U9 - 7 on 7 Program

OBJECTIVES OF THE PROGRAM

The U9 program, 7 against 7, is the logical continuation of the Learning to Play Program.

In order to make the practice of softball more attractive, we are convinced that this new way to play for this age category will allow young athletes to progress while having fun.

Here are some goals we believe we can achieve through this program:

- Promote the game
- Increase the opportunities to hit, to score and to play defensive
- That the player is in constant motion
- Increase the pleasure of athletes (and parents)
- Increase the % of retention - athletes who return the following year (interest of the player)
- Decrease competitiveness and the concept of victory-defeat
- Learning basic techniques and introduction to traditional softball

In addition to playing more, the athlete will have better coaching support in her development because the number of players per team is limited to 10 (may have to very depending on association). Coaches must provide training periods so that players learn the different basic rules of softball. These fundamental principles of the sport will have to be developed:

- Hitting
- Pitching
- Catching
- Running
- Throwing
- Defensive game play

PRINCIPLES OF GAME

- Minimum of 6 players - maximum of 10 players per team (may very per association)
- Game of 5 innings to finish or time limit (2hrs)
- Pitchers plate at 30 feet
- Bases at 45 feet
- 11 inch ball
- No maximum points per inning, it is the hit of the 7th batter that determines the end of the inning
- No point differential, the goal is to let the athletes play.

<u>Defensive play:</u>

- 7 players maximum in defensive position on the field, of which:
    - 1 player maximum in defensive at pitcher position (when pitcher coach in play)
    - The 7th player is placed behind the baselines (1 to 2 or 2 to 3)
    - Other players in the infield on or inside the baselines including the catcher
- Two coaches maximum allowed on the field to facilitate understanding of the game
- After a full inning of play, players are rotated on the field of play so that a player cannot be inactive for more than one round
- A player cannot field at the same position for more than 2 innings per game (including pitcher-player). In case of non-compliance with the rule, the situation should be rectified before the next throw.
- Surplus players can use the turf space in the field to have learning workshops.

Offensive play:

- All players are registered on the starting line.
- At each inning, 7 batters will appear on the plate regardless of the number of outs made in this inning.
- The inning ends when the 7th batter has finished her batting turn and the defensive play is finished (ball returned to the infield).
- If the team has more than 7 players, in the next inning, the at bat continues with the player next in the starting lineup, and returns to the first batter until 7 hitters.
- If the team only has 7 players, we start the next inning with the 2nd batter of the previous round.
- No stealing bases
- No base on balls (walk)
- No bunts
- No infield fly rule will be called
- Runner advances on bases:
    - Runners do not have the right to advance on an error
    - Runners are not allowed to leave their base until the ball has been hit or the batter swings. If there is an infraction, the runner is returned to her base and the ball is dead.
    - On a ball hit by the 7th hitter of the inning and during a run towards home plate, of a runner coming from 3rd base, the point does not count if there is an out on bases.
- Ball hit
    - A ball hit directly over the infield without touching the ground will be considered a maximum of two bases. Runners present on the bases may advance a maximum of 2 bases.
    - A ball hit on the ground through the infield and piercing it, will give access of up to 2 bases for the batter and the runners at their risk.
    - A ball hit on the ground at the infield, will give access to one base only. The runners will be able to go only to the next base they were trying to, at their risk.
    - A ball hit directly over the infield by the 7th batter will allow this batter to run until she is stopped by the defensive or that she scores a point (only for the last batter).
- Outs
    - No out limit per inning (7 batters coming to the bat)

Rule for counting points:

- We count the runs scored in each inning by each team but only to determine who wins the inning
    - The team with the most runs in the inning wins the inning and 1 point will be awarded to them
    - A tie does not give any points to either team for the inning
    - An unfinished inning gives no points to either teams
    - If only 4 innings are played, the game is declared a tie if the score is 2-2
- Maximum 5 points per game for the winning team
- This method avoids big final score discrepancies
- Allows a team that, for example, has lost an inning 7-0 to still have the chance to win the game