



## RULES and REGULATIONS

### for Softball Alberta Zone and Provincial Playoffs

(The Softball Alberta 2011 Official Handbook shall be referenced where discrepancies between this summary and the Handbook exist.)

1. Teams travelling to Provincial Playoffs are responsible for their own arrangements.
2. All teams **MUST send a delegate** to the Coaches Meeting prior to the commencement of the Zone or Provincial Playoff.
3. Each player, **Certified Coach (CSOG, COMP Intro, Level I/II)** and coaches/managers (*max 4 - in dugout*) will be required to sign a signature sheet from the Softball Alberta Representative, **PRIOR** to the team's first game and for the semi-final & final games of the tournament. **Any player arriving late must sign the original signature sheet PRIOR to participating.**
4. The Softball Alberta Representative in charge shall check all Registration Forms against Signature Sheets and shall have the power to ask for a second signature if a question on the validity of the signature is present. All teams should carry with them a copy of their approved **SOFTBALL ALBERTA PROVINCIAL TEAM REGISTRATION FORM** and any Player Pickup forms. **The Player Pickup forms should be presented at the Coaches meeting** and the Registration Form presented in cases of discrepancies arising over registered players for said team. In all cases, the copy of the Registration Form, which is in the possession of the Softball Alberta Representative, as forwarded to the Host by the Softball Alberta office, shall be the binding document.
5. **Pickups:** In all divisions NOT advancing to a Western or Canadian Championship, teams are allowed 2 pickups for Zone and/or Provincial playoffs to fill out their roster but CANNOT DROP or RELEASE players for the purpose of picking up. These pickups may only be selected from affiliated teams (Minor - in their own Zones, and of teams in the same classification or lower. The maximum FP roster size is 17 players.
  - Pickups are NOT placed on the actual roster form; they should only be **ON Pickup Forms** available from your District Organizer or the Softball Alberta Office.
  - **YOUR Zone District Organizer or the Softball Alberta office MUST sign these forms prior to the Provincial event** after verifying the pickup's affiliation. (Players can only be picked up once).
  - These Pickup Forms must be presented to the Softball Alberta Representative at the Coaches Meeting PRIOR to the team's FIRST game.
6. All teams must carry a minimum of five (5) helmets at all times. (Per Softball Alberta Handbook - Exception: Slo-Pitch ) **NOTE: Effective 2011**, ALL Minor categories (U10-U19 {Mite to Midget}) require an "approved face mask/guard" as a mandatory part of the protective batting helmet.
7. Players must wear uniforms with individual numbers ('00' to '99') and caps (female - visors/headbands/none) to resemble team colors, all to be worn appropriately. Coaches to be dressed similar and resembling team colors (NO blue jeans or 'open' toed shoes).
8. All Zone and Provincial games are to be played as per draw and instructions with alternate dates provided in case of rain. The draws cannot be changed without approval by the Softball Alberta Representative in charge.
9. Zone Playoffs of greater than two (2) teams shall be a double knockout format.
10. All categories of Provincial Playoffs, exclusive of the following exceptions, will use a MODIFIED ROUND ROBIN playoff.
  - Exception: Modified Orthodox & Slo-Pitch - where the entries in a category are greater than five (5) teams, the Host will have the option of the double knockout or modified round robin format - the selected option is announced upon being awarded the Provincial event.
11. A "**Coin Toss**" will be used to determine home team for EVERY game, unless specified otherwise (2 or 3 team draw or Slo-Pitch). The "Coin Toss" for all games will usually be done immediately after the Coaches Meeting. Teams NOT in attendance will automatically forfeit "choice of inning".
12. All games must go seven (7) innings, unless time does not permit due rain, darkness, etc.. Five (5) innings constitutes a legal ball game. "All games to be 7 innings duration except where one team is leading the other by 7 runs after 4½, 5, 5½, or 6 complete innings of play, the team leading shall be declared the winner."

**EXCEPTIONS: (Time limit for all categories NOT LEADING TO POST PROVINCIAL PLAY, overrides the 5 inning legal game requirement)**

- [(U10)MITE] No new inning shall start after a 1 hour & 30 minute time limit, for all games except the Championship games, where no new inning shall start after a 1 hour & 45 minute time limit.
- [All other (U12 to U19) MINOR categories] No new inning shall start after a 1 hour & 45 minute time limit for all games except the Championship games, where no new inning shall start after a 2 hour time limit.
- (All ADULT FP categories) No new inning shall start after a 1 hour & 45 minute time limit for all games except the semi finals and finals.

- (U10) Mite, (U12) Squirt

- 15 run rule after 5 innings; 5 run rule per inning is in effect throughout the game

- (U14) Pee Wee 'C' & 'D'

- 15 run rule after 5 innings; 7 run rule per inning is in effect throughout the game

- (U14) Pee Wee 'B' & (U16) Bantam 'B'

- 10 run rule after 5 innings

- (U16) Bantam 'C', 'D' - 10 run rule after 5 innings; 7 run rule per inning is in effect throughout the game
- (U14) Pee Wee 'A', (U16) Bantam 'A', (U19) Midget & up - 7 run rule after 5 innings
- (U19) Midget 'C', 'D' - 7 run rule after 5 innings; 7 run rule per inning is in effect throughout the game
- Slo-Pitch - 15 run rule after 5 innings
- Mod/Orth - 15 run rule after 5 innings; 7 run rule per inning with the last inning "open" - no run limit restriction

13. The Tiebreaker Rule will commence at the end of the game (*time limit or 7 innings*) for all categories.
14. All Teams are responsible for the conduct of their fans. Offending fans may cause games to be suspended or ultimately forfeited.
15. Provincial Host Sites MUST use the softball as prescribed in the current Softball Alberta Handbook (and listed on the Softball Alberta website [www.softballalberta.ca](http://www.softballalberta.ca)).
16. Hosting Organizations are responsible for the entire cost of the Playoffs. This includes umpires fees, umpires travel, umpires per diem, umpires accommodations, extra balls and facilities.
17. For all Post-Provincial events hosted in Alberta, the Hosts must be declared prior to start of the Provincial Playoffs, otherwise, the highest ranking team from the Host location will be automatically declared as the Host.
18. All decisions made by the Softball Alberta Playoff Committee during the playoffs will be final. The Softball Alberta Representative in charge shall head this Committee.

#### A. STANDINGS AT COMPLETION OF THE (Modified) ROUND ROBIN

1. Win / loss record (no tie games in round robin)
2. Games played against each other (*if one team has beaten all the other teams who they are tied with, then that team will be ranked highest regardless of whether or not the remaining teams have played one another*).
3. a) Total Plus/Minus of all games – (runs **For** minus **Against**) with a maximum (+/-) per game being:

(U10) Mite, (U12) Squirt, (U14) Pee Wee 'C' & 'D'	15 runs
(U14) Pee Wee 'B', (U16) Bantam 'B', 'C' & 'D'	10 runs
(U14) Pee Wee 'A', (U16) Bantam 'A', (U19) Midget	7 runs

Adult FP	7 runs
Adult SP	15 runs
Modified / Orthodox	15 runs

- b) Least runs allowed in all games by each team
- c) Total runs scored in all games for each team

#### NOTES:

- a) No team will be eliminated (*SP - or lose a 'life'*) by criteria 2 or 3 – a tiebreaker game is required
- b) If the game is over and the bottom one-half of the inning is not required, the home team does NOT bat in the bottom of the inning.
- c) When using criteria 3, team records are based on ALL games of the round robin with full innings being used (e.g. only 4, 5, 6, etc. full innings in 4 1/2, 5 1/2, 6 1/2, etc. inning games).

#### B. TIEBREAKER GAMES

- a) The above criteria ranking establishes the standings after completion of the round robin. However, if after the win/loss criteria, a tie includes the last playoff position (*SP - or where it represents the difference of one or two 'lives'*) or where it represents the right to play for the gold, silver or bronze medal, it will be broken as follows:
  - (i) If two teams are tied, a sudden death playoff game will be held
  - (ii) If three teams are tied, a bye shall go to the team ranked highest who will then play the winner of a game between the other two.
  - (iii) If four teams are tied, then ranking shall be used to determine pairings for the tiebreaking games. Tied teams will be ranked 1, 2, 3, 4 with team #1 playing team #4 and team #2 playing team #3; then the winners will play a game (*SP – number of games determined by the tied position*).
- b) All other positions will be settled by a coin toss
- c) If no tiebreaker games are required, then the playoff round may begin in the time slots reserved for tiebreaker games.