



U11 Provincial Rules and Regulations

The following minor playing rules will supersede the standard Softball Canada rules for the 2026 season.

RULE 1: The Game

1. A complete game will be 5 complete innings OR 1 hour and 30 minutes plus 1 inning, whichever comes first. The new inning starting after 1 hour and 30 minutes will be declared the last inning and use the “Modified Open Inning” Rules (Rule 1.3.b). The official start time will be at the completion of the plate meeting, official start time will be noted by the official scorekeeper.
 - a. No provincial championship game will end in a tie
 - b. If after the last inning, the score is tied, extra innings will be played using the tie breaker rule (start the inning with the last available batter on 2nd base, 0 outs) until a winner is declared.
 - i. Extra innings will use the “Modified Open Inning” rule (Rule 1.3.b)
2. Standard Run Ahead Rules: in effect (10 after 4 innings)
3. Inning Run Rule
 - a. Innings 1-4: teams may score a maximum of 3 runs per inning
 - b. “Modified Open Inning” is inning 5 OR any inning beginning after 1 hour and 30 minutes. At the start of the “modified open inning”:
 - i. If the visiting team is behind, they will be limited to a run differential of plus 3.
 - ii. If the visiting team is ahead, they will be allowed to score a maximum of 3 runs.
 - iii. Home team is allowed to score enough runs to go ahead by a maximum of 1 run.

RULE 2: Playing Field and Equipment

1. Base Line Distance: 50' ft
2. Pitching Mound Distance: 35' ft
3. Ball: 11” Red Dot
4. Batting Helmet
 - a. MANDATORY - Players must wear a batting helmet with a cage while at bat and on base.
5. Pitching Face Protection
 - a. MANDATORY - All pitchers are required to wear a protective fielder’s face mask. It is strongly recommended that defensive players wear fielder’s masks.
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. DP/Flex is **NOT** allowed.
2. Unlimited defensive substitutions are allowed.
3. Playing Time
 - a. Coaches are encouraged to play all players equally as possible over the course of a season.

2026 updates are highlighted

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- b. 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.
 - c. A player cannot play the same defensive position more than three (3) innings per game.
 - d. Each player must play an infield and outfield position in a game unless safety is an issue. (Please indicate any safety concerns on the rotation sheet).
 - e. Coaches will be required to submit a signed, complete player rotation sheet to the official scorekeepers before the beginning of each Provincial Championship game.
 - f. Failure to comply with the Playing Time rules will result in the coach being required to move the identified player into the appropriate 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 rostered player arrives late, they may be added to the bottom of the line up at any point.
 - b. If a player gets injured they will have the remainder of the current inning 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 removed for the remainder of the game 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. They will be removed from the line-up and will not be allowed to return for the remainder of the game.
 - d. If a team is not able to field the minimum number of players (9) the game will be considered a forfeit.

RULE 4: Pitching

- 1. Illegal Pitches: **will** be called.
 - a. Umpires should give one (1) warning to the pitcher and defensive coach, for the purpose of helping the developing pitcher.
 - i. After one (1) warning per pitcher, illegal pitches will be called.
 - b. On an illegal pitch, the batter has the option of hitting and taking the result of the play, or returning to plate and is awarded a ball to their count. Base-runners will not advance unless forced.
- 2. Pitching Limitations
 - a. A pitcher is allowed to pitch a maximum of 3 innings per game (can be consecutive)
 - b. A player may pitch a maximum of 6 innings per day
 - i. The Round Robin portion will be considered one (1) day.
 - ii. The Playoff portion will be considered one (1) day.
 - 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.

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3. Charged conferences: one defensive conference per inning.
 - a. With the second and any additional 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: unlimited.
2. Walks: allowed
 - a. On a walk, a batter is granted first base ONLY. Batter cannot take second base on a walk.
 - b. Intentional walks are not allowed
3. Hit by Pitch: Batters need to make an attempt to not be hit by a pitch (SC rulebook: 5.5.1.f)
4. Dropped Third Strike Rule: not in effect
5. Bunting: allowed
6. Infield Fly Rule: not in effect
7. Lead Offs
 - a. Runners may leave the base when the ball has crossed the plate. If they leave early, they will be called out.
8. 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 of a batted ball).
9. Overthrows
 - a. Any **batted** ball is live until the ball comes to the pitcher or the umpire declares 'time'
 - b. On a batted ball: all runners may advance a maximum of one (1) additional base, at the time of the original overthrow, that remains in the field of play, at the risk of being put out.

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

[U9/ U11 Rotation Sheet](#)

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