



Summerside Fast Pitch Showdown - U11 Rules

Pitching Distance: 35 Feet

Ball Size: 11 inch

Base Distance: 50 Feet

Game Length: 6 innings or a 1-hour 45-minutes time limit. Any inning that starts after 1 hour and 30 minutes but will be declared the final inning and will be an open inning to both teams. A game may take longer than 1-hour 45-minutes as once an inning is started, it must be completed.

The international tie breaker rule will be used for all games, no games will end in a tie. (The last out for a team will begin as the runner at second base to start the extra inning.)

Open Innings: First 5 innings are closed (max 5 runs) & only the 6th inning is open unless the time limit is a factor, and the umpire declares the inning is open due to the time remaining.

Mercy Rule: 15 runs after 3 innings, 10 runs after 4 innings or 7 runs after 5 innings

Game Rules:

- Sliding is allowed.
- Bunting is allowed.
- Stealing is allowed (runner can only leave after the ball crosses the plate)
- Pitchers can only pitch a maximum of 3 innings per game.
 - A pitcher is allowed to pitch to a maximum of 3 innings per game or 6 innings per day (can be consecutive over two games i.e. end one game and start another).
 - Pitchers can pitch a maximum of 6 innings per day if they play more than one game.
 - 1 pitch equals one inning.
 - Should a game go to extra innings, a pitcher can throw only a 4th inning and it will not count toward their 6 total innings on the day.
- 5 runs may be scored per inning except in the open inning.
- The batter is out on a called or swinging strike 3, even if the catcher drops or misses the ball. Batter cannot run however baserunners may advance on the play.
- Infield Fly rule will apply.
- Illegal pitches will not be called against pitchers in the U11 division, umpires may advise coaches that a pitcher is illegal to help the development of the pitcher.
- All games will have unlimited defensive substitutions and will bat all players on their roster.

Stealing:

- Base runners may steal on any legally pitched ball when it has crossed home plate. • A player can only advance one base on a steal attempt.
- Players cannot advance to home on a steal, passed ball, or wild pitch. Runners must be batted in or forced home by a walk.

Overthrows:

- Runners advance maximum 1 base only on an overthrow that remains in the field of play.
- The runner advances at their own risk, and the fielder can still throw them out if the runner attempts to advance on an overthrow.

Scoring from third base:

- Runner can only advance from 3rd base to home on a hit ball or a bases loaded walk.
- Runner cannot score from 3rd base on a pickoff attempt to any base.
- There will be no scoring from third base on a passed ball by the catcher.
- There will be no scoring from a ball thrown from catcher to the pitcher's mound.
- A runner on 1st, 2nd or 3rd base may score on any hit ball. Runners do not need to stop at 3rd base until the play is deemed over by the umpire.

Playing Time:

- No player is to sit more than 1 consecutive inning. Coaches will ensure that every player sits out one inning before any player sits out two innings.
- Max 3 innings per position per player
- 1 inning required in infield and outfield per game

The top two teams from each division will advance to the semi-finals. Division A team #1 will play Division B team #2. Division B team #1 will play Division A team #2. Winners will advance to the championship game.

For each division- the final standings from the round robin shall be established using the following Softball Canada tie breaking criteria:

1. Won/Lost records. If still tied, then:
2. Winners of games between tied teams
 - a. NOTE: In order to use this criterion, all subject tied teams must have played each other, and one team must have defeated all the teams they are tied with to be ranked higher. The remaining teams then go to next criteria with no reverting back:
3. Difference PLUS or MINUS of total runs scored, with a limit of 7 PLUS or MINUS per game allowed.
 - If teams are still tied within 3) the least (fewest) number of runs scored against in all games will be used. If still tied, then:
 - The total runs scored in all games, with a maximum of 10 runs scored per game, will be used. If still tied, then:
 - Positions will be settled by a coin toss.