



U13 AA SHOWCASE WEEKEND #1 - JUNE 11-12, 2022
ASHLEY NEUFELD SOFTBALL COMPLEX – BRANDON, MB

EVENT SUPERVISOR/UIC: BRUCE LUEBKE
TOURNAMENT HOST: MARC LYVER

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U13 DRAW - TEAMS

- 1. Brandon Heat**
- 2. Westman North Fury**
- 3. Interlake Phillies**
- 4. Manitoba Reapers**
- 5. Westman South Storm**

DATE	GAME #	TIME	HOME	AWAY	DIAMOND
June 11	1	9:00 AM	2	4	WSA
	2	9:00 AM	1	5	ROTARY
	3	11:00 AM	3	4	WSA
	4	11:00 AM	1	2	ROTARY
	5	1:00 PM	5	3	WSA
	6	1:00 PM	4	1	ROTARY
	7	3:00 PM	5	2	WSA
June 12	8	9:00 AM	3	1	WSA
	9	9:00 AM	4	5	ROTARY
	10	11:00 AM	2	3	WSA

END OF ROUND ROBIN TOP 3 TEAM ADVANCE TO PLAYOFF

Tournament Notes:

- ANSC Admission: \$5 gate admission – Saturday & Sunday. Players/Coaches and children 10 and under = Free.
- Canteen: The Canteen will be open on both days.
- Complex: The Complex will be open 1 hour before the 1st game of the day.

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Ranking In The Qualifying Round To Establish Top 3 Teams

SOFTBALL CANADA RULEBOOK – (Page 231)

Final Standings in the Qualifying round shall be established using The Following Criteria:

- A. Won/Lost Records. If Still Tied, Then:
- B. Winners Of Games Between Tied Teams (Note: In Order To Use This Criteria, All Subject Tied Teams Must Have Played Each Other In The Qualifying Round And 1 team must have defeated all the teams they are tied with to be ranked higher). The remaining teams then go to next criteria with no reverting back:
- C. Difference Plus Or Minus Of Total Runs Scored, With A Limit Of 7 Plus Or Minus Per Game Allowed.
 - a) If Teams Are Still Tied Within c). Then The least (fewest) amount of runs scored against in all games will be used. If Still Tied Then:
 - b) Total Runs scored in all games with a max of 10 runs scored per game, will be used. If Still Tied Then:
 - c) Positions Will Be Settled By A Coin Toss.

Top 3 Teams Advance to Playoff following Round Robin

June 12-2022 U13

2nd (Home)



1st Place gets bye to Final and is Home Team in Final.

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➤ U13-AA SHOWCASE Special Playing Rules

1. Length of Game: Teams play games of no more than six (6) innings or 90 minutes - whichever occurs first.
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.
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**.

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