



U11 Provincial Rules and Regulations

The following minor playing rules will supersede the standard Softball Canada rules for the 2024 season.

U11 Rules

RULE 1 - The Game

1. A regulation game will be 5 complete innings or a 2-hour time limit
2. Time Limit
 - a. A 2-hour time limit will be used in all games (Round Robin & Playoffs). No new inning will begin after 1 hour and 45 minutes
 - b. 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)
3. Inning Run Rule
 - a. Inning 1-4: teams may score a maximum of 3 runs per inning
 - b. Inning 5 ("Modified Open Inning")
 - i. If the visiting team is behind by more than 3 runs, they will be limited to this run differential plus 1
 - ii. If the visiting team is behind by less than 3 runs they will be allowed to score a maximum of 3 runs
 - iii. If the visiting team is ahead, they will be allowed to score a maximum of 3 runs
 - iv. The home team will be allowed to score enough runs to go ahead by a maximum of 1 run.
 - c. No provincial championship game will end in a tie
 - i. If a game is tied after the 2-hour time limit the following full inning will use the international tie breaker (start the extra inning with the last available batter on 2nd) and will use the same rules as Inning 5 ("Modified Open Inning")

RULE 2 - Playing Field and Equipment

1. Base Path Distance: 50'
2. Pitching Mound Distance: 35'
3. Ball: 11" Ball - Softball Canada Standard Worth Red Dot (COR .47)
4. Helmet
 - a. MANDATORY - Players must wear a batting helmet with a cage and chin-strip done up while at bat and on base
5. Pitching Face Protection



- a. MANDATORY - All pitchers are required to wear a protective fielder's face mask.
The game cannot be played unless the pitcher has a mask on.
6. No metal spikes on cleats are permitted

RULE 3 - Participants

1. The official batting line-up shall consist of **all** players on the official roster. The DP/Flex is **NOT** allowed.
2. Unlimited defensive substitutions are allowed.
3. Playing Time
 - a. No player is to sit more than one (1) consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two (2) innings.
 - b. A player cannot play the same defensive position more than three (3) innings per game.
 - c. Each player must play an infield and outfield position in a game unless safety is an issue. (Please indicate on the field rotation form).
 - d. Coaches are encouraged to play all players as equally as possible over the course of a season.
 - e. Coaches will be required to complete and sign a player rotation form and submit to the official scorekeepers before the beginning of each Provincial Championship game
 - f. Failure to comply with the Playing Time rule will result in the coach being required to move the identified player into a new position. 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.
4. Line-Up Changes
 - a. If a player on the roster arrives late for a game, they may be added to the bottom of the line up upon arrival.
 - b. If a player gets injured they will have the remainder of the inning in progress and the following complete inning to return to the line-up. If they are not able to bat, their position in the line-up will be skipped and will not be considered an out. If they cannot return the game after the following complete inning they will be scratched for the remainder of the game, with no penalty and will not be considered an out.
 - c. If a player must leave the game, their position in the line-up may be skipped and not counted as an out. Their position will be scratched for the remainder of the game and they will not be allowed to return to the game.
 - d. If a team is not able to field the minimum number of players due to an injured player or player that has left, the game will be considered a forfeit.



RULE 4 - Pitching

1. Illegal Pitches

- a. Illegal pitches **will** be called against pitchers at the U11 Division. Umpires should give one (1) warning to the pitcher that pitches “illegally” and communicate this with their coach, for the purpose of helping the developing pitcher, before they call an illegal pitch.
 - i. After one (1) warning per pitcher, illegal pitches will be called.
- b. An illegal pitch will result in one (1) ball being awarded to the active batter, and no base-runners will advance.
- c. On an illegal pitch, when the ball is hit, the batter has the option of hitting and taking the result, or returning to plate and taking the ball.
- d. In situations where there is a runner on first, the batter has three (3) balls and the next pitch is an illegal pitch, the batter will be awarded a walk with baserunners advancing 1 based on a force situation.
 - i. ex) Runners on first and third, batter has three (3) balls and the next pitch is an illegal pitch, the batter is awarded a walk, the runner on first advances to second, the runner on third does not advance.

2. Pitching Limitations

- a. A pitcher is allowed to pitch a maximum of 3 innings per game (can be consecutive)
- b. They can pitch a maximum of 6 innings per day
 - i. The Round Robin portion 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
 - ii. The Playoff portion 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 playoff portion
- c. 1 pitch equals one inning
- d. In situations where teams play extra innings due to a tie, a pitcher will be allowed to pitch a maximum of 1 additional inning per game
 - i. This extra inning will not be considered in their daily total.

3. Charged conferences

- a. Teams are permitted one defensive conference per inning. With the second conference each inning, the pitcher must be removed from the pitcher position for the remainder of the inning.

RULE 5 - Batting and Baserunning

1. Charged conferences

- a. Teams are permitted unlimited offensive conferences per inning



2. Walks
 - a. Walks are allowed
 - b. On a walk, the batter is granted first base ONLY. An athlete may not take second base on a walk.
 - c. Intentional walks are not allowed
3. Dropped Third Strike Rule
 - a. Dropped third strike rule is not in effect
4. Bunting
 - a. Bunting is allowed
5. Infield Fly Rule
 - a. Infield fly rule is not in effect
6. Lead Offs
 - a. Runners may leave the base when the ball has crossed the plate. If they leave early, they will be called out.
7. Stealing
 - a. Base runners may steal second or third base on any legally pitched ball when it has crossed home plate
 - b. Players can only advance one base on a steal attempt
 - c. 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).
8. Overthrows
 - a. 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
 - b. Any **batted** ball is still alive until the ball comes to the pitcher or the umpire grants 'time'
 - i. 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.
 - ii. Example 2: A catcher throws a pitched ball down to second base in an attempt to throw out a runner stealing but the ball is overthrown to the outfield. That runner **MAY NOT** steal third in this case.

*all additional rules not identified will revert back to the Softball Canada Rulebook