



2019 Softball Canada rules in regards to general game play, fielding, batting, interference apply unless otherwise indicated herein. Bats must be certified SPN bats.

UMPIRES' DECISION IS FINAL (protests are not allowed). Arguing WILL NOT be tolerated. Please keep in mind that this tournament is a **Fun & Charitable event**.

Smoking on the diamonds is prohibited.

Game Play:

- a. In keeping with the Fun Charitable ideals for this tournament - it is a 3-pitch format.
- b. The choice of visitor (i.e. bat first) or home (i.e. bat last) team shall be decided by a toss of a coin with the winner getting 1st choice
- c. Out of play lines will be established by the umpire prior to each game. A batted or thrown ball must be caught in the field of play in order for an out to be awarded.
- d. The winning team is responsible for getting the umpire to sign a completed game score sheet and for returning the signed game score sheet to the tournament convener.
- e. Both teams are responsible for providing a scorekeeper. Game score sheets will be provided as part of the Captain's welcome package to be pick up at Registration.
- f. **Each diamond will be provided 5 helmets, batters, baserunners and pitchers will be strongly encouraged to wear a helmet while in play.**
- g. **Pitchers must stand behind pitching screens**
- h. **Flight restricted balls will be available and are encouraged**
- i. **All tournament participant must have signed a liability form**

Pitching, Hitting and Running:

- a. All players in the batting order shall bat.
- b. If only 8 batters then there will be an automatic out in 9th batting position.
- c. Each offensive team must field a pitcher to pitch to his/her team from a line that is 30' to 40' between home plate and 2nd base. The pitcher may be any legal rostered player
- d. No more than 2 Males may bat back to back in the batting order but the batting order can be broken to accomplish two males, one female pattern. This is at the discretion of the team. Once a batting order is established it cannot be changed.
- e. Each hitter is allowed a maximum of 3 pitches to hit a fair ball. If this is not accomplished the batter is OUT
- f. A hit ball must travel past a line which intersects at the 1st and 3rd base line and travels through the pitchers mound.
- g. If the ball doesn't travel past this mark then the ball is dead, deemed a strike and the runners return to the last base legally possessed at the time of the pitch.
- h. The umpire has final say on this line and will call a play dead when the hit ball is deemed not to have passed the line.
- i. If a batted ball contacts the pitcher, the ball is dead, the batter is OUT and the runners return to the last base legally possessed at the time of the pitch
- j. The pitcher MAY NOT interfere defensively. If a pitcher touches the ball while play is still called then play stops immediately and the runner closest to Home Plate is called OUT.
- k. Balls from the outfield must go to an infielder who can then return it to the pitcher once the umpire calls TIME.
- l. Base runners are not allowed to lead off at any time. The batter must make contact with the ball (using the bat), before the runners may leave any of the bases. Consequently, for any lead off's, the base runner will be called out.
- m. Courtesy runners are allowed on any base, with a maximum of 3 per game as follows;

Males for Males	Females for Females	Females for Males
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- n. Substitute runners from the fence for an injured player are allowed at any time. A line perpendicular to the 1st base line at home plate will be drawn. The runner must start behind this line and cannot cross it until the batter makes contact with the ball. If the runner crosses this line prior to the batter making contact, the ball will be considered a dead ball and the pitch will be considered a strike. **Courtesy runners must be declared to the umpire prior to the at-bat.**
- o. If a safety bag (white/orange) is being used at first, and should there be a play at first base, the base runner MUST play the orange bag, and the fielder MUST play the white bag. If a runner touches the white bag then he/she is called OUT. If there is no play at first base, then the base runner may play either bag.
- p. Before Play can be called, the runner(s) must be making contact with the WHITE bags.
- q. A batter stepping on, in front of or behind the home plate while making contact with the ball will be automatically called out.
- r. Crossing the commit line between third and home plate constitutes an automatic force play at home (i.e. no tagging of the base runner).
- s. A runner MUST not touch home plate. A line perpendicular to the 3rd base line is used instead of home plate for the base runner to score. If a runner touches home plate they will be called out
- t. A base runner who contacts the ground, with only one foot, on or past the perpendicular line before the ball is caught at home plate is deemed safe.

- u. Sliding into any base is NOT permitted in any form (feet first, head first, falling). If a runner slides he/she will be called out.

Defensive Fielding Requirements:

- a. There must be a minimum of 8 to a maximum of 10 defensive players on the field. If there are 9 defensive players on the field – there must be 4 females.
- b. If a team cannot field at least 8 defensive players, then they will forfeit. Of those players, at least 3 must be female.
- c. If a team is only fielding 3 females, then one of the females may not play the catcher position. However, if a team fields 4 females then one may field the catcher position.
- d. Each team can field a maximum of 4 outfielders of any combination
- e. No outfielder may start the play in the infield
- f. No outfielder may make a force out at 1st base but can relay the ball to an infielder who can then make the play
- g. Tagging is not allowed at home.
- h. Any thrown ball that leaves the field of play shall be considered an overthrow. The ball is dead and time is called.
 - i. On an overthrow by an infielder off a batted ball, each base runner gets two bases from the time of the **hit**.
 - ii. On an overthrow by an outfielder, or by an infielder on a relay from an outfielder, each base runner gets two bases from the time of the **last throw**.
 - iii. In either overthrow situation, a base runner need not be proceeding towards a base to be awarded the base (i.e. a runner returning to first base when an overthrow occurs will be awarded third base).

Home-runs:

- (a) This tournament has a +2 Home Run rule. Therefore, each team can be no more than 2 home runs ahead of the opposing team. If a team is +2 in home runs and another is hit, then it is ruled a Single and all runners advance One Base.
- (b) Any batted ball hit by a male or female over the fence will be considered a home run.
- (c) Any batted ball which does not touch the ground, but which makes contact with the fielding player in its flight over the fence will be called a home run.

Warm-ups:

- (a) In observing time limits the pitcher is entitled to 5 warm up pitches prior to the first inning and only 1 pitch prior to any of the subsequent innings.
- (b) Infielders and outfielders are only permitted to take a ball onto the field with them prior to the first inning

Clothing and Attire:

- (a) Metal spikes are prohibited.
- (b) Players are prohibited from wearing exposed jewelry on the playing field. Medic-Alert items are acceptable and should be identified to the umpire before the game.

Time Limits: The umpire is to keep time and will follow timeline rules are as follows;

- (a) All games are to be 7 innings or 50 minutes (which ever occurs first);
- (b) A new inning is not to start after 40 minutes.
- (c) If a game is not completed by the 50 minute mark, the game will be considered complete, and the score will reflect that of the last complete inning.

- (d) The semis & final games will be 7 innings with no time limit.
- (e) Teams will be given a 10 minute grace period to field a legal playing team (minimum 9 players, minimum 3 females) after which the umpire will declare the game to be a forfeit. If a team forfeits a game, the score for that game will be recorded as 10-0

Mercy Rule:

- (a) 5 runs per inning (7th inning or declared final inning by umpire is open), or a 10 run differential after 5 complete innings.
- (b) The home team bats if they are the trailing team or if they are ahead by less than 10 runs.

Play Offs:

Upon completion of the round robin portion of the tournament, the top 8 teams will advance to the playoffs. These teams will be seeded based on their win-loss-tie record (3 points for a win, 1 point for a tie, 0 points for a loss). In the event of a tie in the standings based on the above, tie breakers will be enforced in the following manner & order:

- a. Head to Head
- b. Run differential
- c. Fewest Runs Against
- d. Coin Toss

Tournament will be played rain or shine; it will be at the umpires' discretion to stop any games where field conditions or lightning risk become a safety concern. Then, all captains and the umpires will decide on the feasibility of completing the tournament.

All rules are subject to change the day of the tournament. Where applicable, any changes will be communicated to all captains prior to the tournament start.

Other

Registration starts at 7:30am

First game begins at 8am sharp