



# 2026 WEST HILL SOFTBALL HITS & SPITS TOURNAMENT

## Game Play & Tournament Rules

(The [CMSA 2026 Rulebook](#) shall be referenced for all rules not summarized in this document)

### 1) ROSTER / LINEUPS:

- a) **Rosters** must be entered via TeamSnap Tournament, or emailed no later than Friday, June 5
- b) **Pick-up/Affiliated Players:** If your team is picking up players at a higher level or age category, you must disclose this to the tournament committee at [tournament@westhillsoftball.ca](mailto:tournament@westhillsoftball.ca) for approval. All regularly approved affiliated players may be added as required.
- c) **Line-Up Cards** to be completed (full names & #s) prior to the start of each game (to umpire and opposition).
- d) **Scoresheets** are to be completed by BOTH teams on BOTH sides of the paper, with full information filled on top
- e) **Submit Scoresheets** – within 30 minutes of the end of your game
  - o To the Info tents at Glamorgan, Shouldice, or Optimist
  - o Submit photo of both sides of scoresheet to: [tournament@westhillsoftball.ca](mailto:tournament@westhillsoftball.ca) (you must have full team names, age category, and final scores completed).

### 2) SUBSTITUTION RULES:

- a) Universal or ABC substitutions may be used (see rule 10.3 of the [CMSA Rulebook](#)).
- b) Continuous batting order rule is in effect; everyone on the line-up card bats, in order
- c) Rostered players arriving late can be added to the end of the batting order
- d) Injured players or players not at the diamond will be skipped, there will be no automatic outs considered

### 3) HOME TEAM:

- a) “Home team” (top team “H”) on the schedule takes the THIRD BASE bench, no exceptions.
- b) However, each pool game will have a **coin flip at the plate meeting** to determine the home team for the game
- c) Home team for Medal Round games will be determined by the higher seed and will take 3rd base bench.
- d) If a team plays consecutive games at same diamond, they MAY stay on their bench, not required to move.
- e) Higher seed in playoff games may choose home or visitor at the plate meeting (but remains on 3<sup>rd</sup> base side)

### 4) PLAYER RULES:

- a) All Pitchers must wear a protective facemask while pitching.
- b) All Infielders are strongly encouraged to wear a protective facemask (mandatory for West Hill players)
- c) **Metal cleats** permitted for play ONLY at **Shouldice**. NOT permitted at Optimist, Glamorgan/Glenbrook.

### 5) GAME RULES:

- a) Max 5 warm-up pitches for any NEW pitchers. Max 3 warm-up pitches for any returning pitcher.
- b) Min. 2 innings for pool games & 3 innings for elimination games to be considered an official game
- c) **U9 SPECIFIC RULES:** WHS Tournament will be using the modified 6 player game found at: <https://calgaryminorsoftball.com/content/u9-rules>, Includes coach pitch, home run line, stealing rules, etc.
- d) Rules CANNOT be changed at the plate or during the game by umpires or teams.

### 6) RESPECT/UMPIRES:

- a) Coaches and players must be courteous and respect the umpires’ decisions.
- b) Umpires’ decisions are final. Absolutely no protests of umpire decisions.
- c) U9, U11, and some U13 games will likely not have carded umpires. Although tournament organizers are hoping to provide some junior / non-carded umpires, **teams may need to provide their own volunteer umpires.**
- d) [UMPIRE ADVOCATES](#) are requested to be provided by each team at any game with a junior umpire

## 7) TIME LIMITS:

No New Innings permitted after the following time limits:		
Age Category	Friday & Saturday Pool games + Sunday Crumbl Cups Time Limit	Sunday – All other playoff games Time Limit
u9	1:00	1:15
u11, u13, u15, u19	1:15	1:30

- a) All games are to be **played in their entirety until the game's time limit** (except in Run-Ahead Rule 7B)
- b) **Run-Ahead Rule:**
- 15+ runs after 3 innings, 10+ after 4 innings, or 7+ runs after 5 innings
  - If home team is batting, and Run-ahead rule has been reached, the game is over; current score recorded
- c) **There will be NO Hard stop this year.** The last inning is to be played in its entirety, except for rule 7d scenario.
- d) **No 'running up the score' after No New Inning Time Limit. When Time Limit is reached (or any time after):**
- If the home team is winning and batting, the game is over; the current score is marked final.
  - If either team is ahead by more runs than is possible for a comeback in the current inning, the game is over, and the official score reverts to the end of the previous inning.
- e) **Weather Exceptions may impact time limits:** these will be communicated as necessary by the Tournament officials and should only apply prior to start of games. Any weather delays during a game will stop the time limit clock. The game clock is to resume upon return to play. *If play on diamonds gets behind, the tournament committee may be required to adjust the time limits or add a Hard-stop.*

## 8) RUN AHEAD RULE (Recorded Scores):

- Please record the full, actual score as it happened. E.g. If final score was 14-2, record it as that.
- A maximum of 7-run differential is used in TeamSnap for all games, and will be applied automatically by the app.
- E.g. Final score of 14-2 will still count only as +7, and used in case of tiebreakers.

## 9) INNING RUN LIMITS:

The following modified run limits will be enforced in the Hits & Spits Tournament		
	Friday & Saturday	Sunday
	Pool Play	All playoffs & Medal Games
U9 / U11 / U13	4 runs	Inning 3+ = 5 runs
U15 / U17 / U19	5 runs	Inning 4+ = 7 runs
<i>Playoffs: All extra innings played using the latter inning rule (5 or 7 runs). NO open innings.</i>		

## 10) PITCHER LIMITS

- a) West Hill Softball encourages teams to have multiple pitchers at ALL age groups during pool play
- b) Here are the max innings (reminder, one pitch constitutes an inning pitched):
- \* denotes an Exclusive Tournament Rule**

	Pool Play (Fri & Sat)	All Playoff Games (Sunday)
U9 / U11	2 innings *	3 innings
U13 / U15	3 innings *	4 innings
U17 / U19	4 Innings *	5 innings *

## 11) TEMPORARY RUNNER (For Catcher or Pitcher) [Rule 9.7 \(page 30\) in CMSA Handbook](#)

Temporary runner permitted for pitcher/catcher of record with two outs, with these **\*exclusive tournament rule additions\***:  
*This rule is ONLY intended to be used to speed up the breaks between innings – not to be abused.*

- a) Permitted if the Pitcher/Catcher represents the MAX run limit or higher, with less than 2 outs
- b) For u9 to u13 only: Replace your NEXT catcher only (i.e. not the current catcher of record). The removed runner MUST catch next inning. This rule does NOT apply after the time limit has been reach (i.e. guaranteed no next inning). Penalty application: If the temporary runner scores, and the removed runner does not catch the next inning, the temporary runner's run does not count.

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## 12) ROUND-ROBIN STANDINGS:

- a) Standings will be determined by Points Percentage (2 for a win, 1 for a tie, divided by number of games).
- b) Tie-breakers will be broken as follows, in order:
  1. Head-to-head – TWO teams only
  2. Most games won (*i.e. 2 wins, 1 loss rates higher than 1 win, 2 ties*)
  3. Run Differential (*capped at a max of 7 per game*)
  4. Head-to-head 3+ teams (*see rule 12c*)
  5. Most Runs Scored
  6. Coin Toss
- c) Note: Head-to-head record for 3+ teams does not require all teams to have played each other equally.
- d) In all cases, TeamSnap's algorithm will determine the tiebreaker result and will be deemed as final

## 13) PLAYOFF BRACKETS & SCHEDULES:

- Will be posted on the TeamSnap Tournament App asap Saturday evening after final pool games are played.
- Manual review is required, please be patient for it to show on the app.
- Please consult TeamSnap tournament for the playoff bracket format for your division.
- Teams are responsible to know when/where to play for Sunday games via the Tournament App. A general TeamSnap notification will be sent when the Sunday schedule is complete. No other direct notifications provided.

## 14) PLAYOFF GAME TIEBREAKERS: *(Does not apply for pool games, which can end in a tie)*

- a) Elimination games tied at the completion of the allotted time limit must have a declared winner.
- b) **Modified Tournament Tiebreak rule = "Defensive Outs":**
  1. **Team that recorded the most outs defensively during entire game will be declared the winner.**  
(E.g. Game ends tied 12-12. But Team A recorded 7 outs on defence and Team B only recorded 5 outs on defence, Team A is declared the winner)
  2. If still tied, teams will play extra Innings: Start with batter scheduled to bat last **at 2<sup>nd</sup> base, no out.**
  3. If still tied (runs), once again Defensive Outs in the extra inning will determine a winner.
  4. Teams will continue to play extra innings until a winner can be determined.
- c) **U9/U11 Only: ONLY ONE** extra inning will be played; If games remain tied, it will be decided by base race.
  - *And, YES, this happened in 2025!*
  - Umpire will officiate the race, ensuring all bases are touched and no leadoffs occur
  - If the rules are broken and impact the race result, it may be stopped and repeated one time
  - Coaches may (recommended) 'hold'/'direct' players to ensure they don't leave early
  - U9 = Only 6 players will run; U11 = Only 9 players will run (no running twice required)
  - If a base race is inconclusive or disputed, a coin flip with the umpire will determine the winner

15) If game rules have not been explicitly stated in this document, please consult [CMSA guidebook](#),

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

**GOOD LUCK & HAVE FUN!**