

## Edmonton Blue Crew's Ric Bishop Memorial

### U11 C/D Rules

CASA rules will apply with the following modifications

**Home/Away:** The home team will be determined by a coin toss at the plate conference before each game. This shall include playoff games.

**Run limits:** 5 runs max per inning

**Duration of the game:** 7 innings or a time limit of 1 hour, 20 minutes (80 minutes) no new innings shall start. The time will start directly after the plate conference ends. The Plate Umpire will be responsible for starting the clock.

If the home team is ahead after time has expired, they will not bat in the bottom half of the inning. The score will revert to the score in the last completed inning.

If in the opinion of the Umpire one team is unable to catch up to the other in the remaining time the game will be over.

Ties are allowed in round robin games.

### Fair Play Rules

**COACH PITCH RULE:** NO WALKS - Coach or parent will pitch after ball 4 to the batter.

\*Example: \* Batter # 1 (B1) is at the plate. After the 4th ball, the batter will have a count against her. The coach, or designated parent pitcher for the offensive team will pitch to his/her own batter. The number of pitches that the batter will receive from the coach/parent is dependent upon the number of strikes that the pitcher had achieved against that batter prior to throwing the 4th "ball". All batters continue using the same rules:

Count 4-0, coach/parent may throw up to 3 pitches (excluding foul balls after the second pitch). · Count 4-1, coach/parent may throw up to 2 pitches (excluding

foul balls after the second pitch). · Count 4-2, coach/parent may throw only 1 pitch (excluding foul balls). If the batter uses up all of her strikes without hitting the ball, she is out. There is no opportunity to walk. Every pitch is considered a called strike no matter where the pitch is thrown. The batter does not have to swing to strike out, nor does the pitch have to be in the strike zone.

Stealing of the any bases is **NOT** permitted when a coach or designated parent is pitching. For clarity, even where the catcher throws to third base to pick off a runner, that runner is not permitted to come home on an overthrow. Runners may **ONLY** advance on a fair batted ball.

The designated pitcher will make a reasonable effort to not interfere with a batted ball. If interference in the Umpires judgement is intentional the batter will be called out and all players on base will return to the base they held at the time of the pitch.

### **Lineups:**

**Player eligibility:** will be in accordance with Softball Alberta non-post provincial (refer to the C and D category rules) play guidelines.

**Offense,** all players on the roster and in attendance must bat according to the lineup card submitted to and held by the umpire.

A courtesy runner for the catcher **MUST** be used in the following situations, when the catcher is on base with two outs or 4 runs have scored. The penalty for not using a courtesy runner will be balls awarded to the next batter. Number of balls will be determined by the umpire.

**Defense,** when a team is on defense, there will be an unlimited substitution rule in effect with the following stipulations. No defensive player may sit in back-to-back innings. A partial inning played by a defensive player does not constitute an inning played. Opposing coaches shall bring up any infractions as soon as they are noticed so the infraction can be corrected as soon as possible.

**NO Stealing home,** Base runners may not steal home on a past pitched ball. Runners may take their normal lead off, but must wait until a ball is hit into fair territory before a run can be scored. Base runners may steal 2nd and 3rd base.

**Placing for playoffs will be determined as follows,**

- Point system, 2 points for a win, 1 point for a tie, 0 points for a loss
- Head-to-Head game (if two teams with same number of points played in round robin the winner of that game shall be ranked higher than the loser)
- Runs for and against, max +/- allotted per game will be 10
- If needed there will be a coin flip

**No Protests, all umpire decisions will be final**

**Please note: Any abusive language or actions towards any Umpire, Player, Coaches or fans will not be tolerated. Any persons acting in an abusive manner will be asked to leave Henry Singer Ball Park for the remainder of the tournament.**

**Both teams must return their scoresheets to tournament headquarters immediately following the game**

**THANKS, AND HAVE FUN!**

## Edmonton Blue Crew's Ric Bishop Memorial U13 C/D Rules

CASA rules will apply with the following modifications

**Home/Away:** The home team will be determined by a coin toss at the plate conference before each game. This shall include playoff games.

**Run limits:** 5 runs max per inning

**Duration of the game:** 7 innings or a time limit of 1 hour, 20 minutes (80 minutes) no new innings shall start. The time will start directly after the plate conference ends. The Plate Umpire will be responsible for starting the clock.

If the home team is ahead after time has expired, they will not bat in the bottom half of the inning. The score will revert to the score in the last completed inning.

If in the opinion of the Umpire one team is unable to catch up to the other in the remaining time the game will be over.

Ties are allowed in round robin games.

### Lineups:

**Player eligibility:** will be in accordance with Softball Alberta non-post provincial (refer to the C and D category rules) play guidelines.

**Feilding a team:** A team may play with 8 players. If a team only has 8 players at the start of the game, they may play without an automatic out in the 9<sup>th</sup> spot in the batting order. If a team starts with 9 players and one has to leave the game due to sickness or injury then that spot in the batting order will become an automatic out. An ejection of a player on a team playing with 9 players, will result in a forfeit.

**Offense,** all players on the roster and in attendance must bat in the order listed on the lineup card submitted to and held by the umpire.

A courtesy runner for the catcher **MUST** be used in the following situations, when the catcher is on base with two outs or 4 runs have scored. The penalty for not using a courtesy runner will be balls awarded to the first batter in the next half inning. Number of balls will be determined by the umpire.

**Defense,** when a team is on defense, there will be an unlimited substitution rule

in effect with the following stipulations. No defensive player may sit in back-to-back innings. A partial inning played by a defensive player does not constitute an inning played. Opposing coaches shall bring up any infractions as soon as they are noticed so the infraction can be corrected as soon as possible.

**Pitching Limit,** Pitchers may pitch a maximum of 4 innings per game. Should a pitcher throw one pitch in an inning, this shall count as an inning pitched. In the event of extra innings, the pitching rule will no longer be in effect.

**Placing for playoffs will be determined as follows,**

- Point system, 2 points for a win, 1 point for a tie, 0 points for a loss
- Head-to-Head game (if two teams with same number of points played in round robin the winner of that game shall be ranked higher than the loser)
- Runs for and against, max +/- allotted per game will be 10
- If needed there will be a coin flip

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