

2018 Rosedale Community Council-Youth Softball Rules Difference Chart

Softball Canada	Tee Ball	4-Pitch	Junior	Senior
Rule 2- The Playing Field				
Base Path Distance	40' (Softball Canada standard for U6)	45' (Softball Canada standard for U8 & U10)	55' (Softball Canada standard for U12)	60' (Softball Canada standard for U14, U16 and U18)
Pitching Distance	30' (Softball Canada standard for U6)	35' (Softball Canada standard for U8 & U10)	38' (Softball Canada standard for U12)	43' (Softball Canada standard for U14, U16 and U18)
Rule 3- Equipment				
Official Softball	10' Worth Red Dot	11' Worth Red Dot	11' Worth Red Dot	12' Worth Red Dot
Helmet	All batters will wear a batting helmet recommended with cage with strap done up while at bat and on base Defensive pitchers to wear protective equipment (helmet with cage or face guard).	All batters will wear a batting helmet recommended with cage with strap done up while at bat and on base Defensive pitchers to wear protective equipment (helmet with cage or face guard).	All batters will wear a batting helmet with recommended cage with strap done up while at bat and on base Defensive pitchers to wear protective equipment (helmet with cage or face guard).	All batters will wear a batting helmet with recommended cage with strap done up while at bat and on base Defensive pitchers to wear protective equipment (helmet with cage or face guard).
Mouth Guards	Optional for defensive or offensive players to wear a mouth guard.	Optional for defensive or offensive players to wear a mouth guard.	Optional for defensive or offensive players to wear a mouth guard.	Optional for defensive or offensive players to wear a mouth guard.
Home Plate	17' or 21' Home plate	17' of 21' Home plate- Pitcher Development	17' Home plate	17' Home plate
Rule 4- Coaches, Players & Substitutes				
Coaches	Offensive and defensive coaches are permitted on the	Offensive and defensive coaches are permitted on the		

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	playing field.	playing field		
Players	<p>Maximum of 8 players on team</p> <p>When playing with less than the maximum number of players, there is no automatic outs.</p> <p>If a player arrives late, they may be added to the bottom of the line up.</p>	<p>Maximum of 12 on the Team and 10 on the field</p> <p>When playing with less than the maximum number of players, there is no automatic outs.</p> <p>If a player arrives late, they may be added to the bottom of the line up.</p>	<p>Maximum of 12 on the Team and 10 on the field</p> <p>When playing with less than the maximum number of players, there is no automatic outs.</p> <p>If a player arrives late, they may be added to the bottom of the line up.</p>	<p>Maximum of 12 on the Team and 10 on the field</p> <p>When playing with less than the maximum number of players, there is no automatic outs.</p> <p>If a player arrives late, they may be added to the bottom of the line up.</p>
Substitutes	Unlimited defensive substitutions	Unlimited defensive substitutions	Unlimited defensive substitutions	Unlimited defensive substitutions
Replacement Runner		<p>A Coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.</p> <p>When the team on offence has two (2) out & the player designated to catch the next half inning is on base or there are only two (2) batters left in the order, the coach is allowed to substitute the last recorded out of the inning in that player's place as a base runner. The designated catcher must then suit up for the next half inning.</p>	<p>A Coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.</p> <p>When the team on offence has two (2) out & the player designated to catch the next half inning is on base or there are only two (2) batters left in the order, the coach is allowed to substitute the last recorded out of the inning in that player's place as a base runner. The designated catcher must then suit up for the next half inning.</p>	<p>A Coach may use a courtesy runner for the catcher to allow that catcher to suit up for the next half inning.</p> <p>When the team on offence has two (2) out & the player designated to catch the next half inning is on base or there are only two (2) batters left in the order, the coach is allowed to substitute the last recorded out of the inning in that player's place as a base runner. The designated catcher must then suit up for the next half inning.</p>

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<p>Playing Time</p>	<p>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.</p> <p>A player should not play the same position in consecutive innings.-Skill Development</p> <p>A player should not play the same position more than three (3) innings per game.- Skill Development</p> <p>Each player should play an infield and outfield position in a game unless safety is an issue.-Skill Development</p> <p>The batting order should be shuffled every game so a different player leads off each game</p> <p>Coaches are encouraged to play all players as equally as possible over the course of the season.</p>	<p>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.</p> <p>A player should not play the same position in consecutive innings.- Skill Development</p> <p>A player should not play the same position more than three (3) innings per game.- Skill Development</p> <p>Each player should play an infield and outfield position in a game unless safety is an issue.-Skill Development</p> <p>The batting order should be shuffled every game so a different player leads off each game</p> <p>Coaches are encouraged to play all players as equally as possible over the course of the season.</p>	<p>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.</p> <p>A player should not play the same position in consecutive innings. – Skill Development</p> <p>A player should not play the same position more than three (3) innings per game.- Skill Development</p> <p>Each player should play an infield and outfield position in a game unless safety is an issue.-Skill Development</p> <p>The batting order should be shuffled every game so a different player leads off each game</p> <p>Coaches are encouraged to play all players as equally as possible over the course of the season.</p>	<p>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.</p> <p>A player should not play the same position in consecutive innings. – Skill Development</p> <p>A player should not play the same position more than three (3) innings per game.-Skill Development</p> <p>Each player should play an infield and outfield position in a game unless safety is an issue.-Skill Development</p> <p>The batting order should be shuffled every game so a different player leads off each game</p> <p>Coaches are encouraged to play all players as equally as possible over the course of the season.</p>

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Rule 5- The Game				
Regulation Game	Practices/Modified games do not last for more than 1 hour.	An new inning will not start after 1 hour 15 minutes after the scheduled start time. In case of weather or cancellation of a game by an official and when 3 innings have been completed, the score of the game will revert to the last fully completed inning.	An 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 3 innings have been completed, the score of the game will revert to the last fully completed inning.	An new inning will not start after 1 hour 45 minutes after the scheduled start time. In case of weather or cancellation of a game by an official and when 3 innings have been completed, the score of the game will revert to the last fully completed inning.
Mercy Rule		Mercy Rule: If any team is ahead by fifteen (15) runs or more after three (3) innings, or any inning thereafter, the game will be called. If any team is ahead by ten (10) runs or more after five (5) innings (4 1/2 if Home Team), or any inning thereafter, the game will be called.	Mercy Rule: If any team is ahead by fifteen (15) runs or more after three (3) innings, or any inning thereafter, the game will be called. If any team is ahead by ten (10) runs or more after five (5) innings (4 1/2 if Home Team), or any inning thereafter, the game will be called.	Mercy Rule: If any team is ahead by fifteen (15) runs or more after three (3) innings, or any inning thereafter, the game will be called. If any team is ahead by ten (10) runs or more after five (5) innings (4 1/2 if Home Team), or any inning thereafter, the game will be called.
Run Limit Per Inning	Maximum of 5 runs per half inning.	Maximum of 5 runs per half inning.	Maximum of 7 runs per half inning.	Maximum of 7 runs per half inning.
Run Limit-Open/Last Inning			In the last inning: • if the visiting team is behind by more than 7 runs,	In the last inning: • if the visiting team is behind by more than 7 runs,

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			<p>they will be limited to this run differential plus 1 run.</p> <ul style="list-style-type: none"> • if the visiting team is behind by less than 7 runs, they will be allowed to score a maximum of 7 runs. • if the visiting team is ahead, they can only score a maximum of 7 more runs. • if the home team is behind they will be limited to the run differential at the start of their bat plus 1. • if the home team is ahead before their bat or at any time during, the game is considered over. 	<p>they will be limited to this run differential plus 1 run.</p> <ul style="list-style-type: none"> • if the visiting team is behind by less than 7 runs, they will be allowed to score a maximum of 7 runs. • if the visiting team is ahead, they can only score a maximum of 7 more runs. • if the home team is behind they will be limited to the run differential at the start of their bat plus 1. • if the home team is ahead before their bat or at any time during, the game is considered over.
Charged Conferences	A team is permitted unlimited offensive conferences per inning.	A team is permitted unlimited offensive conferences per inning.	<p>A team is permitted unlimited offensive conferences per inning.</p> <p>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.</p>	<p>A team is permitted unlimited offensive conferences per inning.</p> <p>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.</p>
Rule 6- Pitching Regulations		Player pitch - normal count. After 3 strikes, batter out.		

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Hit Batters			If the same pitcher hits two (2) batters in an inning, he/she must be removed for the remainder of that inning.	If the same pitcher hits two (2) batters in an inning, he/she must be removed for the remainder of that inning.
Walks			Walks are allowed.	Walks are allowed.
Rule-7 Batting				
Number of Batters	All Players Bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). The Coach must declare the last batter to the umpire before the first pitch and the umpire must inform the opposing team. It is the duty of the Coach to inform the batter. When the last batter has hit, the ball must be returned to the catcher or other defensive player, who must be touching home plate. At that time, play is suspended. All previous runs are counted. If the last batter is put out through normal play, the inning is	All Players Bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). The Coach must declare the last batter to the umpire before the first pitch and the umpire must inform the opposing team. It is the duty of the Coach to inform the batter. When the last batter has hit, the ball must be returned to the catcher or other defensive player, who must be touching home plate. At that time, play is suspended. All previous runs are counted. If the last batter is put out through normal play, the inning is	All Players Bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). The Coach must declare the last batter to the umpire before the first pitch and the umpire must inform the opposing team. It is the duty of the Coach to inform the batter. When the last batter has hit, the ball must be returned to the catcher or other defensive player, who must be touching home plate. At that time, play is suspended. All previous runs are counted. If the last batter is put out through normal play, the inning is	All Players Bat. All eligible players will appear on the batting order (whether they are in the field defensively or not). The Coach must declare the last batter to the umpire before the first pitch and the umpire must inform the opposing team. It is the duty of the Coach to inform the batter. When the last batter has hit, the ball must be returned to the catcher or other defensive player, who must be touching home plate. At that time, play is suspended. All previous runs are counted. If the last batter is put out through normal play, the inning is complete.

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	complete.	complete.	complete.	
Late Players	Players who arrive after the start of the game will be placed last in the batting order and bat their turn	Players who arrive after the start of the game will be placed last in the batting order and bat their turn	Players who arrive after the start of the game will be placed last in the batting order and bat their turn	Players who arrive after the start of the game will be placed last in the batting order and bat their turn
Bunting	Bunting is not permitted.	Bunting is not permitted.	Bunting is allowed	Bunting is allowed
Rule 8- Batter- Runner & Runner				
Third Strike Rule	Third Strike rule is not in effect.	Third Strike rule is not in effect.	Third Strike rule is not in effect.	
Infield Fly Rule	Infield Fly Rule - not in effect	Infield Fly Rule - not in effect	Infield Fly Rule - not in effect	
Stealing	Runner cannot steal bases; she/he can only run when the batter makes contact (No 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. Player can not advance to home on a steal, passed ball, or wild pitch – must be batted in or forced home by a walk or is part of a continuation of a play (i.e. overthrow).	

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Lead Off		Runners may leave the base when the ball has crossed the plate.	Runners may leave the base when the ball has crossed the plate. Runners may leave the base when the ball has crossed the plate. If they leave early, they will be called out.	
Sliding	Sliding is allowed	Sliding is allowed	Sliding is allowed	Sliding is allowed
Base Runner Advancement	Following a fairly hit ball, the advancing of runners is considered 'over' when the ball is returned to a player 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.	Following a fairly hit ball, the advancing of runners is considered 'over' when the ball is returned to a player in the infield (inside the infield circle). Runners may continue to the base they are heading to but the fielders may attempt to throw/tag the runner out.		
Overthrows	Runners do not advance on an overthrow.	Runners do not advance on an overthrow	Runners advance 1 base only on an overthrow.	Runners advance 1 base only on an overthrow.
Rule 11- Protests	There are no protests or appeals.	There are no protests or appeals.	There are no protests or appeals.	There are no protests or appeals.
Rule 12- Scoring	Score and standings will not be kept as the emphasis is on player and team skill development not on winning.			