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| **Senior & Intermediate Slo-Pitch Categories** |

1. A “**Coin Toss**” will be used to determine home team for Qualifying Round games; the “Coin Toss” will be done immediately after the Coaches Meeting. Teams NOT in attendance will automatically forfeit “choice of inning”.
2. In the Championship Round, home team will be determined by the round robin standings, the higher ranking teams will have a choice of inning.
3. If there is more than one pool in the qualifying Round, the higher ranking teams of all pools combined will have choice of inning.
4. If teams of all pools combined are equally ranked, a coin toss will determine the higher ranking team.
5. In the Championship Game, the undefeated team in the Championship Round will have choice of inning (*i.e. home or away*). If there is an 'if' game, home team will be determined by a coin toss.

ADD ROSTER SIZES FOR 2024

1. **Minor SP Player Safety Equipment Rules**:
2. Minor players must wear a batting helmet and mouth guard when in an offensive position as a batter or runner.
3. Minor players playing any defensive position must wear a mouth guard AND while playing an infield position, they must also wear a face protector.
4. **SP Equipment Rules:**
5. Pitchers are required to wear a protective **face mask & head protection** while pitching in Provincial competition.
6. ALL players, both male and female, are required to wear **approved** protective batting helmets while on deck, batting and running the bases in Provincial competition.
7. Refer to Softball Canada SP Rule 2.1.8 HELMET for permissible equipment use by defensive and offensive players.
8. **The Game –** Seven (7) innings constitutes a legal ball game, except if tied after seven (7) complete innings. If the game cannot be completed due to rain, darkness, etc.; five (5) innings constitutes a legal ball game.

* **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]*.

**Time Limits (*Intermediate only*) –** *Time starts at completion of Plate Conference*

* **1hr 15min –** Qualifying Round games and Tiebreaker games - No new inning shall start after a 1 hour & 15 minute time limit for all games.
* **No Time Limit –** Championship semi-final and final games [*C1 - C4*].
* **Run Ahead Rules *(Mercy)***
* **25** runs **–** where one team is leading the other by **25** runs after 2½ or 3 complete innings of play, the team leading shall be declared the winner
* **20** runs **–** where one team is leading the other by **20** runs after 3½ or 4 complete innings of play, the team leading shall be declared the winner
* **15** runs **–** where one team is leading the other by **15** runs after 4½, 5, 5½, or 6 complete innings of play, the team leading shall be declared the winner
* **Walk-off Home Run** (in effect for Senior Men & Women)
* **Home Run Limit** (Men = 7, Women = 7)
* **1 Ball, 1 Strike Count**(in effect for Senior Men & Women)
* **Extra Player –** use is permitted as per Softball Canada SP Rule 3.2.4
* **Charged Conferences –** one (1) offensive conference per inning and three (3) charged defensive conferences per game. See Softball Canada Rule 5-9 for definition of Charged Conferences.
* **Temporary Runner –** A temporary runner will be used for a pitcher who is on base. It is optional until there are 2 outs. (Refer to Softball Canada SP Rule 3.2.6)
* **Replacement Player *(Blood)* –** as per Softball Canada SP Rule 3.2.5

# 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 round robin)

2. Games played against each other.

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

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| Adult SP Categories | 15 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. No team will be eliminated by criteria 2 or 3 – a 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. When using criteria 3, team records are based on ALL games of the qualifying round, and only full innings are used (e.g. 4, 5, 6, etc. in 4½, 5½, 6½, etc. inning games),
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.

# Tiebreaker Games

* + 1. The above criteria ranking establishes the standings after completion of the qualifying round.
    2. If there is a tie for the last playoff position; tie breaker games between these teams will be played, with ranking used to determine pairings in the first round, as follows:
       1. Number of games played will be equal to number of teams minus one (1). [E.g. Two teams = 1 game, Three teams = 2 games, etc.]
       2. If odd number of teams, the team ranked highest receives a bye in the first round.
    3. If no tiebreaker games are required, then the Championship round may begin in the time slots reserved for tiebreaker games.

