

U11C Rules Softball BC 2026

Base Path – 45 Feet

Pitching Distance – 35 Feet

Ball – 11-inch hard core ball

Helmet – All batters and base runners must wear helmets with chin straps done up from dugout to dugout.

Defensive face mask – mandatory for all defensive pitchers.

Players – Must start with 9 but may go down to 8 due to injury. (League play only; may start with less than 9 and borrow a fielder from the opposing team. The idea is to get all league games in and limit cancellations.)

-If a player arrives late, they may be added to the bottom of the lineup.

-When playing with less than the maximum number of players there are no automatic outs. A player that leaves the game for any reason may not re enter the game.

Substitutions – Unlimited defensive substitutions

Replacement Runner – A coach may use a courtesy runner for the catcher or pitcher of record to prepare for the next inning when there are 2 outs.

Playing Time – A player is to sit no more than 1 inning.

Regulation Game – A new inning will not start after 1hr and 30 minutes after the scheduled start time.

Run Ahead Rule – If any team is ahead by 10 runs after 4 innings or 7 runs after 5 complete innings, the game will be called. **(League play only, the game can continue after the loss if the losing team wishes to keep playing until time has been reached.)**

Run Limit – Maximum of 4 runs per half inning for all innings of the game.

Pitching – 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 the offensive team, will now come out and pitch for their own batter and carry out the count. Now a 5th ball will be a walk and 3rd strike is still an out.

Pitching - When a coach comes in to pitch the maximum hit a batter can earn is a double.

Pitching - Last half of the season – Player pitch – normal count. After 3 strikes the batter is out, after 4 balls the batter walks.

Pitching limitations – A player is allowed to pitch a maximum of 2 innings, pitching limit is suspended in extra innings or international rule.

Hit Batters – If the same pitcher hits 2 batters in an inning, the coach should consider removing the pitcher for the remainder of that inning.

Walks – Walks are allowed, there is no intentional walks

Number of Batters – All player's bat. All eligible players will appear on the batting order (whether they are in the field defensively or not)

Bunting - is permitted

Slapping – is not permitted

Third Strike Rule – dropped 3rd strike rule not in effect

Infield fly rule - not in effect

Stealing – Base runners may steal on any legally pitched ball once it has left the pitcher's hand.

A player can only advance one base 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.

Lead offs – Runners may leave the base when the ball has left the pitcher's hand. Runner will be called out for leaving Early.

Base Runner advancement – 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 path 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.

Sliding - is allowed

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 2 consecutive wild throws are made in the same play.

Players may not advance to any base on a catcher wild throw to the pitcher after a pitch.

Dead Ball – Ball in play – First base is awarded for being hit by a pitch from a player pitcher

Score and standings can be kept