

RULE	U9	U11C	U11R	U13C
<b>Rule 1 – The Playing Field</b>				
<b>Base Path Distance</b>				
45' (Softball Canada Standard)	✓	✓	✓	
55' (Softball Canada Standard)				✓
<b>Pitching Distance</b>				
30' (Softball Canada Standard)	✓			
35' (Softball Canada Standard)		✓	✓	
38' (Softball Canada Standard)				✓
Note: If coach pitcher, the defensive pitcher should stand at the minimum pitching distance listed above and no closer.				
<b>Rule 2 – Equipment</b>				
<b>Ball</b>				
11" indoor ball	✓			
11" ball (COR .47)		✓	✓	✓
<b>Helmet</b>				
All batters and base runners must wear helmets with straps done up from dugout to dugout unless compression helmets are used.	✓	✓	✓	✓

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<b>Defensive Face Mask</b>				
Mandatory for all defensive pitchers.	✓	✓	✓	✓
<b>Rule 3 – Coaches, Players and Substitutes</b>				
<b>Coaches</b>				
Offensive and defensive coaches are permitted on the playing field.	✓			
<b>Players - Number of Players</b>				
Maximum of 8-9 players on a team.	✓			
Recommended 6-7 players on the field <sup>1</sup> .	✓			
Must start the game with 9 players but may go down to 8 players due to injury.	✓	✓	✓	✓
When playing with less than the maximum number of players, there are no automatic outs. A player who leaves the game for any reason may not re-enter that game. Note: Leaving the game means that if the player is not available to bat in the batting order that was submitted at the start of the game, they will not be eligible to rejoin the game.	✓	✓	✓	✓
If a player arrives late, they may be added to the bottom of the lineup.	✓	✓	✓	✓
<b>Substitutes</b>				
Unlimited defensive substitutions.	✓	✓	✓	✓

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<b>Replacement Runner</b>				
A coach may use a courtesy runner for the catcher or pitcher of record to prepare for the next inning when there are two out.	✓	✓	✓	✓
<b>Playing Time</b>				
No player is to sit more than one (1) consecutive inning <sup>2</sup>	✓	✓		✓
<b>Rule 4 – The Game</b>				
<b>Regulation Game</b>				
A new inning will not start after 1 hour 15 minutes after the scheduled start time.	✓			
A new inning will not start after 1 hour 30 minutes after the scheduled start time.		✓	✓	✓
<b>Run Ahead Rule</b>				
If any team is ahead by 10 runs after 4 innings or 7 runs after 5 complete innings, the game will be called.		✓	✓	✓
<b>Run Limit Per Inning</b>				
Maximum of 3 runs per half inning for all innings of the game.	✓			
Maximum of 4 runs per half inning for all innings of the game.		✓	✓	
Maximum of 5 runs per half inning and open after 5 innings.				✓

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<b>Rule 5 – Pitching Regulations</b>				
<b>Pitching</b>				
Coach pitcher – 5 pitches. If they haven't hit after 5 pitches, they hit off a tee.	✓			
First half of the season: Player pitching to opposing team until the batter receives a 4th ball, which would normally result in a walk. This is where the game changes. After the 4th ball, the batter will have a count against them. It will either be 4 balls (0 strikes 4-0), 4-1 or 4-2. The hitter's coach or designate from offensive team, will now come in and pitch to their own batter and carry out the count. Now a 5th ball will be a walk and 3rd strike is still an out.		✓		
When a coach comes into pitch, the maximum hit a batter can earn is a double.		✓		
Last half of season: Player pitch – normal count. After 3 strikes, batter out. After 4 balls, batter walks.		✓		
Player pitch – normal count. After 3 strikes, batter out. After 4 balls, batter walks.			✓	✓
<b>Pitching Limitations</b>				
A pitcher is allowed to pitch a maximum of two innings. One pitch equals one inning.		✓		
A pitcher is allowed to pitch a maximum of three innings. One pitch equals one inning.			✓	
A pitcher is allowed to pitch a maximum of four innings. One pitch equals one inning.				✓
Pitching limitation rule is suspended in extra innings or international rule.	✓	✓	✓	

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<b>Hit Batters</b>		✓		
If the same pitcher hits two batters in an inning, the coach should consider removing the pitcher for the remainder of that inning.		✓		
<b>Walks</b>		✓	✓	✓
Walks are allowed.		✓	✓	✓
<b>Intentional Walks</b>		✓	✓	✓
There are no intentional walks.	✓	✓	✓	✓
<b>Rule 6 – Batting</b>				
<b>Number of Batters</b>				
All players bat. All eligible players will appear on the batting order (whether they are in the field defensively or not).	✓	✓	✓	✓
<b>Late Players</b>				
Players who arrive after the start of the game will be placed last in the batting order and bat their turn.	✓	✓	✓	✓
<b>Bunting</b>				
Bunting is permitted.		✓	✓	✓
Slapping is not permitted.	✓	✓	✓	

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<b>Rule 7 – Batter-Runner &amp; Runner</b>				
<b>Third Strike Rule</b>				
Third strike rule is not in effect.	✓	✓	✓	✓
<b>Infield Fly Rule</b>				
Infield fly rule is not in effect.	✓	✓	✓	✓
<b>Stealing</b>				
Base runner cannot steal bases; runner can only run when the batter makes contact (no stealing). Base runners can practice taking jumps off the bases but cannot steal a base.	✓			
Base runners may steal on any legally pitched ball when it has left the pitcher's hand.		✓	✓	✓
A player can only advance one base on a steal attempt.		✓		
A player can advance two bases on a steal attempt.			✓	✓
A player cannot advance to home on a steal, passed ball, or wild pitch. The player must be batted in or forced home by a walk.		✓		
A player can not advance to home on a steal, passed ball, or wild pitch. The player must be batted in or forced home by a walk or is part of a continuation of a play (i.e. overthrow).				✓
<b>Lead Offs</b>				
Runners may leave the base when the ball has left the pitcher's hand. Runner will be called out for leaving early.	✓	✓	✓	
<b>Sliding</b>				
Sliding is allowed.	✓	✓	✓	✓

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<b>Base Runner Advancement</b>				
Following a fair hit ball, runners may only advance a maximum of two bases.	✓			
Following a fair hit ball, the advancing of runners is considered 'over' when the ball is returned to a player in the infield (inside the base paths or on a base). Runners may continue to the base they are heading to but the fielders may attempt to throw/tag the runner out.		✓		
<b>Wild Throw<sup>3</sup></b>				
Runners do not advance on a wild throw.	✓			
Runners may advance one base on a wild throw and do so at the risk of being thrown/tagged out. Runner cannot advance an additional base if two consecutive wild throws are made in the same play.		✓		
Runner may advance one base on a wild throw and do so at the risk of being thrown/tagged out. Runner may try to advance one base per wild throw if consecutive wild throws are made in the same play to a maximum of two <sup>4</sup> .			✓	✓
Players may not advance to any base on a catcher wild throw to the pitcher after a pitch.	✓	✓		

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<b>Rule 8 – Dead Ball-Ball in Play</b>				
First base will not be awarded for being hit by a pitch from a coach-pitcher.	✓			
First base is awarded for being hit by a pitch from a player-pitcher.		✓	✓	✓
<b>Rule 9 – Protests</b>				
There are no protests or appeals.	✓			
There are no protests but appeals are allowed.		✓	✓	✓
<b>Rule 10 – Scoring</b>				
<b>Scores &amp; Standings</b>				
Score and standing will not be kept as emphasis is on player and team skill development.	✓			
Score and standings can be kept.		✓	✓	✓