  - a. i. Ball Size
    - i. 11" balls will be used.
  - b. Pitching Distance
    - i. 38' pitching distance will be used.
  - c. Base Path Distance
    - i. 55' base path distance will be used.
  - d. Substitutions
    - i. Substitutions will be used and must be announced. There will be no unlimited defensive substitutions.



- e. DP/Flex
    - i. No DP/Flex will be used.
  - f. Charged Conferences
    - i. Teams will be limited to one charged offensive conference per inning.
    - ii. Teams will have 3 charged defensive conferences in a 7 inning game.
  - g. vii. Intentional Walks
    - i. Intentional walks are allowed.
  - h. Bunting
    - i. Bunting is permitted.
- C. U13 'AA' Division ONLY rules**
- a. Teams will bat 9 players in the starting lineup
  - b. Run Rule
    - i. Innings 1-7 OPEN
  - c. Time Limit
    - i. Games will have no time limit
- D. U13 'A' Division ONLY rules**
- a. Teams will bat all players in the lineup
  - b. Run Rule
    - i. Inning 1-4 - Five (5) RUN RULE, Inning 5-7 OPEN
  - c. Time Limit
    - i. 2 hour time limit - No new inning after 1 hour and 45 mins
      - 1. Clarification on time limit
        - a. During Round Robin Games
          - i. A 2 hour time limit will be used. No new inning will begin after 1 hour and 45 mins
          - ii. If the 2-hour time limit is reached during an inning, the full inning which is in progress will be completed (unless the home team is ahead).
        - b. During Playoffs
          - i. A 2-hour time limit will be used unless the score is tied.
          - ii. If a game is tied after the 2-hour time limit, the following full inning will begin with a runner on second base (i.e., tie breaker rule).
          - iii. Playoff games will not end in a tie

**Tiebreaker - Ranking in the Qualifying Round**

1. Won/Loss Record, if still tied then;
2. Winner of games between tied teams



NOTE: in order to use this criteria, all subject tied teams must have played each other and one team must have defeated all the teams they are tied with to be ranked higher. The remaining teams then go to the next criteria with no reverting back:

3. Difference PLUS or MINUS of total runs scored, with a limit of 7 PLUS or MINUS, per game allowed.
  - a. If teams are still tied, the least (fewest) amount of runs scored against in all games will be used. If still tied then;
  - b. The total runs scored in all games, with a maximum of 10 runs scored per game will be used. If still tied, then;
  - c. Position will be determined by a coin toss