



Jr. Rec Rules

All regular rules of softball will be in effect with the following exceptions.

1. Maximum number of players on the field: 10 players (C, P, 1, 2, 3, SS, OF, OF, OF, Rover)

i) Outfielders and Rovers **MUST** start in the outfield (i.e. touching grass). Once the ball is put in play by the batter, they will then be permitted to field the ball anywhere on the diamond.

2. Pitching

i) All pitchers must wear either their batting helmet with facemask while pitching, or use a certified pitchers face shield.

ii) The pitching rubber shall be placed 25 feet from home plate.

iii) Normal balls and strikes rules are in place with the following exceptions:

-No dropped 3rd strike rule in effect

-Caught direct foul tips on strike 3 are an out regardless of the height of the ball

iv) Pitchers can throw as hard as they would like, so long as it is in either a 3-9 “horizontal” (underhand motion), or a 12-6 half windmill motion. Full windmill or overhand are not permitted at this age group.

3. Age groups

i) Players must be born in the year 2014 or later to be eligible for the end of year tournament.

4. Baserunning

i) No lead offs are permitted. Runners must keep at least 1 foot on the base until the ball leaves the pitcher’s hand.

ii) Players who repeatedly leave early, or are not in contact with the base will receive a warning from the umpire. This will then be followed by a bench warning to the team on the 2nd offence. A third offence will result in the base runner being ruled out, regardless of whether they received any prior warnings (i.e. does not need to be the same player).

iii) Defensive players (catcher included) cannot block the bases/home plate under any circumstances. Any impediment of the runner other than to make a play on the ball will automatically be ruled safe.

iv) A maximum of 1 steal per inning is permitted. This means 1 steal total, no “double-steal” plays permitted. Rules around lead offs are still in effect. Runners cannot steal and continue to advance on an overthrow.

v) Only on a play where a steal attempt is being made are runners permitted to slide. All other plays must see the runner reach the base in stride/standing. Players who slide into a base on a non-steal play will be ruled out.

5. Uniforms/Equipment

i) Cleats are permitted, but must be rubber/plastic soled. No metal spikes are permitted for safety reasons.

ii) Closed toed running shoes are required. No Crocs, flip flops, slides, etc. will be allowed.

iii) For safety reasons, long pants must be worn. No shorts/skirts will be permitted.

iv) All batters must have a helmet with face shield/cage while at bat and on the basepaths.

v) Pitchers **MUST** wear either their helmet with a face shield/cage or a pitcher’s mask. Any other players **MAY** wear their helmet or infielders face mask while on defence, but are not required to do so (player preference).

vi) 11” softcore softballs will be used for the tournament for this age group.

6. Game Lengths

i) Game slots are 75 minutes in length.

ii) Games are 5 innings in length, or however much can be played within the designated time slot.

iii) In the event of a slowly played game, at the 60 minute mark, the umpire will declare “last inning” regardless of what inning the game is currently in.

iv) Teams are encouraged to hustle on and off the field. Coaches are asked to be aware of where their catcher is in the batting order. If it is unlikely that they will be up to bat, begin getting their equipment on AHEAD of time to avoid wasting time between innings.

7. Runs & Scoring

i) A maximum of 5 runs can be scored per inning. If a team scores 5 runs before the defence records 3 outs, the half inning will be considered complete and teams will switch positions.

ii) The final inning (either the 5th inning or when the umpire declares “last inning”) will be capped at 8 runs to allow for comeback attempts. If the spread is greater than 8 runs, the

inning will still be played for development purposes, but the maximum number of runs remains 8.

8. Fielding

i) To avoid multiple “little league home runs” (i.e. multiple overthrow errors on the same play, or situations that clearly would not warrant a runner continuing to run) as soon as an infielder has **CLEAR POSSESSION** of the ball, the umpire will call time. Runners who are already in the act of running while a play is being made at a base will be permitted to either finish their run to the next base, or return to the base which they just came from, based on where they were when “time” was called.

If the runner was **more than halfway** to the next base when time was called, they will be permitted to advance. If they were less than halfway, they will be returned to their base. This will be based on the umpire’s judgment.

The goal of the day is to have fun, and teach the players proper softball mechanics. It is highly likely that every single could be turned into a double, triple or home run if the runner simply continues running as a tag is unlikely to be applied consistently. We are not looking to run up scores, but rather keep the spirit of “that was a clear single, the infielders now have the ball, you wouldn’t send the runner in a competitive game or at an older age group”. The umpire will have final discretion on these matters.

9. Abuse of officials/volunteers

i) Any form of harassment, attempts at intimidation, verbal or physical abuse directed towards players, coaches, volunteers, or umpires will not be tolerated and will result in the immediate ejection of the offending party from the premises for the duration of the tournament.

ii) The emphasis of the day is fun, and skill development.