

STORM CLASSIC

A.D. Penner Park, Steinbach, MB

JUNE 6-8, 2025

Welcome to the 16th annual STORM CLASSIC in Steinbach, Manitoba. The tournament is held at A.D. Penner Park. The Park is located on Park Street (corner of Park St and Hwy 12 behind the Steinbach Holiday and RV, Tim Hortons and Canadian Tire). SGSA asks that all coaches report to the Info booth located at the Canteen before the first game to sign in and receive a tournament package. PARK IS OPEN AT 4:30 on Friday and 7AM FOR WARM UPS on Saturday and Sunday.

Parking can be **hectic** during this weekend. Please note that there are 3 parking lots that can be used. One to the North of the main diamonds, one to west (closest to Tims) and the main one by the diamonds. There is NO parking on the road. Please ask your families to be patient and make smart choices when entering and parking at the park.

***All 4 age group draws will be attached to this email. Please note the u11 tournament is a one day tournament that will run on Saturday. The u13s play Saturday- Sunday and the u15s and u17s will all run Friday to Sunday but you will not necessarily play all of those days.**

TOURNAMENT RULES

General:

1. The intent of the tournament is to provide an atmosphere of fun and learning. We ask that all participants follow the **Fair Play Rules**.
2. Games will start **promptly** at their scheduled time. **Coaches are responsible for ensuring their team is ready to play 15 minutes before the scheduled time should we be ahead of schedule.** Teams will be given a loss in the event that they are not on time and ready to play (max 10 min grace time).
3. Due to time restriction, there will be no on-field warmups. Teams are asked to find a suitable location outside of the playing field to warm up prior to the game.
4. Teams will be responsible for cleaning out their dugout after each game.
5. Playing rules are as per the Canadian Amateur Softball Association (Softball Canada) rule book with some exceptions outlined in the following tournament rules:
 - a. All games will be scheduled as 5 innings or no new innings will start after 70 minutes of play time. **The timed duration of the game will commence at the plate meeting** and will be recorded by the plate umpire. The end of time for a game is to be determined by the plate umpire. If a new inning is started and time expires the inning will be completed.
 - b. A team must field eight players. A game may start should the batting team have seven players. In such a case, an automatic out shall be awarded to the opposing team when the batting turn of the missing player comes up in the batting order.
 - c. All players must have appropriate uniforms and coaches must wear suitable attire, as described in the Softball Manitoba Handbook.
 - d. Home teams will be determined by a coin flip at home plate by the umpire during the coaches/players conference. Home team during the playoff rounds are explained at the bottom of each draw.
 - e. All players will appear on the batting order (whether they are in the field defensively or not), e.g. if 15 players show up for a game, all 15 go on the batting order and bat in turn.

- f. An offensive inning shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first. **NO** open innings.
- g. **There will be a maximum 2 mound meetings per game.** Every meeting after the second will result in a pitching change.
- h. There are unlimited defensive substitutions, i.e. defensive players can rotate into the game at any time. Players may be substituted freely without penalty. However, the batting order cannot be changed.
- i. In the event of an injury the injured player may not return to the game. The player's position in the batting order will be skipped with no penalty.
- j. A mercy rule will be in effect if one team is up by ten (10) runs after 2 ½ or 3 innings or up by seven (7) runs after 3 ½ or 4 innings.
- k. **Games ending in a tie after 5 innings or at the end of time limit shall play an extra inning following the International tiebreaker rule (player starts on 2nd, no out). In the event of it still being tied after one extra inning, we will revert to the last inning that was not tied. So 4th inning first, if still tied, 3rd inning, and so on. In the event that the game was tied after each inning, you will flip a coin.**
- l. The infield fly rule is in effect for all divisions, except U11.
- m. In order to keep the games flowing, it is **mandatory** to provide a courtesy runner for a catcher on base when there are two outs. The courtesy runner will be the furthest player from the current batter.
- n. Players from the batting team are requested to retrieve foul balls.
- o. **Umpires decisions in game related situations are final**, there is no appeal process. Concerns may be brought to the SGSA Tournament Coordinator at Tournament Info Booth/concession stand.
- 1. The **HOME team** is **OFFICIAL SCOREKEEPER**, and are required to provide the game sheet to Tournament Coordinator at the Info Booth directly after the end of each game, signed by both the visiting and home coaches.
- 1. **"AAA" players playing on a "A" for the season may not play the pitching or catching positions at the Storm Classic.**
- 1. **In the event that a team is considered to be slow playing to maintain a lead, the ump will give the coach a warning. If the team continues to slow play and that team is on offense, they will receive an out. If the team is on defense, the next batter will receive 1st base.**

Rain- Out Policy:

In the event that an official or the Chief Umpire call a game due to inclement weather, we will approach this in the following manner:

1. During the tournament all coaches meet at the Info Booth at Concession stand to hear the instructions of how long the delay is, times of rescheduling, etc. If games are postponed to the next day you will receive an email from the tournament coordinator.
2. All situations will be handled on a case by case basis.
3. Teams are expected to appear and be ready to play at your new scheduled time unless otherwise notified.
4. The tournament committee reserves the right to alter the playing format in the event of inclement weather or other unplayable conditions or events that may arise.

Refunds:

Tournament fees will be refunded to teams as follows due to weather:

0 games played –all fees except for \$40 administration fee to cover park rental expenses

1 game played – 50% of fees refunded

2 games played – 25% of fees refunded

Any team withdrawing / canceling after the schedule has been sent out will not be awarded any refund.

Each team has been guaranteed 3 games. If playoff games cannot be played no medals will be awarded.

A game is considered completed when the home team leads by 7 or more runs in the final inning or when the mercy rule becomes in effect. If the home team should take the lead by 7 in the bottom of the last inning the game is complete as the 7th run crosses the plate.

Play-off / Championship Game: ** Playoff games may be delayed so games can be completed**

1. In the event of a tie after round robin play, the tiebreaking format shall be as follows:

- a) If a team beat the other team, they shall be seeded higher.
- b) Runs for and against, not exceeding +7 runs per game.
- c) If still tied, least runs against (all games played).
- d) If still tied, most runs for (all games played).

2. The Semi-finals will play 5 innings – no new innings after **80** min. However games will not end in a tie, after 5 innings if the score remains tied each team will begin the extra inning (and any subsequent necessary extra innings) with **a player on second, no outs.**

3. The championship/final game for each division will play a 5 inning game (no time limit) and may not end in a tie. Each team will begin the extra inning (and any subsequent necessary extra innings) with a **runner on second, no outs.**

U11 A

- 1. An offensive inning shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first.
- 2. Pitching distance - 35 ft; Baselines - 55 ft
- 3. Games are 5 innings or no new inning after 70 minutes.
- 4. The Infield Fly Rule is NOT in effect for U11 A.
- 5. The maximum number of innings a pitcher may pitch is 3 per game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.
- 6. Players are required to wear a batting helmet, complete with an approved mask when batting and/or running.
- 7. Outdoor 11 inch ball will be used.
- 8. **No stealing permitted.**
- 9. After the pitcher has pitched 4 balls, soft toss is permitted from outside the playing field by coach, as per MSA rules **OR** the option to use a tee. The batter will inherit the amount of strikes they had during the at bat and will have that many attempts to hit the ball from the soft toss or the tee. The player can only advance 2 bases when hitting soft toss or off the tee.
Soft toss must be from the side of the player and not from the pitching mound.
- 10. **No running on overthrows. We want to encourage athletes to make a throw to a base. The runner will not be awarded a base if the ball “exits” the playing field.**
- 11. The ball must travel 10ft in order to be called fair.

U13 A

1. An offensive inning shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance - 38 ft; Baselines - 55 ft
3. On a dropped third strike, the batter is out and the ball is alive (runners may advance at the risk of being put out).
4. **There will be NO WALKING. After the 4th ball, the player will be hitting off a soft toss. The player will have as many attempts to hit the ball as there are remaining strikes. For example, if they have 1 strike, they will have 2 attempts. The ball must travel 10 ft. This is to the umpire's discretion. Every soft toss is counted as a strike. Foul balls and tips are also strikes. No appeals to the ump please.**
5. **No stealing home on passed balls. Runner on third must score by being batted in.**
6. **The player can take 1 base on an overthrow. You may not score from third on an overthrow. In the event that a runner gets caught between bases because the runner on 3rd must stay, the runner will go back to their base and they will not be recorded as an out.**
7. **You can only advance 2 bases on a soft toss, as a person on base or the hitter.**
8. The maximum number of innings a pitcher may pitch is three (3) per game. One pitch (legal or illegal) thrown in an inning shall count as an inning pitched.
9. Players are required to wear a batting helmet, complete with an approved mask when batting and/or running.
10. Outdoor 12 inch ball will be used.

U15A

1. An offensive inning shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance - 40 ft
3. Baselines - 60 ft
4. A batter may advance to first base on a dropped third strike, unless the base is occupied and there are less than two (2) outs.
5. Pitchers may only pitch 3 innings.
6. Players are required to wear a batting helmet, complete with an approved mask when batting and/or running.

U17A

1. An offensive inning shall have a maximum of six (6) runs per inning or three (3) outs, whichever comes first.
2. Pitching distance - 43 ft
3. Baselines - 60 ft
4. Players are required to wear a batting helmet, complete with an approved mask when batting and/or running.

Diamond and parking lot layoutish

