



2023 Fastball St. Albert (FSA) Invitational Tournament Rules

Tournament Rules:

- All Rules of the Game shall be in accordance with Softball Canada Rulebook and Softball Alberta Handbook in force as of the date of the tournament **with the exception** of the U11 division.
- U11A/U11 House division: On offense – every player bats. (No substitutions) On defense, no player shall sit more than one inning in a row. (i.e. if they sit the 1st inning, then they **MUST** play defense in the 2nd inning). This fair play guideline cannot be enforced by the umpires. It is up to the coaching staff and parents to monitor alternating the defensive players.
- U13A, B, C, D: 9 or 10 player batter order with regular substitution rules. EH “Extra Hitter” adds a 10th spot in the batting order. The EH may also play defense for any other player.
- U15/17/19: DP/Flex will be allowed at the U15/17/19 categories.
- Courtesy Runner - With one or two outs, a courtesy runner may be used for the pitcher or catcher. The courtesy runner must be an eligible sub on the line-up card (not the last available batter)
- **UMPIRE'S DECISIONS ARE FINAL.....NO PROTESTS.**
- ***Any player, parent, coach, or official team representative ejected from a game, will also receive a minimum next game suspension. Further disciplinary action may be taken at the discretion of the tournament director.***

Pitching Limits

Pitchers may pitch a maximum of:

- [U11 categories] - three (3) innings per game,
- [U13/U15 categories] - four (4) innings per game,
- Should a pitcher throw one (1) pitch (excluding warm-up pitches), this is classified as a complete inning pitched. In the event of extra innings, the pitching rule is not in effect. The penalty for pitcher(s) exceeding the limit of innings pitched is that the coach is ejected; player(s) is removed from pitching position.
- [U17/U19 categories]: No limit

Run/Walk Rules

- The Softball Canada run ahead rule (FP 1.2.3) will stand for all age categories: 15 runs after 3 innings, 10 runs after 4 innings or 7 runs after 5 innings. Complete innings are played unless the home team scores the required number of runs while at bat. The run ahead rule is invoked when reached, regardless of any time limits.

- [U11/U13 categories]: maximum 5 runs per inning for ALL games. No dropped third strike rule, no infield fly rule.
- [U11 categories]: Walks allowed (i.e., no coach pitch).
- [U15/U17/U19 categories]: maximum 7 runs per inning for round robin games.

Warm ups and Game Start

- No infield warm-ups will be allowed prior to game start
- No peppering/batting against fences on any diamond
- A coin toss will determine the "Home" team.
- **Each team is to provide one new or like new game ball for EACH game at the plate to the umpire for game use; and if requested by the plate umpire, a lightly used ball from the home team**

Scorekeeping

- Both teams will be responsible for keeping score
- Scores to be submitted online through the app by the winning team within 20 minutes of game completion. Failure to do so may result in a forfeit.
- Paper backups (or Game Changer) to be kept until tournament end in case required

Rosters/Team Size

- Proof of age of players must be available if asked by tournament officials
- Teams must be prepared to field a full team at all times. A team that starts a game and forgoes an injury may continue to play, but the spot in the batting order for the injured player will become an automatic out.
- Teams may start with a minimum of 8 players. Teams failing to field a minimum of 8 players when scheduled to play will forfeit that game. The opposition will be awarded a 7-0 win. A MAXIMUM grace period of 10 minutes from the official scheduled start time will be permitted. The home plate umpire will determine the start time and notify both scorekeepers. Any team starting with 8 players, will not be penalized with an automatic out in the 9th spot in the batting order. Any player showing up late may be placed at the bottom of the batting order.
- If a team drops to 8 players through one or more ejections, then the game is forfeit and the opposition will be awarded a 7-0 win.

Injuries and Field Conditions

- Fastball St. Albert (FSA) is not responsible for any injuries incurred. There will be a first aid station set up at each diamond quad location. Please report all injuries to the tournament organizers. All coaches should use their existing team Emergency Action Plan in the event of an injury requiring Emergency Medical Services.
- Umpires have the authority to stop the game due to immediate safety issues such as lightning. The Umpire in Chief (UIC) at each location and the Tournament hosts will determine any immediate or continued stoppage of play due to rain, lightning, heat, air quality or other factors that may affect the playing conditions or player safety. Their decision is final.

Pool Play Time Limits and Points

- No new innings after 1 hour and 25 minutes
- Umpires will keep the game moving, no delays tolerated. Umpires to declare the official start time to both teams (home team scorekeeper to record time AND umpire to set a timer. Where

the umpire does not have timer, they can request one from the tournament organizers or request the home team scorekeeper to use their phone as an official timer.

- The games at completion of regular innings or after the time limit shall remain tied for round robin play only
- Round Robin Points will be awarded as follows: **2 points for a win and 1 point for a tie**
- Ties at the end of round robin play will be broken as follows:
 - 1 - Head-to-Head
 - 2 - Run Differential (group) max runs per inning and mercy rule maximums apply (Max 7)
 - 3 - Total runs scored
 - 4 - Fewest runs allowed

Coaches Conference (Defensive)

- A maximum of 2 defensive conferences per game will be allowed with a limit of 1 defensive conference per inning
- Coaches that exceed allotted number of defensive conferences will be removed from the game

Playoffs and Medal Rounds

- Playoffs and medal rounds in each category will have the following run and time limits.

U11: Maximum 5 runs per inning, same as round robin play. No new inning after 1 hour 40 min.

U13: Maximum 5 runs per inning, 7th inning open**. No new inning after 1 hour 40 min.

U15/U17/U19: Maximum 7 runs per inning, 7th inning open**. No new inning after 1 hour 40 min.

**7th inning open literally means there will be no run limits ONLY in a 7th inning, if the game reaches a 7th inning within the defined time limit. This does not mean “last inning” due to time limit nearly reached, as the last inning can never always be predicted in advance.

- If the teams are tied after the completion of 7 innings or after the time limit, the international tiebreaker rule will be in effect
- The Softball Canada run-ahead rule remains in effect for all playoff and medal round games

Weather Conditions

If weather at the time of the event results in delays to games, we will do our best to reshuffle the schedule wherever possible to get every team to the minimum 4 games. Where weather and diamond conditions make this impossible, the following will apply:

1 game played only - refund of 70%

2 games played only - refund of 40%

Where 3 or more games are able to be played, we will deem the contract to have been fulfilled and no refunds will be issued.

All decisions are final. During inclement weather, tournament director reserves the right to shorten games in order to get all, or most games complete. A game is considered to have begun upon the first pitch in the top-half of the first inning. A game will be considered a complete game for the tournament when 4 full innings have been played. No medals will be awarded in situations where a complete medal game has not been played.

Gate Admission and Parking

- \$10/person gate fee for the weekend or \$5/day. Coaches, players and volunteers are exempt. Children under 12 are free.
- Reserved parking spot available at each venue (10 minute time limit) for equipment drop off.
- Parking spots at each diamond reserved for tournament organizers and umpires. Please respect these spots as they need to move between venues. Anyone parking in these spots that is not a tournament director will be towed!

Time-limit/Run-limit Clarifications:

The following are the run limit rules based on the time limit format that shall be enforced by both the umpires and the tournament organizers. When time-limits and run-limits are strictly enforced (especially during round-robin play) the following scenarios may arise:

- A. **Situation:** Home team is ahead AND home team is at bat (i.e. bottom of an inning) upon the time-limit being reached

Result: This is effectively a “drop-dead” scenario. As no new inning can start, the game ends immediately. The official score shall be the score when the game was called due to “time”. Home team cannot “run up the score”.

- B. **Situation:** Home team is behind and the visiting team is at bat (i.e. top of an inning) upon the time-limit being reached AND the run-limit is such that the home team CANNOT catch up by having their last bats (i.e. “the math doesn’t work”)

Result: The game ends immediately and the final score shall revert to the score of the previous inning. Visiting team cannot “run up the score”. (i.e. visiting team still wins as their score was higher than the home team at the end of the previous inning.)

- C. **Situation:** Home team behind and the visiting team is at bat (i.e. top of an inning) AND the run-limit is such that the home team CAN catch up (i.e. win or tie) by having their last bats

Result: The game continues until the end of the inning or until such time that the home team earns a “go-ahead” run (See scenario D).

- D. **Situation:** Home team batting in the bottom of the last inning (i.e. 7th inning or time limit has been reached) “comes from behind” to score more total runs than the visiting team.

Result: The game ends at the end of the play that scores the “go-ahead run”. If extra runs score prior to the end-of-the-play (e.g. say a grand-slam home run when only 2 runs are required to win), then the final score for the home team shall be only ONE run greater than the score of the visiting team. (i.e. “Just enough to give the win”)