



SOFTBALL MANITOBA

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Softball Manitoba Provincial Championships

TEAM PACKAGE U15 AA FEMALE

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WORTH

Sport
MANITOBA



PERIMETER

PARK INFO

Gate Admission:

\$25 Weekend Pass

\$10 Day Pass

Children under 12 are free

Players and coaches are free

- Canteen will be open all weekend
- Cash/debit/credit is accepted at the complex

Park Policies:

- No campers, RVs, buses or other large vehicles are allowed in the parking lot at the ANSC
- No smoking of any kind is allowed in the park
- Pets are welcome to be with you on your visit to the ANSC. However, pets must always be on a leash during the visit. Pet owners are responsible for any cleanup of their pet's waste. Due to Health Department regulations, NO PETS are allowed up on the deck area in front of the concessions.
- No outside alcohol is allowed in the ANSC. The ANSC is a fully licensed complex. If someone with outside alcohol is identified, they will be immediately asked to leave.

SOFTBALL MANITOBA AWARDS – MINORS

Softball Manitoba will be presenting the **MOST OUTSTANDING PLAYER AWARD** at each Provincial Event. This award will be based on nominations from each team that will be placed on the scoresheets that are handed in.

Nomination Process:

- At the Coaches Meeting the Provincial Delegate will advise the coaches that after each game the coaches are to select the MOP from the opposing team. They are to write their selection down on the scoresheet provided and turn that into the Supervisor after each game.
- The nominations will take place from the start of the Provincial Event until the end of the medal round.

MOP Selection:

- The MOP of each Provincial Event will be announced at the end of the Gold Medal game prior to the award of the Gold and Silver medals.
- The MOP will receive a trophy at the Provincial Event and that the player will receive an engraved plate stating their name and event. This engraved plate will be made and sent to the player based on information provided to the Softball Manitoba office by the Delegate for the event.

MOP Awards:

- | | |
|------------------|------------------|
| • U11 A Female | • U15 AAA Female |
| • U11 AA Female | • U15 Male |
| • U11 Male | • U17 A Female |
| • U13 A Female | • U17 AA Female |
| • U13 AA Female | • U17 AAA Female |
| • U13 AAA Female | • U17 Male |
| • U13 Male | • U19 A Female |
| • U15 A Female | • U19 AAA Female |
| • U15 AA Female | • U19 Male |

Our Memorial Awards will be presented at the Manitoba Softball Hall of Fame & Museum Induction Dinner in May 2026. Nominations for our Memorial Awards can be made online with a deadline of September 1st annually.

- JIM ADAMS MEMORIAL AWARD - Outstanding Administrator, Builder or Executive Member
- LEO BOUCHARD MEMORIAL AWARD - Leadership in Minor Pitcher Development
- EDGAR STEVENSON MEMORIAL AWARD - Top Male Player U17 / U19
- JEAN MAYNE MEMORIAL AWARD - Top Female Player – U19 AAA
- BILL SADONICK MEMORIAL AWARD - Top Coaching Staff - Minor Category
- BOB TURNER MEMORIAL AWARD - Outstanding Contribution to Grassroots Softball

PROVINCIAL EVALUATION FOR COACHES

Softball Manitoba will be collecting Provincial Evaluations online through our website. After the conclusion of each Provincial Event, we will email each team the evaluation link.

U15 AA Female 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 at the conclusion of the Plate Conference just prior to Game Time. 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 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.
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 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.
5. The "conference rule" is in effect. A maximum of five (5) conferences are allowed in a game. The sixth (6) conference will result in a pitching change. Each subsequent conference will result in another pitching change.
6. The offensive team shall have a maximum of six runs per inning or three (3) outs, whichever comes first.
7. All players are in the batting line-up and unlimited defensive substitutions are allowed (subject only to the pitching limitations). Substitutions must be reported to the Plate Umpire.
8. 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.
9. A pitcher may only pitch four (4) 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.
10. 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.

SOFTBALL SCORE KEEPING

With the knowledge of a few basic facts and certain symbols, it is possible to record an accurate play-by-play account of a softball game. The basic principle of the scoring system is for the scorekeeper to follow the batter around the diamond on the score sheet indicating how each base was reached. A complete diamond indicates a run scored. Blacking in the diamond when a run is scored makes runs more easily distinguishable. It is for this reason that it is recommended that scoring plays for runners who reach base be marked "outside" the infield diamond on the diagram.

POSITIONS

Scorekeepers should know the defensive positions on the ball diamond. Each position is numbered for easier scoring purposes: Pitcher - 1, Catcher - 2, First Base - 3, Second base - 4, Third Base - 5, Shortstop - 6, Left field - 7, Center field - 8, Right field - 9

(Slo-Pitch - Left field - 7, Left Center Field - 8, Right Center Field - 9, Right Field - 10)

JUDGMENT

A scorekeeper must be very alert at all times during the game to avoid missing last second plays. The judgment of the scorekeeper is final as to scoring, providing it in no way conflicts with the playing rules or the decision of the umpire. Waiting until the play is finished will make it easier on the scorekeeper. Also, the use of a pencil (preferably mechanical) rather than a pen, to mark the score sheets will make it simpler, especially in instances where an appeal may change the original play.

SCORING SYMBOLS

Scorekeepers should know the symbols, which indicate how a batter becomes a base runner, or advances on the base paths:

HR = Home Run

HP = Hit by pitched ball

E = Error

3B = Three base hit

WP = Wild pitch

FC = Fielders choice

2B = Two base hit

ILP = Illegal Pitch

SB = Stolen base

1B = One base hit

PB = Passed ball

DP = Double Play

SAC = Sacrifice

IN = Interference

IF = Infield Fly

BB = Bases on balls (walk)

OB = Obstruction

Scorekeepers should also know how a batter or base runner is put out:

Strikeout = K

Grounds out

5-3 (the example used here illustrates a batter hitting a ground ball to the third baseman (5) who throw the batter out at first base (3). The numbers, as shown above, are used to indicate the position of the person making the defensive play)

Fly out

F-7 (this example shows a batter flying out to the left fielder -7)

HOW A TEAM SCORES

A run shall score each time a runner legally advances to and touches first, second, third and home base before three men are retired to end an inning. (**Exception:** A run is not scored if the runner advances to home base during a play in which the third out is made, in either of three cases: 1. on the batter-runner before he reaches first base safely; 2. by a runner being forced out; 3. by a preceding runner who is declared out for his failure to touch one of the bases.)

POINTS TO REMEMBER

1. An **ERROR** is charged when a routine ground ball is mishandled, or a routine fly ball is dropped and an out does not materialize. A sharp liner off an infielder, or a long run after a fly ball which does not result in an out should be credited as a hit to the batter. **WHEN UNCERTAINTY EXISTS ALWAYS GIVE THE BATTER THE BENEFIT OF THE DOUBT.** A safe course to follow is to score a hit when an exceptionally good fielding play of a ball fails to result in a putout.
2. A **SACRIFICE BUNT** (FP only) is scored when, before two are out, the batter advances one or more runners with a bunt and is put out at first base or would have been out except for a fielding error.
3. A **SACRIFICE FLY** is scored when, before two are out, a batter hits a fly ball which (a) is caught, and a runner scores after the catch or (b) is dropped and the runner scores if, in the scorekeeper's judgment, the runner could have scored after the catch had the ball been caught.
4. A **STRIKEOUT** shall be scored whenever:
 - (a) A batter is put out by a third strike caught by the catcher.
 - (b) A batter is put out by a third strike not caught when there is a runner on first before two are out.
 - (c) A batter becomes a base runner because a third strike is not caught (NOTE: Mite and Squirt catchers are not required to catch a third strike.) (FP only)
 - (d) A batter bunts foul on a third strike. (FP only)
 - (e) A third strike foul. (SP only)

USING THE SCORE SHEET

1. The boxes in the upper left corner are to record balls and strikes. A scorekeeper may use slash marks in the boxes or numbers to indicate the order of the pitches.
2. The single box in the upper right-hand corner is to record outs
3. Circle the type of hit (**1**-single, **2** double, **3**-triple, **HR**-home run) or walk (**BB**) if they apply to the batters at bat. If not, write outside the infield square to indicate the appropriate play.
4. Use the boxes listed on the bottom of the inning (**R**-runs, **H**-hits, **E**-errors, **LOB**-left on base) to indicate totals for that inning (white area) and running totals for the game (shaded area).

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name: _____ **Player's #:** _____ **Player's Team:** _____ **Game #:** _____

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:**Player's #:****Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:**Player's #:****Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name: _____ **Player's #:** _____ **Player's Team:** _____ **Game #:** _____

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:**Player's #:****Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - HOME

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:**Player's #:****Player's Team:**

Game #:

SOFTBALL MANITOBA PROVINCIAL SCORESHEET - AWAY

[illegible]

MOST OUTSTANDING PLAYER VOTE

Player's Name:

Player's #:**Player's Team:**

Game #:



SOFTBALL MANITOBA

CHAMPIONSHIP TEAM ROSTER – MINOR



This form must be returned to the Softball Manitoba Supervisor prior to your first game.

Provincial Championship	Team	League	Gender

PLAYER'S NAME	SIGNATURE	DATE OF BIRTH	REGISTERED TEAM (IF PICK-UP)
1.			
2.			
3.			
4.			
5.			
6.			
7.			
8.			
9.			
10.			
11.			
12.			
13.			
14.			
15.			
16.			
17.			

COACHING STAFF	NAME	SIGNATURE
Certified Coach		
Asst. Coach		
Asst. Coach		
Asst. Coach		
Manager		



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