



Rules of play U11 division

The U11 Division will focus on 3 Key areas of development;

1. **Hitting:** we will be using the oversized home plate to encourage players to swing.
2. **Fielding** - Coaches will run drills to improve fielding. Focusing on catching and throwing.
3. **Pitching:** Coaches shall encourage all players to try pitching. This division is player pitch. For the first 6 weeks- if a batter gets 4 balls the offensive coach comes in to pitch up to 3 pitches from the proper distance. If the player doesn't hit one of the coaches' pitches they are out. No walks. See rules under batting. Week 7 and onward it is only player pitch

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SECTION A: General Playing Rules

- 1) **Field Set-Up** - The home team shall be responsible for setting up the field as follows;
 - a) The pitching distance is 30 feet.
 - b) Bases are 45 feet apart.
 - c) A double 'safety base' (white/orange) must be used at 1st base for all games.
 - d) The Orange oversized home plate is used.

- 2) **Ball Size** – The ball size is 11 inches

- 3) **Bats** - All softball bats used shall be in accordance with Softball Canada. Refer to <https://www.softball.ca/english/about/approved-equipment/bats.html>

- 4) **Coaches** –
 - a) The coach/ designated adult of the team at bat shall only enter the diamond when a batter has a count with 4 balls. This is for the first 6 week only, week 7 and onward is player pitch only
 - b) Defensive team- coach or designated adult to stand behind the catcher and umpire, just off to a side to help with wild pitches. The ball is to be given to the catcher. This is to speed up the game. A fielders mask is available upon coaches request
 - c) All other coaches are not allowed in the field of play except for the 1st and 3rd base coaches. Base coaches must not make contact with base runners to assist the runner in any way.

- 5) **Shoes** - Players are permitted to wear rubber cleats. No player or coach may wear steel cleats.

- 6) **Helmets and Face Mask/Cage**- Batting helmets must have an approved face cage attached. Batting helmets must have chin straps, which shall be worn properly under the chin. All pitchers must wear a batting helmet with a face cage or an approved fielder's face mask. The defensive player at First Base must wear a batting helmet with a face cage or fielders mask..

- 7) **Jewelry** - Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains, or any other item judged dangerous by the umpire, may not be worn during the game. Medical alert bracelets or necklaces are not considered jewelry. Penalty: A player refusing to remove or cover jewelry after requested by the umpire, will be removed from the game and ruled ineligible.

- 8) **Electronic Devices** – Players are not permitted to use cell phones, iPods or other electronic devices on the bench or diamond once the game has started.

- 9) **Uniforms** - All players must wear identical shirts – the official BASA uniform distributed at the beginning of the season. Coaches must wear a BASA- issued shirt.

10) Game Time – All regular season games shall be played in accordance with the following;

- a) Games shall start promptly at the scheduled time. 6:30pm
- b) The umpire shall declare the 'official' time at the start of the game.
- c) No new inning can be started after 1 hour and 45 minutes from the start of the game.
- d) 'Dead Ball' will be at 2 hours from the start of the game.
- e) A regulation game shall consist of 5 innings (up to 7 innings).
- f) If a full game cannot be completed, a game will be considered regulation if three (3) full innings have been played or 90 minutes of playing time have elapsed.
- g) A game that is tied at the end of regulation will be recorded as a tie. No extra innings will be played.
- h) Play will stop and the game will be over if the visiting team has completed its turn at bat and the home team is ahead when a game reaches the "no new inning" time. The score will revert to the last full inning played.

11) Mercy Rule – The 'mercy' rules are as follows:

- a) Innings 1-4: Four (4) run mercy.
- b) Innings 5-7: Six (6) run mercy.
- c) Inning 7 or Last Inning of play: Ten (10) run mercy.
- d) The Last Inning must be declared by the umpire (or agreed to by the coaches) before the first pitch of the inning.
- e) A game is to be considered valid and over as soon as one team is ahead by 15 or more runs after three or more complete innings. The home team will not complete its turn at bat if the 15-run difference is reached in the bottom of the third or subsequent inning.

12) Game Roster

- a) Teams must have a minimum of seven (7) players by game time, including the 15-minute grace period, and at all-times during the game.
- b) There are ten defensive players on the field.
- c) All players in attendance at the game will bat.
- d) The batting order will be made at the beginning of the game and will only include players present at the game.
- e) If a rostered player arrives late at any time during the game, she will be added to the bottom of the batting order.

13) Player Substitutions

- a) There is unlimited defensive substitution.
- b) No player will sit out for more than one consecutive inning, and no player may sit out a second inning until all players have sat out once.
- c) A player cannot play the same position in two consecutive innings. (Note; all 4 outfield positions are considered the 'same' position for the preceding statement/rule).

14) Pitchers

- a) At the beginning of each game the starting pitcher is allowed 5 warmup pitches. Between innings, or when a change in pitcher occurs, the number of warmup pitches is at the discretion of the umpire usually 3 to a maximum of 5.
- b) Pitchers are to windmill pitch.
- c) Anyone warming up a pitcher must wear a catcher mask.
- d) A pitcher may not pitch more than 2 innings.
- e) A pitcher may not pitch in consecutive innings. One pitch counts as an inning pitched. A player removed from the pitching position may return to pitch, but not in the same inning.
- f) Any pitcher hitting 3 batters in the same inning will be removed from the pitching position for the remainder of the inning.
- g) A pitcher is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed for the remainder of the inning.
- h) **Pitching stance** - Whichever is the throwing hand, that same side foot stays in contact with the pitching rubber. This is called the drive foot. The drive foot may drag off the rubber at the end of the pitch.

15) Injuries

- a) If a player is injured and is unable to run the bases, the injury must be mentioned during the pre-game meeting.
- b) A courtesy runner will be permitted at first base. If the runner proceeds past first base, she/he loses the right to a courtesy runner for the remainder of the game. Exception: if a runner is awarded extra bases, she/he may proceed to the base awarded without penalty.
- c) If a player is injured while running the bases, a courtesy runner will be permitted at the last base reached safely.
- d) The courtesy runner is the last person out. If the courtesy runner is due to bat, go to the next person in the batting order without penalty. A notation must be made in both teams' scorebooks.

16) Batting

- a) An inning will be over when 3 outs are recorded, or the max runs for that inning come in.
- b) A pitched ball that rolls or bounces before home plate and is struck by the batter is in play (if fair) and the batter/runners can advance.
- c) If the batter has a count with 4 balls the coach of the team batting will come in to pitch up to 3 pitches max, depending on the count.
- d) If the count is-
 - 4 balls and 0 strikes, the coach can throw 3 pitches.
 - 4 balls and 1 strike, the coach can throw 2 pitches.
 - 4 balls and 2 strikes, the coach can throw 1 pitch

- 17) **First Base** – Batters running to first base must touch the orange bag unless they are 'rounding' the base (i.e. multi-base hit).

- 18) Foul Ball** – Must be hit above the batter's head and caught by the catcher to be considered an out.
- 19) Infield Fly Rule** - The infield fly rule is not in effect.
- 20) Third Strike** - The dropped third strike rule is not in effect. The batter is out on the third strike regardless of whether the ball is caught. The ball remains live.
- 21) Walks** - There are no walks, for the first half of the season.
- 22) Stealing Bases** - There is no stealing allowed. A runner may only advance when the batter makes contact or is forced to advance.
- 23) Leading Off** - A runner cannot leave his/her base until the pitched ball reaches home plate.
- 24) Advancing Runners** - Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player's possession in the infield (inside the base paths). Runners may continue to the base they are heading to but the fielders may attempt to throw/tag the runner out.
- 25) *Overthrows-** When the ball is in play and overthrown beyond the playing area boundaries, all runners are awarded 1 base from their last legally held base at the time the ball was thrown. Out of bounds is past the fence line. If the ball is thrown over the basemen and hits the fence and stays in bounds the play is still live.
- 26) Inclement Weather** - The plate umpire will immediately suspend the game if he/she hears thunder within 30 seconds of seeing a lightning flash. The umpire will not resume the game until 30 minutes have passed with no lightning followed by thunder within 30 seconds.
- 27) Game Scores and Reporting** – either coach can enter the score on the team app, this must be done within 24 hrs of the game.

SECTION B: Playoff Rules

1. General - All Regular Season Rules as described in Section A shall apply to Playoff Games except as noted below.
2. Format
 - a) BASA will decide the playoff format.
 - b) BASA will announce the playoff format at the respective pre-season coaches meeting.
 - c) BASA reserves the right to modify the playoff schedule as required.
3. Call-Up's - A call up may only be assigned to one team's roster for the playoffs. The call up may **ONLY** be from a lower division team in BASA.
4. Game Time - All playoff games will have no new inning start more than 1 hour 45 minutes after the first pitch except Championship Games which will be full games (five innings) subject to the 'Mercy Rule' as described above.
5. Score – Playoff games cannot end in a tie. The following shall rules shall apply;
 - a) Starting with the first inning after regulation the (international) tiebreaker rule will be used.
 - b) The player who is scheduled to bat last in the inning will be placed on second base.
 - c) Pitching restrictions are lifted when extra innings are required to break a tie.
6. Protests - Protests are permitted in playoff games. The protest must be made immediately before the next pitch.
7. Reporting - The team manager or coach of each team must report all ejections and protests to BASA.

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