

# 2022 WEST HILL SOFTBALL HITS & SPITS TOURNAMENT

# **Game Play & Tournament Rules**

(The CMSA 2022 Handbook shall be referenced for all rules not summarized in this document) http://calgaryminorsoftball.com/files/2022 calgary minor softball rulebook2.pdf

# **ROSTER / LINEUPS:**

- Roster: If your team is picking up players at a higher level or overage, you must disclose this to the tournament committee at tournament@westhillsoftball.ca for approval.
- Line-Up Cards to be completed in full prior to the game starting and provided to umpire and opposing team.
- Universal substitutions will be used during this tournament (See rule 10.3.2 of CMSA Rulebook linked here)
- Defensive rotation is defined such that no player shall sit more than one inning until all players have had an inning on the bench.
- All players present are listed on the scoresheet and bat in the order listed.
- Players arriving late are added to the end of the batting order
- Injured players or missing players will be skipped, there will be no automatic outs considered

### **HOME TEAM:**

- Home team for round-robin games is randomly pre-determined by schedule. On team snap, the team listed on the top marked with "(H)" will be the home team
- Home team for Medal Round games will be determined by the higher seed (their choice of home or visitor)
- Home teams are to take the third base bench area for the game and warm-up

# **PLAYER RULES:**

- All Pitchers must wear a protective face mask when pitching.
- All Infielders are strongly encouraged to wear a protective face mask

# **PITCHER INNING LIMITS (exclusive Tournament Rule)**

- West Hill Softball encourages pitching skill growth across multiple players. To support this philosophy:
  - o **U11:** Pitchers may pitch a max of 2 innings per game during the entire tournament
  - U13/U15: Pitchers may pitch a max of 3 innings per game during the entire tournament
  - One pitch constitutes an inning pitched

# TIME LIMITS:

- ALL POOL GAMES: No new inning after 1:20 (80 min). Games will have a strict time limit (hard stop) at 1:45. If the game is declared over by the umpire due to the hard stop, the score will revert to the last completed inning.
- U11 PLAYOFF GAMES: No new inning after 1:20 (80 min). No strict time limit (hard stop) observed
- U13/U15 PLAYOFF GAMES: No new inning after 1:30 (90 min). No strict time limit (hard stop) observed.
- Max 5 warm-up pitches each inning. (3 for the second inning for a pitcher)
- Catchers may have a replacement runner with 2 outs OR if approaching the MAX run limit. The catcher must represent the max run or higher. (e.g. If your team has scored 3 runs and your max 4<sup>th</sup> run is at 3B, and your catcher is on 2B, you may have a replacement runner to speed up the next inning).
- **Weather Exceptions**: Delays to start times due to weather or other delays will be communicated as necessary by the Tournament officials prior to game start. Game time limits may be adjusted by the tournament committee.
- Min. 2 innings for pool game & 3 innings for elimination games to be considered an official game

# **AGE CATEGORIES SPECIFIC RULES:**

- U11, U13 No dropped third strike, infield fly or charged conferences
- U11 does NOT have Coach Pitch (aligned with Calgary Minor Softball rules)

If rules have not been explicitly stated in this document, please consult CMSA guidebook,

#### **RUN LIMITS:**

#### **POOL PLAY:**

- U11 / U13 = 4 runs max per inning in Pool Play, no exceptions.
- U15 = 5 runs max per inning in Pool Play, no exceptions
- No "open" innings during pool play
- If the home team is ahead after the No New Inning time, they will not take their bats.

#### BRACKET ELIMINATION:

- U11 / U13 = Final inning is determined OPEN to a max. of **7 runs**
- U15 = Final inning is determined OPEN to a max. of 8 runs
- If the "no new inning" time limit expires without a "Final" Inning called, there will be no final inning, game is over.
- Umpires will call the "Final Open Inning" at their discretion

## **OFFICIAL SCORES / RUN AHEAD RULE:**

- Modified Tournament Run Ahead Rule: 10+ after 3 or more complete innings
- Max 10 run differential recorded for all games (E.g. Final score of 14-2 will be recorded as 12-2).
- If the game is declared over by the umpire due to time limit, the score will revert to the last completed inning.
- Umpire may call the game early if it is deemed that a team can't score enough runs to catch up in the time left

### **ROUND-ROBIN STANDINGS:**

- Standings will be determined by Total Points (2 for a win, 1 for a tie). Round robin games can end in a tie.
- Tie-breakers will be broken as follows, in order:
  - o Head-to-head records, Run Differential, Overall Runs scored, Coin Toss
  - o Note: All game scores capped at 10 run differential max.
- Note: If pool play schedule is reduced due to weather interruptions (less than 3 games), we will override the TeamSnap tiebreak process and use Points % (Total Pts/Total Games) as first determination for standings.

### **PLAYOFF SCHEDULES:**

Posted on TeamSnap Tournament. Teams are responsible to know when/where to play.

## **PLAYOFF TIE GAMES:**

- Elimination games tied at the completion of the allotted time limit must be played out to declare a winner.
- Modified Tournament Tiebreak rule: Start with batter scheduled to bat last at second base, with <u>ONE</u> out.

# **MEDAL ROUND FORMAT:**

- Gold, Silver, and Bronze medals will be given to all divisions
- "Ice Cream Cup" game for 5th place (Winner gets a \$75 gift card) Back by popular demand!
- "Slushie Cup" game for 7th place (Winner gets a \$50 gift card)
- U11 & U13D:
  - o 1st place team in each 4-team pool advances directly to semi-finals
  - o 2<sup>nd</sup> and 3<sup>rd</sup> place team in each pool advances to the quarter-finals
  - o 4th place team in each pool advances to the 7th Place Slushie Cup
  - Losing teams in quarter-finals advance to the 5<sup>th</sup> Place Ice Cream Cup
- U13C & U15D:
  - Top 4 teams advance to the semi-finals
  - o 5th and 6th place teams advance to the 5th Place Ice Cream Cup
- U15C:
  - o Top 2 teams advance directly to semi-finals
  - o 3<sup>rd</sup> to 6<sup>th</sup> place teams advance to quarter-finals
  - Losing teams in the quarter-finals advance to the 5<sup>th</sup> Place Ice Cream Cup

# All other rules not covered in this document will be determined at the discretion of the Tournament organizers