

U11 SOFTBALL- RULES AND REGULATIONS

The rules of “U11” follow the Softball Canada Official Rule Book with the following exceptions. Please note that if anything is not directly addressed within this document, the Softball Canada Official Rulebook applies.

A mandatory pre-game introduction is required between umpire(s) and head coaches. This will ensure all rules are understood and any special circumstances are discussed prior to the game.

Field Measurements

1. The ball that is used and is a requirement is of eleven (11) inch circumference.
2. The base path distance is forty-five (45) feet. The pitching path distance is thirty-five (35) feet. Home plate is to be seventeen (17) inches.

Equipment

3. All batters must wear a batting helmet with cage with the strap done up while at bat & on base.
4. Pitcher is required to wear a pitchers mask.
5. It is recommended that all infielders are to wear an infielder mask

Players

6. Minimum of seven (7) players and a maximum of nine (9) players on the field.
7. When playing with less than the maximum number of players, there are no automatic outs.
8. If a player arrives late, they may be added to the bottom of the lineup.
9. 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.
10. A player cannot play the same position more than three (3) innings per game.
11. Coaches are encouraged to play all players as equally as possible over the course of the season.

Games

12. Each inning rotates who is the first batter.
13. A new inning will not start after one (1) hour and fifteen (45) minutes after the scheduled start time.
14. All games start at 6:30 pm with a fifteen (15) grace period.

15. Five (5) run maximum/inning rule applies.
16. Three (3) out rule applies.
17. In case of weather or cancellation of a game by an official & when two (2) innings have been completed, the score of the game will revert to the last fully completed inning.

Substitutions

18. Unlimited defensive substitutions.

Runner

19. A Coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning. The courtesy runner must be the last out.

Pitchers

20. Pitchers are allowed to pitch windmill or complete a modified pitch. (backward to forward motion)

Walks

21. Walks are not allowed.
22. A batter will no longer be allowed to walk at ball four (4). After the 4th ball, the batter will have a count against them. It will either be 4-0 (balls-strikes), 4-1 or 4-2. The coach, or designated pitcher for the offensive team (coach or selected parent), will pitch to their own batter. The number of pitches that the batter will receive from the coach/parent is dependent upon the number of strikes that the pitcher had achieved against that batter prior to throwing the 4th ball. All batters continue using the same rules:
 - Count 4-0, coach/parent may throw up to 3 pitches.
 - Count 4-1, coach/ parent may throw up to 2 pitches.
 - Count 4-2, coach/ parent may throw only 1 pitch.

If the batter uses up all their strikes without hitting the ball, they are out. There is no opportunity to walk. Every pitch is considered a called strike no matter where the pitch is thrown. The batter does not have to swing to strike out, nor does the pitch have to be in the strike zone. Pitches (pitch) from the coach/parent are the only opportunity that the batter will get to hit the ball and get on base. The coach/parent will pitch from a distance that is safe and able to throw strikes consistently. They may pitch an underhand toss or windmill pitch.

On the third strike only, if the batter hits a foul ball, they will be granted an additional pitch, unless the foul ball is caught. This will be the same as regular rules in regard to a third strike foul ball. The defensive pitcher will remain on the field to field balls hit into

play.

If a ball hit into play by the batter comes in contact with, is touched by the parent/coach, whether intentional or accidental, is interfered with by the coach/parent acting as the pitcher as determined by the umpire, the play will be called dead and treated like a foul ball. There is no advancing home on passed ball / wild pitch or any legally delivered pitch by the designated coach / parent pitcher. (i.e. no stealing of any base while the parent/coach is pitching)

Stealing & Lead Offs

23. Base runners may steal on any legally pitched ball when it has **left the player pitcher's hand.**
24. Any player can only advance one (1) base on steal attempt.
25. On a lead off, runners may leave the base when the ball has **left the player/coach pitcher's hand.** If they leave early, they will be called out.

Runner Advancing

26. Following a fairly hit ball, the advancing of runners is considered 'over' when the ball is returned to the pitcher inside the pitcher's circle. Runners must continue to the base they are heading to or return to the base they came from with no further changes to direction (no jogging between bases), the fielders may attempt to throw/tag the runner out.
27. Runners advance one (1) base only on an overthrow.

Miscellaneous

28. Bunting is not permitted.
29. Third Strike Rule is not in effect.
30. Infield Fly Rule is not in effect.
31. Sliding is allowed.
32. **Over-aged** players **may be** allowed upon special consideration.
 - a. but they cannot be a pitcher or a catcher.
 - b. all over-aged players must be marked on the score sheet prior to the game as "OA"