SUMMARY of CATEGORY SPECIFIC RULES
Softball Alberta Regional Qualifiers and Provincial Playoffs

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

U13 A, B, C & D Categories

1. **Coaches** – teams require a registered coach/manager to be fully Trained NCCP (Softball) - "Community Softball" *(formerly CSOG)*, Level I, or higher. Fully trained means the coach has completed their Foundations of Coaching Softball Part 1 module, attended the weekend Community Softball course and has completed their MED Online Evaluation. **A maximum of four (4)** coaches/managers are allowed on the team bench, **ONE** of which must be of the same gender as the team and he/she must have his/her Making Ethical Decisions Online Evaluation & must have completed Foundations of Coaching Softball Part 1.

2. **Pickups for Provincials -** teams are allowed 2 pickups for Regional Qualifiers 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 (in the same Zone as the Provincial team), and of teams in the same classification or lower.

   - The maximum roster size is 17 players. Pickups are NOT placed on the actual roster form; they should only be **on Player Release Pickup Forms** which are available from your District Organizer or the Softball Alberta Office.
   - *YOUR* 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 Release Forms must be presented to the Softball Alberta Rep at the Coaches Meeting PRIOR to the team's FIRST game.

3. A "**Coin Toss**" will be used to determine home team for Qualifying Round games; the "Coin Toss" will usually be done immediately after the Coaches Meeting. Teams NOT in attendance will automatically forfeit "choice of inning". In the Championship Round, home team will be determined by the qualifying round standings, the higher ranking teams will have a choice of inning.

4. **The Game** – Seven (7) innings constitutes a legal ball game, except if tied after seven (7) complete innings or expiry of time limit. If the game cannot be completed due to time expiry, rain, darkness, etc.; five (5) innings or expiry of time limit constitutes a legal ball game.

   - **Time Limits** – *Time starts at completion of Plate Conference*
     - **1hr 45min** – Zone Playoff games, Provincial Qualifying Round games, Tiebreaker games and Championship games C1 & C2 - No new inning shall start after a 1 hour & 45 minute time limit for all games.
     - **2hr** – Championship games C3 & C4 - No new inning shall start after a 2 hour time limit.

   - **NO GAMES end in a TIE** – Tiebreaker Rule will commence at the end of the game *[the 9th batter in that respective half inning starts on 2nd base].*

   - **Runs per Inning Rule** – "**5 runs per inning**" is in effect throughout the game. Once the fifth (5th) run is scored, all other runners are stranded. They DO NOT start on base the next inning.

   - **RUN AHEAD RULES:** - A Run Ahead Rule shall result in the conclusion of the game when there is a difference of:

   a) [*Minor and Adult FP*]
      i) 15 or more runs after 2½ or 3 complete innings of play
      ii) 10 or more runs after 3 ½ or 4 complete innings of play
      iii) 7 or more runs after 4½, 5, 5½ or 6 complete innings of play

   - **Pitching Rule** – Pitchers may pitch a maximum of four (4) innings per game. Should a pitcher throw one (1) pitch (*excluding warm-up pitches*), this is classified as a complete inning pitched. In the event of extra innings, the pitching rule is not in effect. The penalty for pitcher(s) exceeding the limit of innings pitched is: 1) the coach is ejected, and 2) the player(s) is removed from the pitching position.
      At the time of the appeal, the non-offending team shall have the option of:
      a) Allowing all plays to stand, or
      b) Revert to the spot in the game when the violation occurred.

   - **Pitchers Protective Face Mask/Guard** – Pitchers are required to wear an approved protective face mask/guard when pitching.

   - **Third Strike** – The batter is out on the third strike, regardless if the ball is caught or not and the ball remains alive.

   - **Infield Fly Rule** – NOT in effect.   **Designated Player** – use is NOT permitted.

   - **Charged Conferences** – three (3) defensive conferences per seven inning game, one (1) offensive conference per inning.

- **Temporary Runner** *(Courtesy)* – <u>may</u> be used for the catcher if the catcher gets on base with 2 out – it is the last person in the batting order that is not on base who assumes the catcher's position on base; as per Softball Canada FP Rule 3.1.23 and 3.2.7 "*Temporary Runner*".

- **Injury Replacement –** as per Softball Canada FP Rule 3.1.19

- **Replacement Player** *(Blood)* **–** as per Softball Canada FP Rule 3.2.6

A. STANDINGS AT COMPLETION OF THE QUALIFYING ROUND
Teams are RANKED after the Round Robin games based on:

1. WIN / LOSS record (no tie games in qualifying round)

2. Games played against each other.

3. a) Total Plus/Minus of all games – (runs **For** minus **Against**) with a maximum (+/-) per game being:

U13 Categories	7 runs

   b) Least runs allowed in all games by each team
   c) Total runs scored in all games for each team
   d) Positions settled by a coin toss

NOTES:

(1) U13 teams will be ranked according to criteria used in A. 1, 2, 3 for purpose of determining seeding for playoffs. No tiebreaker game is required.

(2) When using criteria 2., 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) The final score of a game is also the score used for tiebreaking purposes. (Softball Alberta no longer reverts back to the last full inning).

(4) If the home team is ahead when the game is over, the home team does NOT bat or complete their bat at the bottom of the inning.