



U15 AA Special Playing Rules

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