



## U10 7 VS 7

**This modified set of rules were developed by Softball Quebec and adopted by Softball New Brunswick in 2020. This game play is the logical continuation of the Learn to Play / Timbits Softball program.**

### ***Objectives of the program***

In order to make softball more appealing, we are confident that this new way of playing in this age group will allow young athletes to progress while having fun.

Here are some goals we believe we can achieve through this program:

- To promote the game by making it more active
- To increase opportunities to hit, to run the bases and to make defensive plays
- To make players always active during the game
- To increase the fun of the game for players (and parents)
- To increase the retention rate of players (i.e.: to increase the player interest in softball)
- To decrease competitiveness and soften the notion of victory vs defeat
- To create a suitable environment to learn the basics of the game and introduce players to traditional softball.

In addition to playing more during a game, the athlete will have a better support from coaches in their development because the number of players per team is limited to 10. Coaches must provide training periods so that players learn the different basic rules of softball. This environment also helps develop the fundamental principles of the game:

- Batting
- Throwing
- Catching
- Running the bases
- Defensive plays

## ***Principles of the game***

- Minimum of 6 players – maximum of 10 players – per team
- 5 full-innings game
- Pitcher's plate is at 30 feet
- Bases are at 45 feet
- The ball is an 11-inch RIF softball
- No limit of runs in an inning; the inning ends with the 7th batter
- No run differential

### **On Defense:**

- - Maximum of 7 players in defense:
  - o Maximum of 1 player at the pitcher's defensive position
  - o The 7<sup>th</sup> player must be placed behind the baseline
  - o Other players are positioned at their normal defensive position, including the catcher
    - Maximum of two coaches are authorized to be behind the baseline so they can facilitate the understanding of the game.
- - After each inning, teams must rotate players so that nobody stays on the bench for two consecutive innings.
- - A player cannot be at the same defensive position for more than 2 innings per game (including the player-pitcher). When there is a violation of the rule, there is no penalty, you just correct the situation.
- - When a team has more than 7 players, coaches can use the outfield for workshop and practice.

### **Pitcher:**

- o A player can only pitch up to 1 inning per game. Must change pitchers each inning.
  - Maximum of 7 pitches per batter
- o Player may pitch a maximum of 4 pitches per batter. If batter still hasn't either hit the ball or struck out, the coach then will come in to pitch a maximum of 3 more pitches. If the batter hasn't hit or struck out after 7 pitches, the batter is out.
- o If a coach-pitcher is hit by a batted ball, the ball is dead. A pitch is credited to the batter and the batter continues his at-bat. Runners return to the base they occupied at the time of the pitch.

### **Protective equipment:**

- o Facemasks are mandatory for all players in the infield.

### **On offense:**

- - All players must be on the starting lineup, up to 10 players.
- - Every inning, 7 batter will come to bat, regardless to the number of outs made during the inning.
- - An inning is over when the 7<sup>th</sup> batter finish is at-bat and when the defensive play is over.
- - If a team has more then 7 players, on their next at-bat, they continue the lineup up to the last batter and then start back to the first hitter until they reach the 7<sup>th</sup> batter of the inning.
- - If a team has only 7 players, they start the next inning with the second batter of their lineup<sup>1</sup>.

- Stealing is allowed:
  - 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 cannot 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 play (ie. Overthrow)
- - No walk
- - No bunt of any kind
- - No infield fly will be called

**When a player is pitching:**

- o Strikes will be called by the umpire, out after 3 strikes
- o Maximum of 7 pitch per batter, after 4 balls, an offensive coach will come to finish the at-bat up to 7 pitches (no more than 3 pitches)
- o On the 7<sup>th</sup> pitch, if the batter hit a foul ball, the batter will get a last and final pitch that will decide the outcome of the at-bat.

**Advances of the runners on bases:**

- o Runners can't advance on error<sup>2</sup>
- o Runner can't leave their base before the ball is hit or when the batter swing at the pitch. In case of violation, the ball is dead and the runner return to his base.

**End of an inning:<sup>3</sup>**

- On a batted ball by the 7<sup>th</sup> batter, the inning is over when an out is made or when the 7<sup>th</sup> batter stops at a base (stop running).
- o No runs are scored if the out is a force play
  - o The run(s) scored before the out is (are) awarded if that out is a not a force out or when the 7<sup>th</sup> batter stop at a base.

**Ball in play – batter 1 to 6 of an inning:**

- o When a batted ball is hit directly over the infield (baseline) without touching the ground, the batter and the runners can take up to 2 bases, at their risk.
- o When a batted ball is hit on the ground and then goes to the outfield: the batter and the runners can take up to 2 bases, at their risk.
- o When a batted bat is hit in the infield, the batter and runners can take 1 base, at their risk.
- o In every situation, the batter and runners can be put out.

**Ball in play – 7th batter:**

- o When a batted ball is hit by the 7<sup>th</sup> batter of an inning, the batter can run until he/she is put out by the defense, until he/she stops at a base or when he scores.

**Outs:**

- o No out limit per inning (7 batter will come to bat at each inning)
- o A throw to the catcher is mandatory to put out a runner coming from 3<sup>rd</sup> base.<sup>4</sup>

### **Batter hit by a pitch when a player is pitching:**

- o The batter is awarded first base if the umpire judge there was a minimal effort from the batter to get out of the way.
- o If a 3<sup>rd</sup> batter is hit by a pitch during an inning, the team must replace the pitcher. In this case, a pitcher who already pitched in the game can be used.
- o If the 7<sup>th</sup> batter of an inning is hit by a pitch, the ball is dead and the pitch doesn't count toward the 7-pitch limit and the batter continues the at-bat. If the batter is injured, the next batter in the lineup will take finish the at-bat. This won't change the batting order for the next inning.

### **Scoring of runs:**

- o We do count the runs scored in each inning by each team, but they do not constitute the final score of the game:
  - The team who scores the most run in an inning will win the inning and 1 point is awarded for the final score.
  - If the inning is tied, no point is scored for this inning
  - If an inning cannot be completed, no point is scored for this inning.
- o There is a maximum of 5 points per game for the winning team
- o This method prevents large discrepancies in the final score of the game.
- o This method also enables a team who, per example, lost an inning 7-0 to still have a chance to win the game.

### **IMPORTANT NOTE:**

A league or association who want to use T-Ball can do it in their own league or association<sup>5</sup>.

<sup>1</sup> In the third inning, the third batter will start the inning, etc.

<sup>2</sup> This is an issue at the moment, we need to clarify this element because it causes great confusion. When we say "error" we wanted to talk about bad throw, overthrow etc. and not error on a batted ball. (error and mistake are the same word in french)

<sup>3</sup> This is an issue at the moment, we need to clarify this element.

<sup>4</sup> We are not sure why it's there and who put it in. It causes great confusion and will be corrected in the next version.

<sup>5</sup> The T-Ball can be used instead of the coach pitcher.

**What if I have way more than 7-10 players** – The 7 VS 7 game structure allows a team to play with a minimum of 6 and a maximum of 10 players. However, if a team has 14-15 players, SNB's recommendation and suggestion would be to split the team in 2 and play each other. OR if you have 14 players and a team is coming from another association with 14-15 players also, each team can split up their rosters, and have 2 games going on at once (One in the infield, one in the outfield). This also allows more coaches to be engaged, and the players to have more at bats).

**U10 teams are still encouraged to order Timbits Softball T-Shirts through Softball Canada. We urge you to order early to ensure getting the same colour for each player.**

**Game Batting Order Examples for 7 Players, more than 7 players**

## Game Principles – Batting order with 7 players

- ◇ The first batter of an inning always changes, so the 7<sup>th</sup> batter of an inning changes also. (rotation)

Inning 1		
1	<b>Diego</b>	1
2	Cassandra	2
3	Gilles	3
4	Hugh	4
5	Mike	5
6	Angela	6
7	Kristin	7

Inning 2		
1	<b>Cassandra</b>	2
2	Gilles	3
3	Hugh	4
4	Mike	5
5	Angela	6
6	Kristin	7
7	Diego	1

Inning 3		
1	<b>Gilles</b>	3
2	Hugh	4
3	Mike	5
4	Angela	6
5	Kristin	7
6	Diego	1
7	Cassandra	2

## Game Principles – Batting order with more than 7 players

Line up		
1	Diego	1
2	Cassandra	2
3	Gilles	3
4	Hugh	4
5	Mike	5
6	Angela	6
7	Kristin	7
8	Chantal	8
9	Mike Néron	9
10	Stéphane	10

Inning 1		
1	<b>Diego</b>	1
2	Cassandra	2
3	Gilles	3
4	Hugh	4
5	Mike	5
6	Angela	6
7	Kristin	7

Inning 2		
1	Chantal	8
2	Mike Néron	9
3	Stéphane	10
4	Diego	1
5	Cassandra	2
6	Gilles	3
7	Hugh	4

Inning 3		
1	Mike	5
2	Angela	6
3	Kristin	7
4	Chantal	8
5	Mike Néron	9
6	Stéphane	10
7	Diego	1

# On Defense



# On Defense Inning 2, 4 and 5

