

Lacombe Mudbath Tournament Rules

June 6-8, 2025

1. General Information

- The Lacombe Mudbath Tournament is sanctioned under the rules of Softball Alberta unless otherwise stated below.
- All teams must check in with the tournament Headquarters upon arrival.
- Players must be registered on their team's official roster on TeamSnap Tournaments. No pickup players without prior approval.
- Tournament is rain or shine. No refunds will be issued after tournament commences.
- Tournament communication will be conducted via the TeamSnap Tournament app.
- Each team will provide a scorekeeper for each game.
- Winning teams will submit game sheets to HQ after every game for scores to be entered by tournament staff.

2. Umpires

- All games will be officiated by certified umpires through the Central Alberta Softball Umpires Association.
- Umpires' decisions are final. No protests allowed.
- Coaches are responsible for ensuring their teams show respect toward officials at all times.
- Abuse and disrespect of umpires or tournament staff/volunteers will NOT be tolerated and may result in forfeit or expulsion. The Yellow Card program will be in effect.
- U11 games will be assigned one umpire per game. U13-U19 will be assigned two umpires per game. While every effort will be made to assign the appropriate number of umpires to each game, the number of umpires assigned may be adjusted at the discretion of the Tournament Committee and the Umpire-in-Charge (UIC) based on availability and scheduling needs.

3. Line-Ups & Rosters

- Teams are encouraged to bat all available players (continuous batting order).
- Unlimited defensive substitutions and re-entry are allowed.
- Late arrivals may be added to the end of the batting order if not already in play.
- A minimum of 8 players is required to start or continue a game; however, teams will forfeit an out in the batting line-up if the 9th player remains unavailable.

4. Game Format and Time Limits

- No infield warm-up. Outside foul lines is permitted.
- Anyone warming up a pitcher must wear a catcher's mask; protective gear is required for all youth catchers.
- ALL infielders must wear a protective mask.
- Home team will be determined by a coin toss. As such, dugouts will not be preassigned and will be available on a first come, first served basis.
- No open innings.
- Five (5) runs max per inning in all categories.
- Three (3) complete innings constitute a game (if weather or darkness is a factor).
- No overage pitchers or catchers permitted in all age categories, with the exception of U17.
- The winning team is to turn in the scorecard to Headquarters where scores will be entered into the TeamSnap Tournament app by tournament staff.

a) Run-Ahead (Mercy) Rule

- The following run-ahead rules will be in effect:
 - U9 & U11: 10-run lead after 3 innings (2.5 if home team is ahead).
 - U13-U19: 15-run lead after 3 innings, or 10-run lead after 4 innings.
 - If the run-ahead rule is met, the game ends immediately, regardless of time remaining.
- At the scheduled hard stop (see below), the game ends immediately – even if:
 - The mercy rule has not yet been met, or
 - An inning is in progress.

b) Game Time Limits – Hard Stop Rules by Division

To keep the tournament on schedule, all games will follow strict time limits with hard stops as outlined below:

◆ U9 & U11 Divisions

- Games are scheduled for 60-minutes; no new inning may begin after 60 minutes.
- At the 75-minute mark, the game ends immediately—no exceptions, regardless of the game situation.
- If the game is tied at the time limit:
 - Round Robin: The game will be recorded as a tie.
 - Playoffs: Tie-breaker rules will apply (U11 only).

◆ U13 to U19 Divisions

- Games are scheduled for 75-minutes; no new inning may begin after 75 minutes.
 - At the 90-minute mark, the game ends immediately—no exceptions.
 - If the game is tied at the time limit:
 - Round Robin: The game will be recorded as a tie.
 - Playoffs: Tie-breaker rules will apply.
- ◆ At the point of a hard stop, if the inning is not complete:
1. If the home team is leading, the score stands as final.
 2. If the visiting team is leading and the home team has not completed its at-bat, the score reverts to the last completed inning.
 3. If the score is tied at the last completed inning, the game is recorded as a tie (or follow tie-breaker procedure if applicable in playoffs).
 4. If the inning is complete, the current score stands.

c) Round Robin Point System:

- Points will be awarded as follows:
 - Win = 2 pts
 - Tie = 1 pt
 - Loss = 0 pts
- **Tiebreaker for Standings** – If teams are tied in round robin standings, the following will be used:
 - Head-to-Head Record
 - Fewest Runs Allowed
 - Coin Toss: Random metric if all metrics are tied.

d) Tiebreaker Procedure for Playoffs Only

If a game ends in a tie and a winner must be declared:

- International Tiebreaker: Teams start the next inning with the last batter from the previous inning on second base. Each team bats once per inning until a winner is determined.
- If the game is still tied after a maximum of two (2) tiebreaker innings, a coin toss will determine the winner.

e) Game Format U9 Division:

- Please refer to *Appendix A: U9 Tournament Rules*

f) Game Format U11 Division:

- Baserunners may only advance one base on a passed ball.
- Baserunners may only score on a batted ball.

- No infield fly rule in effect.
- No running on dropped third strike.
- No stealing home.
- No walks – coach pitches after four (4) balls.
- No bunting.
- Pitchers may pitch a maximum of two innings per game.

5. Rainouts & Cancellations

- The tournament committee reserves the right to shorten, reschedule, or cancel games due to weather or field conditions.
- Incomplete games (less than 3 full innings) will be considered a 0-0 tie unless otherwise determined.

6. Conduct & Safety

- Zero tolerance for abusive behavior toward players, officials, or spectators.
- All coaches are expected to support good sportsmanship.
- Teams are responsible for the cleanliness of their dugouts and surroundings.
 - There will be garbages and recycling available at or near each diamond.
- Jewelry is discouraged for safety; no metal cleats for U15 and below.

7. Awards

- After each Round Robin game, each team may **nominate a player on their team** for the **Matrix Maverick Award**. This award shall be granted to the player who played with heart, hustle, and a little bit of fearless rebellion.
- Division Champions (Gold), Finalists (Silver), and Bronze will receive medals (18 per team).
- The Gold Medal team for each category will further choose a **Mudbath MVP**, a player who is recognized throughout the tournament as a stand-out leader, someone who stepped up, embraced challenges and made a difference for their team, whether from the field or from the bench.

Appendix A – U9 Tournament Rules

Fun, Skill-Building Event for Young Players

1. General

- Focus: Have fun and develop fundamental softball skills in a non-competitive environment.
- Scorekeeping: Optional; teams may choose not to keep score.
- Game End: Each game concludes with a base-running relay (one player per team).
- No official umpires will be assigned to these games. Coaches or parents are encouraged to step in and help in this capacity.

2. Team Setup

- Team Size: Recommended 9 players per team (maximum 9).
- Small Teams: If fewer than 8 players, borrow from the opposing team to reach 9.
- Large Teams: If more than 9 players, no player sits out for more than 1 consecutive inning.
- Positions: Players cannot play the same position for more than 2 consecutive innings.

3. Fielding

- Defensive Players: Maximum 9 players on the field.
- Substitutions: Unlimited defensive substitutions at the start of each inning; no changes during an inning.
- Coach Assistance: One defensive team coach may be on the field to help with player positioning.

4. Batting

- Home Run Line: Marked by cones 25 feet behind 1st and 3rd bases, 35 feet behind 2nd base.
 - Ball crossing the line in the air: Home Run.
 - Ball rolling over the line on the ground: Ground-rule double (batter advances to 2nd base).
- No Bunting: Bunting is not allowed.
- Pitching:
 - Offensive coach will pitch to their own batter
 - After four (4) balls have been pitched (regardless of how many strikes), the batter will continue their at-bat using a batting tee. The number of remaining strikes will determine how many attempts the batter has from the tee. (Eg. If the batter receives 4 balls and 1 strike, they will have 2 attempts from the tee to put the ball in play).

- No walks allowed.

5. Base Running

- Leaving Base: Runners may advance one (1) base when the ball crosses home plate.
- No Stealing: Runners cannot steal bases.
- Outfield Hits: After a fair hit to the outfield, runners must stop when the ball is returned to the infield.