



## U9 Provincial Rules and Regulations

The following minor playing rules will supersede the standard Softball Canada rules for the 2024 season. This game play is what SNB has deemed as the logical continuation of the TImbits Softball Program.

### Objectives of the Program

These rules have been created to ensure young athletes are developing their fundamental movement skills, softball specific skills and knowledge while being engaged and having fun. Goals we are hoping to achieve with the adapted set of rules include: increasing opportunities to hit, run the bases and make defensive plays, increase activity for each player on the field, increase the retention rate of players, create a suitable environment to learn the basic rules of softball and develop technical abilities and promote the game of softball by making it more engaging and fun for all!

### U9 Rules

#### **RULE 1 - The Game**

1. A regulation game will be 5 complete innings or 1.5-hour time limit no new inning after 1 hour 15 minutes
2. Time Limit
  - a. If the 1.5-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. Teams may score a maximum of 3 runs per inning
4. Game Score
  - a. Runs scored in each inning by each team will count, but they do not constitute the score of the game:
    - i. The team who scores the most runs in an inning will win the inning and 1 point is awarded for the final score
    - ii. If the inning is tied, no point is scored for this inning
  - b. There is a maximum of 5 points per game to be earned
    - i. This method prevents large discrepancies in the final score of the game
5. Tie-Breaker
  - a. No provincial championship game will end in a tie
  - b. If a game is tied using the score of innings the score will revert back to the traditional scoring model



- c. If the score is still tied, an extra inning will be played to break the tie, the extra inning will use the international tie breaker (start with the last available batter on 2nd).
6. Run Ahead Rules: are not in effect
7. Scorekeeping
  - a. All teams are highly encouraged to have a volunteer learn how to properly score a game and keep a book during all games

### **RULE 2 - Playing Field and Equipment**

1. Base Path Distance: 45'
2. Pitching Mound Distance: 30'
3. Ball: 11" RIFF Training Ball
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. Face Protection
  - a. MANDATORY - All defensive players are required to wear a protective fielder's face mask.
6. No metal spikes on cleats are permitted

### **RULE 3 - Participants**

1. 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 two (2) innings per game, these innings cannot be consecutive. Any violation of this rule will result in the coach being required to move the identified player into a new position.
  - 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.



2. Extra players
  - a. When a team has more than 9 players, coaches may use the outfield for practice and skill development with players sitting on the bench
3. 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. Pitching - Player
  - a. Maximum of 5 pitches per batter
    - i. Players may pitch a maximum of 3 called balls per batter. If the batter has not either hit the ball or struck out, the defensive coach will then come in to pitch to finish the at bat. The defensive coach who comes into pitch will assume the current count on the batter.
2. Pitching Limitations
  - a. A pitcher is allowed to pitch a maximum of 2 innings per game (cannot be consecutive)
  - b. A player may pitch a maximum of 4 innings per day
    - i. The Round Robin portion will be considered one (1) day, and the athlete may only pitch a maximum of 2 innings per game, to a maximum of 4 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 2 innings per game, to a maximum of 4 innings total in the playoff portion
  - c. 1 pitch equals one inning
3. Illegal Pitches



- a. The pitcher must have a minimum of 1 foot in contact with the slab at the beginning of the pitching motion.
- b. Illegal pitches will not be called, umpires can inform coaches of any pitchers that may be pitching illegally and work with them to correct it

#### **RULE 5 - The Offensive Team**

1. The offensive team is allowed to have one coach stand in each coaches box.
2. With two outs, a coach **must** implement the two out catcher rule so the catcher can begin getting their equipment on, in order to speed up the game.
3. The official batting line-up shall consist of **all** players on the official roster.
4. Walks
  - a. Walks are allowed
5. Dropped Third Strike Rule
  - a. Dropped third strike rule is not in effect
6. Bunting
  - a. Bunting is not allowed
7. Infield Fly Rule
  - a. Infield fly rule is not in effect
8. Stealing
  - a. Stealing is not allowed
9. Advancing of Runners on bases
  - a. No runners may advance on a throwing error which is made in an attempt to retire a runner
  - b. Runners cannot leave their base before the ball is hit. In the event of a violation (i.e. lead off) the ball is dead and all runners must return to their base.

#### **RULE 6 - The Defensive Team**

1. Maximum of 9 players on defense
  - a. Teams may play with a minimum of 6 players or a maximum of 9 players on the field at any time.
2. A maximum of two coaches may be on the field during play.
  - a. One coach may be positioned behind the catcher to assist in retrieving the balls to maintain the pace of the game. The coach should return the ball to the catcher and allow the player to throw the ball back to the pitcher.
  - b. One coach may be positioned behind the pitcher to help with facilitation of the game and be prepared to step in as the Pitcher-Coach.
3. Any **batted** ball is still alive until the ball comes to the pitcher or the umpire grants 'time'

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