**U17 B/C/D & U19 C/D Categories**

1. **Coaches** – Teams require a registeredcoach/managerto be fully CertifiedNCCP (Softball) - “Community Softball” 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 they must have their Make Ethical Decision 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 (for U17 only, in the same Zone as the Provincial team) and from 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 the Softball Alberta website.
* 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.*)
* U17 and above Female teams in categories NOT leading to Post Provincial play may have on their roster up to two (2) overage players for the purposes of Provincial play. These players must be players who are only one year advanced from the current playing category of the team in question.

1. 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.
2. **Metal Cleats** – Metal cleats ARE permitted, provided the facility allows them. Cleats must not extend more than 2.0 cm (3/4") from the sole or heel of the shoe.
3. **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 –** Regional Qualifier games, Provincial Qualifying Round games and Tiebreaker games - No new inning shall start after a 1 hour & 45 minute time limit for all games.
* **2hr – ALL** Championship games - 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 *[Softball Canada Rule FP 1.2.4]*.
* **Runs per Inning Rule** **–** “**7** runs per inning” is in effect throughout the game. Once the seventh (7th) run is scored, all other runners are stranded. They DO NOT start on base the next inning. The game is declared over:

1. Once the allotted time has expired and the home team is behind by more than seven (7) runs, or

* **Run Ahead Rules *(Mercy)***
* **15 runs –** where one team is leading the other by **15 runs after 2½ or 3** complete innings of play, the team leading shall be declared the winner
* **10 runs -** where one team is leading the other by **10 runs after 3½, or 4** complete innings of play, the team leading shall be declared the winner
* **7 runs –** 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
* **Defensive Infielders Protective Face Mask/Guard** – ALL infielders are required to wear an approved protective face mask/guard
* **Designated Player –** use is permitted as per Softball Canada FP Rule 3.2.4.
* **Charged Conferences –** three (3) defensive conferences per seven inning game, one (1) offensive conference per inning.
* **Temporary Runner *(Courtesy)* –** may be used for the catcher if the catcher gets on base with 2 out – 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 3.2.7
* **Replacement Player *(Blood)* –** as per Softball Canada FP Rule 3.2.6.

# 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 (b).

3. Runs For/Against with a maximum per game being (c & d):

|  |  |
| --- | --- |
| U17 & U19 Categories | 7 runs |

4. Least runs allowed in all games by each team

5. Total runs scored in all games for each team

6. 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.

1. 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.
2. If the home team is ahead when the game is over, the home team does NOT bat in the bottom of the inning. [This will be considered a FULL inning]. (including this last one)

# 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.

