

9u Division SWCTFL Rules – Spring 2026

Rule 1: Each team must submit a roster on GC with names and numbers before their first game (no max- see rule 23). If a team has less than 9 players for a regular season league game, they can borrow a player from their rec program or from another travel team as long as the player is still eligible to play at the 9u level. A CALL UP PLAYER CANNOT BE USED FOR THE PITCHING POSITION. Only players on a team's official roster can pitch.

Rule 2: All teams are scheduled to play a total of 12 league games.

Rule 3: The league tournament will be set up as a double elimination format with a single elimination championship game for 9u. The league standings will be used for tournament seeding. Teams seeded 1-3 will receive a bye in the first round and seeds 4 & 5 will have a play in game. Below is how the first two rounds will be structured.

Round 1: The "Play-In" Round

Only the two lowest seeds play. The top three seeds get a bye.

- Game 1: Seed #4 vs. Seed #5
 - Winner: Advances to Round 2 to play the #1 Seed.
 - Loser: Drops to the Loser's Bracket

Round 2: The Winner's Bracket Semifinals

- Game 2: Seed #1 vs. Winner of Game 1
- Game 3: Seed #2 vs. Seed #3
 - (Loser of game 1 plays the loser of game 3)

Rule 4: Each team must make a good faith effort to reschedule any canceled game within two weeks. Teams must give at least 48 hours notice to cancel a game or they will forfeit the game by a score of 7-0. Weather related cancellations are the only exception.

Rule 5: If an uneven number of league games are played between teams, the total number of wins will be the first tiebreaker, then head-to-head, run differential, runs scored, and runs against.

Rule 6: Each player can re-enter the game twice after being substituted out. The player must re-enter in the same spot in the batting lineup.

Rule 7: No dropped 3rd

Rule 8: No infield fly

Rule 9: Second base is gated. A player on first base can only advance to second on a ball in play or a walk/hit batter. Third base is open. On an attempted steal, runners cannot advance on an overthrow. Runners on second or third base can steal on any overthrow back to the pitcher from the catcher at any time.

- The 5th run of each inning cannot be scored on a passed ball or wild pitch. Any other play such as a ball in play, delay steal home, a throw down to third base, or an errant throw back to the pitcher can score the 5th run of the inning.
 - This rule **does not apply** in the final/open inning – all 5 runs can be scored on a passed ball or wild pitch.

Rule 10: Coaches declare the last inning before it begins. There is no run cap in the final/open inning. If there is a disagreement between coaches, the umpire has the final say.

Rule 11: No continuation.

Rule 12: Steal on release of the pitch.

Rule 13: No new inning after 1:45 for single games. For round robin or doubleheader (including scrimmage games), no new inning after 1:30. The current inning will always be completed. The hosting town for a round robin will play the first and third games. Each team will be the home team once. The team who pays for the ump will be the home team for that game.

Rule 14: Pitch count: 210 max per day and finish the current batter. No max per game. This includes all league games, scrimmages, and league tournament games.

Rule 15: No batting roster restrictions (i.e., you can bat 9, 10, 11, etc.).

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Rule 16: A courtesy runner is allowed for the pitcher and catcher at any time. A courtesy runner does not count as a re-entry. Must be your first sub. If you do not have a sub it is the player who made the last out.

Rule 17: Slap hitting is allowed. Fake bunt and then swing away (slashing) is not allowed for safety reasons. A warning will be given if this occurs. If the team commits this infraction again following the warning, it will be recorded as an out each time the infraction is committed.

Rule 18: Age availability: USA Softball age chart is followed.

Rule 19: A league game will become official after 3 and half innings of play if the home team is winning. If a game is started and less than 3 and half innings have been played, the game will be suspended and continued at an agreed upon date by the coaches. Teams can play with 8 players in a regular season game without taking an out. In the league tournament, an out will be recorded for the 9th batter in the lineup. Teams cannot play with less than 8 players. This will result in a forfeit.

Rule 20: Mercy Rules for league games and tournament: 15 runs after 3 innings / 12 runs after 4 innings, and 10 runs after 5 innings.

Rule 21: Home team is responsible for scheduling the ump's for the game. For a single game, the home team pays for the ump and the away team brings the game balls. For a doubleheader, both teams split the ump cost and game balls.

- For a round robin format, each team pays for one ump and brings game balls for one of their games.

Rule 22: Tournament Games (excluding 10u Championship Game)

- All innings have a 5 run limit and the last inning is open. Coaches declare the last inning before it begins. If there is a disagreement between coaches, the umpire has the final say. Teams cannot play another inning after the final inning has been declared even if time allows.
- No new inning after 1:30. The current inning will be completed.
- Regular season mercy rules apply.
- All other regular season rules apply.
- Any game tied after the declared final inning or 6th inning; international tiebreaker goes into effect.
- If a player is injured during tournament play and a substitution player is unavailable, that player's spot in the lineup will be recorded as an out each time.

9u Championship Game

- Mercy rules for the finals game start in the 4th inning (12 runs after 4 innings and 10 runs after 5 innings).
- No new inning after 1:45.
- Innings 1-3 are capped at 5 runs. Innings 4-6 are open/unlimited.
- Second base is gated. All other bases are open.
- On an attempted steal, runners cannot advance on an overthrow. Runners on second or third base can steal on an overthrow back to the pitcher from the catcher at any time.
- All runs can be scored via a passed ball or wild pitch in any inning.
- All 6 innings will be played unless the mercy rule goes into effect.
- Any game tied after the 6th inning; the international tiebreaker goes into effect.
- If a player is injured during tournament play and a substitution player is unavailable, that player's spot in the lineup will be recorded as an out each time.

Rule 23: **NO GUEST PLAYERS**. For a player to be eligible for the **league tournament**, a player must have batted, been a baserunner, or played in the field a minimum of one time/inning in at least 50% of a team's league games. If a team plays an odd number of games, such as 9, the minimum games needed to participate in the tournament will be rounded down from 4.50 to 4. Other town games, other league games played on another team within your town, or other tournaments played in do not count toward a player's eligibility for the league tournament. Regardless, if the minimum game requirement is met, players CANNOT be double rostered on a club team. If a player is double rostered on a club team, that will automatically make the player ineligible for the league tournament (i.e., The Lady Sting).

- If a player is injured, the coach will email Eric (ejk709@gmail.com) with the date of the injury, so it is on record. If the injured player is unable to play in at least 50% of league games but is healthy/cleared to play in the league tournament, the coach may request a waiver for the injured player to participate in the tournament. The coaches will vote to approve or deny the waiver request.