

MINOR SOFTBALL RULES 2022 (applies to boys and girls)

Softball Canada has a plan to systematically develop players once they enter the sport up until they reach their full potential. This process is called Long-Term Player Development (LTPD). The LTPD guidelines are an important step in aligning player development and program development across the country and our province, at all levels and for all ages. Softball BC's minor softball rules follow the guidelines of the LTPD model and the Athlete Development Matrix set out by Softball Canada. These rules apply to U9, U11 and U13 and cannot be altered. The rules for U13 do not apply for U13A and U13B for the 2022 season only.

In addition to any other rules in the handbook, the following rules also apply to U9 to U13.

RULE	U9	U11	U13
Rule 2 – The Playing Field			
Base Path Distance			
• 45' (Softball Canada Standard)	*	*	
• 55' (Softball Canada Standard)			*
Pitching Distance			
• 30' (Softball Canada Standard)	*		
• 35' (Softball Canada Standard)		*	
• 38' (Softball Canada Standard)			*
Note: If coach pitcher, the defensive pitcher should stand at the minimum pitching distance listed above and no closer.			
Rule 3 – Equipment			
Ball			
• 11" indoor ball	*	*	
• 11" ball (COR .47)			*
Helmet			
• All batters will wear a batting helmet with cage with strap done up while at bat and on base.	*	*	
• All batters will wear a batting helmet with cage while at bat and on base.			*
Defensive Face Mask			
• Mandatory for all pitchers.	*	*	*
Rule 4 – Coaches, Players and Substitutes			
Coaches			
• Offensive and defensive coaches are permitted to coach on the field in fair territory.	*		
Players - Number of Players			
• Recommended maximum of 8-9 players on a team.	*		
• Recommended 6-7 players on the field ¹ .	*		
• Must start the game with 9 players but may go down to 8 players due to injury.		*	*
• When playing with less than the maximum number of players, there are no automatic outs.		*	*
• If a player arrives late, they may be added to the bottom of the lineup.	*	*	*
Substitutes			
• Unlimited defensive substitutions.	*	*	*
Temporary Runner			
• A coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.	*	*	

<ul style="list-style-type: none"> A player who may run for the catcher of record from the previous defensive inning and who is now on base with two out. The temporary runner must be: <ol style="list-style-type: none"> Currently in the batting order. The person in the batting order who is furthest from coming to bat and who is not on base. 			*
Playing Time			
<ul style="list-style-type: none"> No player is to sit more than one consecutive inning² (pitchers warming up to enter the game are not considered to be sitting). 	*	*	*
<ul style="list-style-type: none"> A player cannot play the same position for more than 1 inning a game. 	*		
<ul style="list-style-type: none"> A player cannot play the same position for more than 2 innings a game. 		*	
<ul style="list-style-type: none"> A player cannot play the same position for more than 2 consecutive innings (except pitchers). 			*
<ul style="list-style-type: none"> A player cannot play in the same position more than 3 innings per game (except pitchers). 			*
<ul style="list-style-type: none"> Each player must play an infield and outfield position in a game. 		*	
<ul style="list-style-type: none"> Each player must play multiple positions in a game. 			*
<ul style="list-style-type: none"> Coaches are encouraged to play all players as equally as possible over the course of the season. 	*	*	*
Rule 5 – The Game			
Regulation Game			
<ul style="list-style-type: none"> A new inning will not start after 1 hour 15 minutes after the scheduled start time. 	*		
<ul style="list-style-type: none"> A new inning will not start after 1 hour 30 minutes after the scheduled start time. 		*	*
<ul style="list-style-type: none"> No time limit in effect for all medal games. 			*
<ul style="list-style-type: none"> In case of weather or cancellation of a game by an official and when two innings have been completed, the score of the game will revert to the last fully completed inning. 		*	*
Run Ahead Rule			
<ul style="list-style-type: none"> If any team is ahead by fifteen runs or more after three innings, or any inning thereafter, the game will be called. If any team is ahead by ten runs or more after five innings (4 ½ if Home Team), or any inning thereafter, the game will be called. 		*	
<ul style="list-style-type: none"> A Run Ahead Rule shall result in the conclusion of the game when after 2 ½, 3, 3 ½, or 4 complete innings of play a 10 run mercy rule will be in effect. 			*
Run Limit Per Inning			
<ul style="list-style-type: none"> Maximum of 3 runs per half inning for all innings of the game. 	*		
<ul style="list-style-type: none"> Maximum of 4 runs per half inning for all innings of the game. 		*	
<ul style="list-style-type: none"> Maximum of 5 runs per half inning and open after 3 complete innings. 			*
Charged Conferences			
<ul style="list-style-type: none"> A team is permitted three offensive conferences per inning. 		*	
<ul style="list-style-type: none"> A team is permitted two offensive conferences per inning. 			*
<ul style="list-style-type: none"> A team is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed from the pitcher position for the balance of the inning. 		*	*
Rule 6 – Pitching Regulations			
Pitching			
<ul style="list-style-type: none"> Coach pitcher – 5 pitches. If they haven't hit after 5 pitches, they are given first base. 	*		
<ul style="list-style-type: none"> 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 offensive team, will now come in and pitch to their own batter and carry out the count. Now a 5th ball will be a walk and 3rd strike is still an out. 		*	
<ul style="list-style-type: none"> Last half of season: Player pitch – normal count. After 3 strikes, batter out. After 4 balls, batter walks. 		*	

<ul style="list-style-type: none"> Player pitch – normal count. After 3 strikes, batter out. After 4 balls, batter walks. 			*
Pitching Limitations			
<ul style="list-style-type: none"> A pitcher is allowed to pitch a maximum of two innings. One pitch equals one inning. 		*	
<ul style="list-style-type: none"> A pitcher is allowed to pitch a maximum of four innings. One pitch equals one inning. 			*
<ul style="list-style-type: none"> Pitching limitation rule is suspended in extra innings or international rule. 			*
Hit Batters			
<ul style="list-style-type: none"> If the same pitcher hits two batters in an inning, the coach should consider removing the pitcher for the remainder of that inning. 		*	
Walks			
<ul style="list-style-type: none"> Walks are allowed. 	*	*	*
Intentional Walks			
<ul style="list-style-type: none"> There are no intentional walks. 	*	*	*
Rule 7 – Batting			
Number of Batters			
<ul style="list-style-type: none"> All players bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). 	*	*	*
Late Players			
<ul style="list-style-type: none"> Players who arrive after the start of the game will be placed last in the batting order and bat their turn. 	*	*	*
Bunting			
<ul style="list-style-type: none"> Bunting is permitted. 		*	*
<ul style="list-style-type: none"> Slapping is not permitted. 	*	*	
Rule 8 – Batter-Runner & Runner			
Third Strike Rule			
<ul style="list-style-type: none"> Third strike rule is not in effect. 	*	*	
Infield Fly Rule			
<ul style="list-style-type: none"> Infield fly rule is not in effect. 	*	*	
Stealing			
<ul style="list-style-type: none"> Base runner cannot steal bases; runner can only run when the batter makes contact (no stealing). 	*		
<ul style="list-style-type: none"> Base runners may steal on any legally pitched ball when it has left the pitchers hand. 		*	*
<ul style="list-style-type: none"> A player can only advance one base on a steal attempt. 		*	
<ul style="list-style-type: none"> A player can advance two bases on a steal attempt. 			*
<ul style="list-style-type: none"> 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 or is part of a continuation of a play (i.e. overthrow). 		*	
Lead Offs			
<ul style="list-style-type: none"> Runners may leave the base when the ball has left the pitchers hand. Runner will be called out for leaving early. 		*	*
Sliding			
<ul style="list-style-type: none"> Sliding is allowed. 	*	*	*
Base Runner Advancement			
<ul style="list-style-type: none"> Following a fair hit ball, runners may only advance a maximum of two bases. 	*		
<ul style="list-style-type: none"> 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 paths 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. 		*	
Overthrows			
<ul style="list-style-type: none"> Runners do not advance on an overthrow. 	*		

<ul style="list-style-type: none"> Runners may advance one base on an overthrow and do so at the risk of being thrown/tagged out. Runner cannot advance an additional base if two consecutive overthrows are made in the same play. 		*	
<ul style="list-style-type: none"> Runner may advance one base on an overthrow and do so at the risk of being thrown/tagged out. Runner may try to advance one base per overthrow if consecutive overthrows are made in the same play to a maximum of two throws³. 			*
Rule 9 – Dead Ball-Ball in Play			
<ul style="list-style-type: none"> First base will not be awarded for being hit by a pitch from a coach-pitcher. 		*	
<ul style="list-style-type: none"> First base is awarded for being hit by a pitch from a player-pitcher. 		*	*
Rule 11 – Protests			
<ul style="list-style-type: none"> There are no protests or appeals. 		*	
<ul style="list-style-type: none"> There are no protests but appeals are allowed. 		*	*
<ul style="list-style-type: none"> Protests are permitted at Districts and Provincials only. 			*
Rule 12 – Scoring			
Scores & Standings			
<ul style="list-style-type: none"> Score and standing will not be kept as emphasis is on player and team skill development. 		*	
<ul style="list-style-type: none"> Score and standings can be kept. 		*	*

Best Practices:

¹ Number of players on the field could depend on several factors. Teams may choose not to have a player in the catching position or in the outfield. Instead, extra players can be on the side lines participating in one or two skill stations while their team is on defense. Teams may also choose to have extra players on the side lines practicing pitching with a parent or coach while their team is on defense. Coaches with larger teams are encouraged to find creative ways to engage their players in additional skill practice instead of placing additional players in the outfield at this level.

² Coaches should try to ensure that every player sits out one inning before any player sits out two innings.

Clarifications:

³ For example: A player cannot get a homerun on a bunt. If a batter bunts a ball and an overthrow occurs at first, the batter may try to advance to second at their own risk. If there is then an overthrow at second base, the batter-runner may try to advance to third base at their own risk. If there is a subsequent overthrow at third base, the batter-runner will hold at third base.

Resources:

U7 Timbits Softball

- refer to the Timbits Softball program manual which can be ordered from Softball BC
- more information about Timbits softball can be found at <https://www.softball.bc.ca/content/timbits-softball> and <https://softball.ca/programs/timbitssoftball>

Long-Term Player Development (LTPD)

- more information about the LTPD can be found at <https://www.softball.bc.ca/content/long-term-player-development> and <https://softball.ca/ltpd>

Athlete Development Matrix (ADM)

- more information about the ADM can be found at <https://www.softball.bc.ca/content/long-term-player-development> and <https://softball.ca/ltpd/adm>

RULE SUMMARIES OF EACH AGE GROUP CAN BE FOUND BELOW

U9

In addition to any other rules in the handbook, the following rules also apply to U9.

RULE	U9
Rule 2 – The Playing Field	
Base Path Distance	
• 45' (Softball Canada Standard)	*
Pitching Distance	
• 30' (Softball Canada Standard)	*
Note: If coach pitcher, the defensive pitcher should stand at the minimum pitching distance listed above and no closer.	
Rule 3 – Equipment	
Ball	
• 11" softer core / indoor ball	*
Helmet	
• All batters will wear a batting helmet with cage with strap done up while at bat and on base.	*
Defensive Face Mask	
• Mandatory for all pitchers.	*
Rule 4 – Coaches, Players and Substitutes	
Coaches	
• Offensive and defensive coaches are permitted on the playing field.	*
Players - Number of Players	
• Recommended maximum of 8-9 players on a team.	*
• Recommended 6-7 players on the field ¹ .	*
• If a player arrives late, they may be added to the bottom of the line-up.	*
Substitutes	
• Unlimited defensive substitutions.	*
Temporary Runner	
• A coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.	*
Playing Time	
• No player is to sit more than 1 consecutive inning ² .	*
• A player cannot play the same position for more than 1 inning a game.	*
• Coaches are encouraged to play all players as equally as possible over the course of the season.	*
Rule 5 – The Game	
Regulation Game	
• A new inning will not start after 1 hour 15 minutes after the scheduled start time.	*
Run Ahead Rule	N/A
Run Limit Per Inning	
• Maximum of 3 runs per half inning for all innings of the game.	*
Charged Conferences	N/A
Rule 6 – Pitching Regulations	
Pitching	

<ul style="list-style-type: none"> Coach pitcher – 5 pitches. If they haven't hit after 5 pitches, they are given first base. 	*
Pitching Limitations	N/A
Hit Batters	N/A
Walks	
<ul style="list-style-type: none"> Walks are allowed. 	*
Intentional Walks	
<ul style="list-style-type: none"> There are no intentional walks. 	*
Rule 7 – Batting	
Number of Batters	
<ul style="list-style-type: none"> All players bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). 	*
Late Players	
<ul style="list-style-type: none"> Players who arrive after the start of the game will be placed last in the batting order and bat their turn. 	*
Bunting	
<ul style="list-style-type: none"> Bunting is not permitted. 	*
<ul style="list-style-type: none"> Slapping is not permitted. 	*
Rule 8 – Batter-Runner & Runner	
Third Strike Rule	
<ul style="list-style-type: none"> Third strike rule is not in effect. 	*
Infield Fly Rule	
<ul style="list-style-type: none"> Infield fly rule is not in effect. 	*
Stealing	
<ul style="list-style-type: none"> Base runner cannot steal bases; runner can only run when the batter makes contact (no stealing). 	*
Lead Offs	N/A
Sliding	
<ul style="list-style-type: none"> Sliding is allowed. 	*
Base Runner Advancement	
<ul style="list-style-type: none"> Following a fair hit ball, runners may only advance a maximum of two bases. 	*
Overthrows	
<ul style="list-style-type: none"> Runners do not advance on an overthrow. 	*
Rule 9 – Dead Ball-Ball in Play	
<ul style="list-style-type: none"> First base will not be awarded for being hit by a pitch from a coach-pitcher. 	*
Rule 11 – Protests	
<ul style="list-style-type: none"> There are no protests or appeals. 	*
Rule 12 – Scoring	
Scores & Standings	
<ul style="list-style-type: none"> Score and standing will not be kept as emphasis is on player and team skill development. 	*

U11

In addition to any other rules in the handbook, the following rules also apply to U11.

RULE	U11
Rule 2 – The Playing Field	
Base Path Distance	
• 45' (Softball Canada Standard)	*
Pitching Distance	
• 35' (Softball Canada Standard)	*
Note: If coach pitcher, the defensive pitcher should stand at the minimum pitching distance listed above and no closer.	
Rule 3 – Equipment	
Ball	
• 11" indoor ball / soft core ball.	*
Helmet	
• All batters will wear a batting helmet with cage with strap done up while at bat and on base.	*
Defensive Face Mask	
• Mandatory for all pitchers.	*
Rule 4 – Coaches, Players and Substitutes	
Players - Number of Players	
• Must start the game with 9 players but may go down to 8 players due to injury.	*
• When playing with less than the maximum number of players, there are no automatic outs.	*
• If a player arrives late, they may be added to the bottom of the lineup.	*
Substitutes	
• Unlimited defensive substitutions.	*
Temporary Runner	
• A coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.	*
Playing Time	
• No player is to sit more than 1 consecutive inning ² .	*
• A player cannot play the same position for more than 2 innings a game.	*
• Each player must play an infield and outfield position in a game.	*
• Coaches are encouraged to play all players as equally as possible over the course of the season.	*
Rule 5 – The Game	
Regulation Game	
• A new inning will not start after 1 hour 30 minutes after the scheduled start time.	*
• In case of weather or cancellation of a game by an official and when two innings have been completed, the score of the game will revert to the last fully completed inning.	*
Run Ahead Rule	
• If any team is ahead by fifteen runs or more after three innings, or any inning thereafter, the game will be called. If any team is ahead by ten runs or more after five innings (4 ½ if Home Team), or any inning thereafter, the game will be called.	*
Run Limit Per Inning	
• Maximum of 4 runs per half inning for all innings of the game.	*
Charged Conferences	
• A team is permitted three offensive conferences per inning.	*

<ul style="list-style-type: none"> A team is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed from the pitcher position for the balance of the inning. 	*
Rule 6 – Pitching Regulations	
Pitching	
<ul style="list-style-type: none"> 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 offensive team, will now come in and pitch to their own batter and carry out the count. Now a 5th ball will be a walk and 3rd strike is still an out. 	*
<ul style="list-style-type: none"> Last half of season: Player pitch – normal count. After 3 strikes, batter out. After 4 balls, batter walks. 	*
Pitching Limitations	
<ul style="list-style-type: none"> A pitcher is allowed to pitch a maximum of two innings. One pitch equals one inning. 	*
Hit Batters	
<ul style="list-style-type: none"> If the same pitcher hits two batters in an inning, the coach should consider removing the pitcher for the remainder of that inning. 	*
Walks	
<ul style="list-style-type: none"> Walks are allowed. 	*
Intentional Walks	
<ul style="list-style-type: none"> There are no intentional walks. 	*
Rule 7 – Batting	
Number of Batters	
<ul style="list-style-type: none"> All players bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). 	*
Late Players	
<ul style="list-style-type: none"> Players who arrive after the start of the game will be placed last in the batting order and bat their turn. 	*
Bunting	
<ul style="list-style-type: none"> Bunting is permitted. 	*
<ul style="list-style-type: none"> Slapping is not permitted. 	*
Rule 8 – Batter-Runner & Runner	
Third Strike Rule	
<ul style="list-style-type: none"> Third strike rule is not in effect. 	*
Infield Fly Rule	
<ul style="list-style-type: none"> Infield fly rule is not in effect. 	*
Stealing	
<ul style="list-style-type: none"> Base runners may steal on any legally pitched ball when it has left the pitchers hand. 	*
<ul style="list-style-type: none"> A player can only advance one base on a steal attempt. 	*
<ul style="list-style-type: none"> 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 or is part of a continuation of a play (i.e. overthrow). 	*
Lead Offs	
<ul style="list-style-type: none"> Runners may leave the base when the ball has left the pitchers hand. Runner will be called out for leaving early. 	*
Sliding	
<ul style="list-style-type: none"> Sliding is allowed. 	*
Base Runner Advancement	
<ul style="list-style-type: none"> 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 paths 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. 	*
Overthrows	

<ul style="list-style-type: none"> Runners may advance one base on an overthrow and do so at the risk of being thrown/tagged out. Runner cannot advance an additional base if two consecutive overthrows are made in the same play. 	*
Rule 9 – Dead Ball-Ball in Play	
<ul style="list-style-type: none"> First base is awarded for being hit by a pitch from a player-pitcher. 	*
Rule 11 – Protests	
<ul style="list-style-type: none"> There are no protests but appeals are allowed. 	*
Rule 12 – Scoring	
Scores & Standings	
<ul style="list-style-type: none"> Score and standings can be kept. 	*

U13

In addition to any other rules in the handbook, the following rules also apply to U13. These rules do not apply for U13A and U13B for the 2022 season only.

RULE	U13
Rule 2 – The Playing Field	
Base Path Distance	
<ul style="list-style-type: none">55' (Softball Canada Standard)	*
Pitching Distance	
<ul style="list-style-type: none">38' (Softball Canada Standard)	*
Rule 3 – Equipment	
Ball	
<ul style="list-style-type: none">11" ball (COR .47)	*
Helmet	
<ul style="list-style-type: none">All batters will wear a batting helmet with cage while at bat and on base.	*
Defensive Face Mask	
<ul style="list-style-type: none">Mandatory for all pitchers.	*
Rule 4 – Coaches, Players and Substitutes	
Players - Number of Players	
<ul style="list-style-type: none">Must start the game with 9 players but may go down to 8 players due to injury.	*
<ul style="list-style-type: none">When playing with less than the maximum number of players, there are no automatic outs.	*
<ul style="list-style-type: none">If a player arrives late, they may be added to the bottom of the lineup.	*
Substitutes	
<ul style="list-style-type: none">Unlimited defensive substitutions.	*
Temporary Runner	
<ul style="list-style-type: none">A player who may run for the catcher of record from the previous defensive inning and who is now on base with two out. The temporary runner must be: 1. Currently in the batting order. 2. The person in the batting order who is furthest from coming to bat and who is not on base.	*
Playing Time	
<ul style="list-style-type: none">No player is to sit more than one consecutive inning² (pitchers warming up to enter the game are not considered to be sitting).	*
<ul style="list-style-type: none">A player cannot play the same position for more than 2 consecutive innings (except pitchers).	*
<ul style="list-style-type: none">A player cannot play in the same position more than three (3) innings per game (except pitchers).	*
<ul style="list-style-type: none">Each player must play multiple positions in a game.	*
<ul style="list-style-type: none">Coaches are encouraged to play all players as equally as possible over the course of the season.	*
Rule 5 – The Game	
Regulation Game	
<ul style="list-style-type: none">A new inning will not start after 1 hour 30 minutes after the scheduled start time.	*
<ul style="list-style-type: none">No time limit in effect for all medal games.	*
<ul style="list-style-type: none">In case of weather or cancellation of a game by an official and when two innings have been completed, the score of the game will revert to the last fully completed inning.	*

Run Ahead Rule	
<ul style="list-style-type: none"> A Run Ahead Rule shall result in the conclusion of the game when after 2 ½, 3, 3 ½, or 4 complete innings of play a 10 run mercy rule will be in effect. 	*
Run Limit Per Inning	
<ul style="list-style-type: none"> Maximum of 5 runs per half inning and open after 3 complete innings. 	*
Charged Conferences	
<ul style="list-style-type: none"> A team is permitted two offensive conferences per inning. 	*
<ul style="list-style-type: none"> A team is permitted two defensive conferences per inning. With the third conference, the pitcher must be removed from the pitcher position for the balance of the inning. 	*
Rule 6 – Pitching Regulations	
Pitching Limitations	
<ul style="list-style-type: none"> A pitcher is allowed to pitch a maximum of four innings. One pitch equals one inning. 	*
<ul style="list-style-type: none"> Pitching limitation rule is suspended in extra innings or international rule. 	*
Intentional Walks	
<ul style="list-style-type: none"> There are no intentional walks. 	*
Rule 7 – Batting	
Number of Batters	
<ul style="list-style-type: none"> All players bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). 	*
Late Players	
<ul style="list-style-type: none"> Players who arrive after the start of the game will be placed last in the batting order and bat their turn. 	*
Bunting	
<ul style="list-style-type: none"> Bunting is permitted. 	*
<ul style="list-style-type: none"> Slapping is permitted. 	*
Rule 8 – Batter-Runner & Runner	
Third Strike Rule	
<ul style="list-style-type: none"> Third strike rule is in effect. 	*
Infield Fly Rule	
<ul style="list-style-type: none"> Infield fly rule is in effect. 	*
Stealing	
<ul style="list-style-type: none"> Base runners may steal on any legally pitched ball when it has left the pitchers hand. 	*
<ul style="list-style-type: none"> A player can advance two bases on a steal attempt. 	*
Lead Offs	
<ul style="list-style-type: none"> Runners may leave the base when the ball has left the pitchers hand. Runner will be called out for leaving early. 	*
Sliding	
<ul style="list-style-type: none"> Sliding is allowed. 	*
Overthrows	
<ul style="list-style-type: none"> Runner may advance one base on an overthrow and do so at the risk of being thrown/tagged out. Runner may attempt to advance one base per overthrow if consecutive overthrows are made in the same play to a maximum of two throws³. 	*
Rule 9 – Dead Ball-Ball in Play	
<ul style="list-style-type: none"> First base is awarded for being hit by a pitch. 	*
Rule 11 – Protests	
<ul style="list-style-type: none"> Protests are permitted at Districts and Provincials only. 	*

Rule 12 – Scoring	
Scores & Standings	
<ul style="list-style-type: none">• Score and standings can be kept.	*