



2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



MOTION #4

Division Operating Rules

Submitted by: Softball Manitoba Board of Directors **Division Affiliation:** All

Date: October 24, 2023

REFERENCE: (Section, article, number, page, etc.)

Minor Division Operating Rules – 3. Provincial Competition – N. Provincial Competition – Special Playing Rules: U11, U13, U15, U17, U19 'A' 'AA' 'AAA'

WHEREAS (Article as currently written.)

. Provincial Competition – Special Playing Rules: U11 U13 U15 U17 U19 'A' 'AA' 'AAA'

➤ U11-A Special Playing Rules

1. Length of Game: Teams play games of no more than five (5) innings or ninety (90) minutes, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90-minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.
2. Run Ahead Rule: In a five (5) inning-controlled game if one team is up by thirteen (13) runs after 2 ½ or 3 innings or up by seven (7) runs after 3 ½ or 4 innings, the "Run Ahead Rule" is in effect.
3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.
4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - a. Restart of such games must be made with the same line-up as existed when the game was called.
 - b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - c. Any games in progress at the time of suspension will be considered as:
 - i. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game then the game shall be considered complete and will not be resumed or restarted.
 - ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.
5. The "conference rule" (in regard to pitchers) is waived.
6. The "Designated Player rule" is not permitted.
7. Teams may use "Little Leaguer" or "Play grounder" bats in all sanctioned Softball Manitoba competitions.
8. Minor catchers must wear the protective helmet and mask with attached throat protector. In addition, all catchers in all categories of the Minor Division are required to wear a glove, chest protector, shin guards and athletic support (boys and girls). All of this equipment is to fit properly.

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2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



9. The dropped third strike rule shall not apply. The batter is out. Base runners may advance at their own risk with liability to be put out.
10. The infield fly rule is waived.
11. The offensive team shall have a max. of 6 runs per inning or three (3) outs, whichever comes first.
12. The substitution rule does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown.
13. Pitchers can't pitch more than three (3) innings in a game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.
14. Orthodox Pitching Rule – For orthodox pitchers to transition into windmill pitchers (if they so desire) hip and shoulder turn will be allowed, for example, a right-hand pitcher will be allowed to turn their left hip and left shoulder and point them towards home plate during the delivery. The straight arm in the delivery (no elbow bend) is still expected.
 - a. In the event a player is injured during the game and is unable to take their turn at bat, the player will be removed from the batting order and out for the balance of the game, unless the player's coach announces that the player will be able to continue to play prior to the team's next at bat.
15. Once a batter reaches four (4) balls in the count, the batter will receive the number of soft toss pitches to continue the strike count when four (4) balls are reached. (Example: the count was 4 balls, 1 strike, the batter would receive 2 soft tosses). Every soft toss thrown will be considered a strike. On a soft toss hit, the hitter may advance to 2nd base as able, but will not advance past 2nd base. Runners on base may advance a maximum of two (2) bases on a soft toss hit.
16. Stealing bases (2nd & 3rd) is always allowed when the ball is alive. Stealing Home is prohibited. Runners may advance Home only on a hit ball.
17. U11 will use a larger home plate: (21" inches).
18. The Official Ball will be the Rawlings 11" Red Dot PX11RYLC.
19. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit in that inning.

➤ U11-AA Special Playing Rules – New for 2023

 1. Length of Game: Teams play games of no more than five (5) innings or ninety (90) minutes, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90-minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.
 2. Inning Ending Game Flow: There will be a 2 minute turnaround when switching from offense to defense and vice versa. Teams not following this rule will be penalized for stalling the game and will be charged a conference. (See #6 – Conference Rule).
 3. Run Ahead Rule: In a five (5) inning-controlled game if one team is up by thirteen (13) runs after 2 ½ or 3 innings or up by seven (7) runs after 3 ½ or 4 innings, the "Run Ahead Rule" is in effect.
 4. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

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5. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - a. Restart of such games must be made with the same line-up as existed when the game was called.
 - b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - c. Any games in progress at the time of suspension will be considered as:
 - i. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game then the game shall be considered complete and will not be resumed or restarted.
 - ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.
6. The "conference rule" is in effect. A maximum of three conferences are allowed in a game. The fourth conference will result in a pitching change. Each subsequent conference will result in another pitching change.
7. The "Designated Player rule" is not permitted.
8. Teams may use "Little Leaguer" or "Play grounder" bats in all sanctioned Softball Manitoba competitions.
9. Minor catchers must wear the protective helmet and mask with attached throat protector. In addition, all catchers in all categories of the Minor Division are required to wear a glove, chest protector, shin guards and athletic support (boys and girls). All of this equipment is to fit properly.
10. The dropped third strike rule shall not apply. The batter is out. Base runners may advance at their own risk with liability to be put out.
11. The infield fly rule is waived.
12. The offensive team shall have a max. of 6 runs per inning or three (3) outs, whichever comes first.
13. The substitution rule does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown.
14. A pitcher may only pitch two (2) innings maximum per game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.
15. Orthodox Pitching Rule – For orthodox pitchers to transition into windmill pitchers (if they so desire) hip and shoulder turn will be allowed, for example, a right-hand pitcher will be allowed to turn their left hip and left shoulder and point them towards home plate during the delivery. The straight arm in the delivery (no elbow bend) is still expected.
16. In the event a player is injured during the game and is unable to take their turn at bat, the player will be removed from the batting order and out for the balance of the game, unless the player's coach announces that the player will be able to continue to play prior to the team's next at bat.
17. Once a batter reaches four (4) balls in the count, the batter will receive the number of soft toss pitches to continue the strike count when four (4) balls are reached.
(Example: the count was 4 balls, 1 strike, the batter would receive 2 soft tosses). Every soft toss thrown will be considered a strike. On a soft toss hit, the hitter may advance to 2nd base as able, but will not advance past 2nd base. Runners on base may advance a maximum of two (2) bases on a soft toss hit.

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2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



18. Stealing bases (2nd & 3rd) is always allowed when the ball is alive. Stealing Home is prohibited. Runners may advance Home only on a hit ball.

19. U11 will use a larger home plate: (21" inches).

20. The Official Ball will be the Rawlings 11" Red Dot PX11RYLC.

21. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit in that inning.

➤ U13-A Special Playing Rules

1. Length of Game: Teams play games of no more than five (5) innings or ninety (90) minutes, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90-minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.

2. Run Ahead Rule: In a five (5) inning-controlled game if one team is up by thirteen (13) runs after 2 ½ or 3 innings or up by seven (7) runs after 3 ½ or 4 innings, the "Run Ahead Rule" is in effect.

3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

a. Restart of such games must be made with the same line-up as existed when the game was called.

b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

c. Any games in progress at the time of suspension will be considered as:

i. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game then the game shall be considered complete and will not be resumed or restarted.

ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

5. The "conference rule" (in regard to pitchers) is waived.

6. The "Designated Player rule" is not permitted.

7. Teams may use "Little Leaguer" or "Play grounder" bats in all sanctioned Softball Manitoba competitions.

8. Minor catchers must wear the protective helmet and mask with attached throat protector. In addition all catchers in all categories of the Minor Division are required to wear a glove, chest protector, shin guards and athletic support (boys and girls). All of this equipment is to fit properly.

9. The dropped third strike rule shall not apply. The batter is out. Base runners may advance at their own risk with liability to be put out.

10. The Infield Fly Rule is in effect.

11. The offensive team shall have a max of six runs per inning or three (3) outs, whichever comes first.

12. The substitution rule does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown.

13. The Pitching Distance will be 38 feet.

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2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



14. Pitchers can't pitch more than three (3) innings in a game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.
15. Orthodox Pitching Rule – For orthodox pitchers to transition into windmill pitchers (if they so desire) hip and shoulder turn will be allowed, for example, a right-hand pitcher will be allowed to turn their left hip and left shoulder and point them towards home plate during the delivery. The straight arm in the delivery (no elbow bend) is still expected.
16. The substitution rule does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown.
17. In the event a player is injured during the game and is unable to take their turn at bat, the player will be removed from the batting order and out for the balance of the game, unless the player's coach announces that the player will be able to continue to play prior to the team's next at bat.
18. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit that inning.
19. The Official Ball will be the Rawlings 12' Red Dot PX12RYLC.
- U13-AA Special Playing Rules – New for 2023
 1. Length of Game: Teams play games of no more than six (6) innings or ninety (90) minutes, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90-minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.
 2. Inning Ending Game Flow: There will be a 2 minute turnaround when switching from offense to defense and vice versa. Teams not following this rule will be penalized for stalling the game and will be charged a conference. (See #6 – Conference Rule).
 3. Run Ahead Rule: In a 6 (six) inning-controlled game if one team is up by thirteen (13) runs after 3 ½ or 4 innings or up by seven (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.
 4. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.
 5. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - d. Restart of such games must be made with the same line-up as existed when the game was called.
 - e. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - f. Any games in progress at the time of suspension will be considered as:
 - iii. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game then the game shall be considered complete and will not be resumed or restarted.
 - iv. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.
 6. The "conference rule" is in effect. A maximum of three conferences are allowed in a game. The fourth conference will result in a pitching change. Each subsequent conference will result in another pitching change.
 7. The "Designated Player rule" is not permitted.
 8. Teams may use "Little Leaguer" or "Play grounder" bats in all sanctioned Softball Manitoba

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competitions.

9. Minor catchers must wear the protective helmet and mask with attached throat protector. In addition all catchers in all categories of the Minor Division are required to wear a glove, chest protector, shin guards and athletic support (boys and girls). All of this equipment is to fit properly.

10. The dropped third strike rule shall not apply. The batter is out. Base runners may advance at their own risk with liability to be put out.

11. The Infield Fly Rule is in effect.

12. The offensive team shall have a maximum of six runs per inning or three (3) outs, whichever comes first.

13. The substitution rule does not apply. Players may be substituted freely without penalty. All eligible players shall be listed on the line-up card and shall bat in the order shown.

14. The Pitching Distance will be 38 feet.

15. A pitcher may only pitch two (2) innings maximum per game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.

16. Orthodox Pitching Rule – For orthodox pitchers to transition into windmill pitchers (if they so desire) hip and shoulder turn will be allowed, for example, a right-hand pitcher will be allowed to turn their left hip and left shoulder and point them towards home plate during the delivery. The straight arm in the delivery (no elbow bend) is still expected.

17. In the event a player is injured during the game and is unable to take their turn at bat, the player will be removed from the batting order and out for the balance of the game, unless the player's coach announces that the player will be able to continue to play prior to the team's next at bat.

18. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit that inning.

19. The Official Ball will be the Rawlings 12' Red Dot PX12RYLC.

➤ U13-AAA Special Playing Rules

1. Length of Game: Teams play games of no more than six (6) innings with no time limit.

2. Run Ahead Rule: In a 6 (six) inning-controlled game if one team is up by thirteen (13) runs after 3 ½ or 4 innings or up by seven (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.

3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

a. Restart of such games must be made with the same line-up as existed when the game was called.

b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

c. Any games in progress at the time of suspension will be considered as:

i. Where games have completed 4 innings (3 ½ if the home team is ahead) of a scheduled 6 inning game, then the game shall be considered complete and will not be resumed or restarted.

ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

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5. The “conference rule” (regarding pitchers) is waived.
 6. Innings Pitched. There is a 3-inning limitation on the number of innings a pitcher may pitch per game. Teams must use 3 pitchers in every game, no more than 3 innings for 1, 2 innings for a second and 1 for a third. This can be split 2-2-2 if so desired. a Run Ahead Rule will negate mandatory innings. With a mid-inning pitcher change it is possible for pitchers to pitch 3, 2 and 2 if the first pitcher is pulled in the 3rd inning.
Note – 1 pitch constitutes an inning. Penalty of use of pitchers beyond innings allowed will be loss/default of that game.
 7. Pitching Distance will be 38 feet.
 8. Each player must play a minimum of 2 innings. In a “Run Ahead” game, a team will not be penalized if they are not able to play all team members.
 9. The Infield Fly Rule is in effect.
 10. The dropped third strike rule shall not apply. The batter is out. Base runners may advance at their own risk with liability to be put out.
 11. Mandatory Roster Batting. All players on the line-up card must bat. In the event a player is injured during the game and is unable to take their turn at bat their name shall be removed from the batting order and they will be ineligible to return under any circumstances for the balance of the game. The team will not record an out in the batting spot formerly occupied by the injured player.
 12. The offensive team shall have a maximum of six runs per inning or 3 outs, whichever comes first.
 13. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit that inning.
 14. The Official Ball will be the Rawlings 12' Red Dot PX12RYLC.
- U15-A Special Playing Rules
1. Length of Game: Teams play games of no more than five (5) innings or ninety (90) minutes, whichever occurs first. Time limits begin with “Play Ball” (1st pitch). At the 90 minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.
 2. Run Ahead Rule: In a five (5) inning controlled game if one team is up by thirteen (13) runs after 2 ½ or 3 innings or up by seven (7) runs after 3 ½ or 4 innings, the “Run Ahead Rule” is in effect
 3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.
 4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - a. Restart of such games must be made with the same line-up as existed when the game was called.
 - b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - c. Any games in progress at the time of suspension will be considered as:
 - i. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game; or 5 innings (4 ½ if home team is ahead) of a scheduled 7 inning game, then the game shall be considered complete and will not be resumed or restarted.

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ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

5. The offensive team shall have a max of six runs per inning or three (3) outs, whichever comes first.

6. All players are in the batting line-up and unlimited defensive substitutions are allowed (subject only to the pitching limitations). In the event a player is injured and is unable to bat they will be removed from the batting order without penalty, but will not be eligible to return for the balance of the game. In the event that the removal of a player reduces the number of players below 9, standard Softball Canada rules will apply.

7. Pitchers may pitch no more than 4 innings for a 7 inning game and 3 innings for a 5 inning game. One pitch thrown in an inning constitutes an inning pitched. In the event that a game goes into extra innings the limitation on innings is waived.

8. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit that inning.

➤ U15-AA Special Playing Rules – New for 2023

1. Length of Game: Teams play games of no more than seven (7) innings or ninety (90) minutes, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90 minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.

2. Inning Ending Game Flow: There will be a 2 minute turnaround when switching from offense to defense and vice versa. Teams not following this rule will be penalized for stalling the game and will be charged a conference. (See #6 – Conference Rule).

3. Run Ahead Rule: In a seven (7) inning controlled game if one team is up by thirteen (13) runs after 4 ½ or 5 innings or up by seven (7) runs after 5 ½ or 6 innings, the "Run Ahead Rule" is in effect.

4. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

5. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

d. Restart of such games must be made with same line-up as existed when the game was called.

e. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

f. Any games in progress at the time of suspension will be considered as:

iii. Where games have completed 3 innings (2½ if home team is ahead) of a scheduled 5 inning game; or 5 innings (4 ½ if home team is ahead) of a scheduled 7 inning game, then the game shall be considered complete and will not be resumed or restarted.

iv. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

6. The "conference rule" is in effect. A maximum of three conferences are allowed in a game. The fourth conference will result in a pitching change. Each subsequent conference will result in another pitching change.

7. The offensive team shall have a maximum of six runs per inning or three (3) outs, whichever

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comes first.

8. All players are in the batting line-up and unlimited defensive substitutions are allowed (subject only to the pitching limitations).

9. In the event a player is injured and is unable to bat they will be removed from the batting order without penalty, but will not be eligible to return for the balance of the game. In the event that the removal of a player reduces the number of players below 9, standard Softball Canada rules will apply.

10. A pitcher may only pitch three (3) innings maximum per game. One pitch thrown in an inning constitutes an inning pitched. In the event that a game goes into extra innings the limitation on innings is waived.

11. When playing in a game with a run-limit per inning, a catcher may be substituted out when the offensive team has two out OR one run less than the run limit that inning.

➤ U15-AAA Special Playing Rules

1. Length of Game: Teams will play a 7 inning game with no time limit.

2. Run Ahead Rule: In all provincials leading to Western or Canadian championships the Run Ahead Rule will be the same as that Western or Canadian Championship Run Ahead Rule.

(15) runs after 2 ½ or 3 innings or (10) runs after 3 ½ or 4 innings or (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.

3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

a. Restart of such games must be made with same line-up as existed when the game was called.

b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

c. Any games in progress at the time of suspension will be considered as:

i. Where games have completed 5 innings (4 ½ if the home team is ahead) of a scheduled 7 inning game, then the game shall be considered complete and will not be resumed or restarted.

ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

5. Orthodox Pitching Rule – For orthodox pitchers to transition into windmill pitchers (if they so desire) hip and shoulder turn will be allowed, for example, a right hand pitcher will be allowed to turn their left hip and left shoulder and point them towards home plate during the delivery. The straight arm in the delivery (no elbow bend) is still expected.

6. Softball Canada Substitution and Lineup Rules are in effect – batting nine (9). DP and Flex cannot be used.

➤ U17-A Special Playing Rules

1. Length of Game: Teams play games of no more than seven (7) innings or ninety (90) minutes in length, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90 minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any

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Provincial Championship Medal games.

2. Run Ahead Rule: In a seven (7) inning controlled game if one team is up by thirteen (13) runs after 4½ or 5 innings or up by seven (7) runs after 5 ½ or 6 innings, the “Run Ahead Rule” is in effect.

3. Tie Breaking: The International Tie Breaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

a. Restart of such games must be made with the same line-up as existed when the game was called.

b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

c. Any games in progress at the time of suspension will be considered as:

i. Where games have completed 5 innings (4½ if home team is ahead) of a scheduled 7 inning game then the game shall be considered complete and will not be resumed.

ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

5. All players are in the batting line-up and unlimited defensive substitutions are allowed (subject only to the pitching limitations). In the event a player is injured and is unable to bat they will be removed from the batting order without penalty, but will not be eligible to return for the balance of the game. In the event that the removal of a player reduces the number of players below 9, standard Softball Canada rules will apply.

➤ U17-AA Special Playing Rules – New for 2023

1. Length of Game: Teams play games of no more than seven (7) innings or ninety (90) minutes in length, whichever occurs first. Time limits begin with “Play Ball” (1st pitch). At the 90 minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.

2. Inning Ending Game Flow: There will be a 2 minute turnaround when switching from offense to defense and vice versa. Teams not following this rule will be penalized for stalling the game and will be charged a conference. (See #6 – Conference Rule).

3. Run Ahead Rule: In a seven (7) inning controlled game if one team is up by thirteen (13) runs after 4½ or 5 innings or up by seven (7) runs after 5 ½ or 6 innings, the “Run Ahead Rule” is in effect.

4. Tie Breaking: The International Tie Breaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

5. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

d. Restart of such games must be made with the same line-up as existed when the game was called.

e. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

f. Any games in progress at the time of suspension will be considered as:

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iii. Where games have completed 5 innings (4½ if home team is ahead) of a scheduled 7 inning game then the game shall be considered complete and will not be resumed.

iv. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

6. The "conference rule" is in effect. A maximum of three conferences are allowed in a game. The fourth conference will result in a pitching change. Each subsequent conference will result in another pitching change.

7. The offensive team shall have a maximum of 6 runs per inning or 3 outs, whichever comes first.

8. A pitcher may only pitch three (3) innings maximum per game. One pitch thrown in an inning constitutes an inning pitched. In the event that a game goes into extra innings the limitation on innings is waived.

9. Softball Canada substitution and line-up rules are in effect – batting nine (9). Designated player and flex rules are in effect.

➤ U17-AAA Special Playing Rules

1. Length of Game: Teams will play a 7 inning game with no time limit.

2. Run Ahead Rule. In all provincials leading to Western or Canadian championships the Run Ahead Rule will be the same as that Western or Canadian Championship Run Ahead Rule. (15) runs after 2½ or 3 innings or (10) runs after 3 ½ or 4 innings or (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.

3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.

4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.

a. Restart of such games must be made with the same line-up as existed when the game was called.

b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.

c. Any games in progress at the time of suspension will be considered as:

i. Where games have completed 5 innings (4½ if home team is ahead) of a scheduled 7 inning game then the game shall be considered complete and will not be resumed.

ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.

5. Softball Canada substitution and lineup rules are in effect – batting nine (9). Designated player and flex rules are in effect.

➤ U19-A Special Playing Rules

1. Length of Game: Teams play games of no more than seven (7) innings or 90 minutes in length, whichever occurs first. Time limits begin with "Play Ball" (1st pitch). At the 90 minute mark, the plate umpire notifies teams and the inning is then completed. There will be no time limit in any Provincial Championship Medal games.



2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



2. Run Ahead Rule: In a seven (7) inning controlled game if one team is up by fifteen (15) runs after 2 ½ or 3 innings or up by 10 (10) runs after 3 ½ or 4 innings or up by seven (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.
 3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.
 4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - a. Restart of such games must be made with the same line-up as existed when the game was called.
 - b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - c. Any games in progress at the time of suspension will be considered as:
 - i. Where games have completed 5 innings (4½ if home team is ahead) of a scheduled 7 inning game then the game shall be considered complete and will not be resumed.
 - ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.
 5. All players are in the batting line-up and unlimited defensive substitutions are allowed (subject only to the pitching limitations). In the event a player is injured and is unable to bat they will be removed from the batting order without penalty but will not be eligible to return for the balance of the game. In the event that the removal of a player reduces the number of players below 9, standard Softball Canada rules will apply.
- U19-AAA Special Playing Rules
1. Length of Game: Teams will play a 7 inning game with no time limit.
 2. Run Ahead Rule: a. In all provincials leading to Western or Canadian championships the Run Ahead Rule will be the same as that Western or Canadian Championship Run Ahead Rule. (15) runs after 2½ or 3 innings or (10) runs after 3 ½ or 4 innings or (7) runs after 4 ½ or 5 innings the "Run Ahead Rule" is in effect.
 3. Tie Breaking: The International Tiebreaker Rule shall be used in all games at the completion of regulation play. This will be continued for each subsequent inning until a winner is determined.
 4. Suspended Play: If for any reason, the game is stopped, it shall resume from the exact point it left off (unless listed otherwise below). This applies to all games during the scheduled championship dates.
 - a. Restart of such games must be made with the same line-up as existed when the game was called.
 - b. Subsequent play will follow the rules for substitute players as defined in the official rulebook.
 - c. Any games in progress at the time of suspension will be considered as:
 - i. Where games have completed 5 innings (4½ if home team is ahead) of a scheduled 7 inning game then the game shall be considered complete and will not be resumed.
 - ii. If the game has not completed the required number of innings to be considered a complete game, then play will be rescheduled to a later date and restarted.
 5. Softball Canada substitution and line-up rules are in effect – batting nine (9). Designated player and flex rules are in effect.

Please return your completed form to Softball Manitoba via email to softball@softball.mb.ca



2023 SOFTBALL MANITOBA Division Operating Rules Motion Form



BE IT RESOLVED THAT (Motion. State whether revision, addition, deletion)

That 3.N, as written be removed in its entirety and placed in a new Section of the Handbook called Provincial Competition – Special Playing Rules.

RATIONALE

Softball Manitoba's Constitution, By-Laws, General Operating Rules and Division Operating Rules are established to provide direction for the governance of the Association and its affiliated membership. Section 16.03.a of our By-Laws require that any changes must be in place for a minimum of three (3) years before they are eligible to be reversed or changed.

Special Playing Rules are meant to govern game play and serve to augment the Softball Canada and the Western Canada Softball Association Rule Book and as such must be more open to adjustments or change based on these organizations. Special Playing rules need to be open for annual review and change for development programs such as AA to ensure that we can proactively address changes to programs as they evolve.

Moving the Special Playing Rules from Division Operating Rules to a separate section of the Handbook allows for this flexibility in our programming.

FINAL IMPLICATIONS: ☐ Carried ☐ Amended ☐ Withdrawn ☐ Defeated