



50th Anniversary FASTBALL TOURNAMENT RULES – 5gg

TOURNAMENT FORMAT

5 game guarantee. We will be playing Softball Canada rules (with the following exceptions below) Round robin play will take place Friday and Saturday. Teams will be seeded after round robin play, then play a single elimination format through the remainder of Sat/Sun.

TEAM CHECK-IN

Coaches must check in and present roster and waivers (legible, completed and signed by parent or legal guardian) at least 60 minutes prior to first game. Players without properly executed waivers will not be permitted to take the field. Birth certificates must be presented upon request for player age verification.

Note: I am hoping we can do this online or may remove requirements.

PRE-GAME WARM UP

Pre-Game warm-up may take place if appropriate time exists between games. All teams need to be ready to play at least 45 minutes before their scheduled start times games may begin earlier than scheduled if the previous game ends early.

TEAM ROSTERS

Minimum 9 (no maximum) Managers should carry current roster, copy of birth certificates and a copy of these rules.

A player may be only on 1 roster per age division;

NO PLAYER MAY BE ADDED TO A TEAM ONCE TOURNAMENT STARTS.

EQUIPMENT

North Waterloo will supply softballs.

PlayerAge/Eligibility Softball Canada Age rules/codes apply.

BAT REGULATIONS / PITCHING REGULATIONS

Softball Canada Rules – Bats will be inspected by the UIC and will be stickered. Any bat that has been approved by the UIC will be allowed in the tournament. Teams found using an illegal bat (not stickered) will forfeit the current game. Teams caught doing this more than once may forfeit the tournament with no refund.

HOME TEAM will be determined by a coin flip for opening round games in Round Robin play.

The Home team will be the higher seed in the single elimination round, Semi Final & Championship rounds.

Game Length:

TIME LIMITS:

Games will be 7 innings or 75 minutes max, whichever comes first. No new inning will start after 75 minutes.

WARM UPS:

Teams will be given roughly 5 minutes for warmup before the start of their game. Teams may warm up on the warning track, outfield or in foul territory. Warmup on the field is not permitted for the safety of the diamond groomers.

TIE GAMES:

During play, if the score is tied at the end of 6 innings for U13 and younger or 7 innings for 13U and older, or reaches its time limit, extra innings will be played using a modified international tiebreaker rule until a winner has been determined.

Tie-Breaker rule as follows:

Each half inning will start with the bases loaded and 1 out. The Championship game has no time limit. The mercy run rule is still in effect for the Championship game Each team will continue the batting order from the previous inning with the three previous batters occupying the bases, with the last batter occupying 1st base, the second last batter occupying 2nd base, and the third last batter occupying 3rd base.

TIE BREAKERS FOR FINAL SEEDINGS:

To determine the spots for the final seeding, the following format will be used:

- a. Win-Loss Record
- b. Head to Head
- c. Runs Allowed
- d. Runs Scored
- e. Coin Toss

If any team should forfeit any game, the winning team will record a 7-0 win. The losing team will record a 0-7 loss with no exception to this calculation.

SOFTBALL REGULATIONS

MERCY RULES:

Games will be called for Mercy Rulings after the specific number of complete innings, providing the home team has the certain run lead. If the Home Team has hit the Mercy Rule the Game is over. The Home team will not continue the game to add runs.

- Twelve (12) Run Lead after three (3) complete innings
- Ten (10) Run Lead after four (4) complete innings.
- Eight (7) Run Lead after five (5) complete innings

Spectators/Dugout Areas

PLAYING RULES:

Softball Canada Rules apply with the following exceptions.

A team may bat either 9 or 10 batters (extra hitter) or their entire lineup. A team has the option of free substitution throughout the game even without batting the entire line up. We want to let the coach play as many players as he/ she wants. The only information needed regarding a Starting Lineup is the number of batters. The batting order must be set prior to the game and stays the same for the game's duration You must have 9 players in field to start a game. Upon injury; a team may finish with a minimum of 8 players in the field.

Offensive:

- Teams will progress through the "official" batting order regardless of whether a player actually plays on the field any particular inning.
- If a team chooses to bat the entire line up and an Injury or Injuries occur; that team will NOT have to take an OUT IN THAT BATTING ORDER until there is under 9 batters available for that team.
- A team with substitutes may choose to BAT any such substitute anywhere in the lineup, but that player will then be "married" to that player in the same batting order spot and either player may bat in that batting order spot as long as each change is notified to other manager before that at bat.
- A PLAYER MAY ONLY BAT IN 1 BATTING SPOT during any game. Example..... Once players are "married" in a batting spot; that substitute player MAY NOT be moved to another batting spot if INJURY occurs to other players on the team.

Defense:

- Any player on the roster may play in any defensive position at any time.

- Substitutions can be made on the field any inning, and players may re-enter the game as fielders at any time.
- Stalling will not be tolerated and may result in the game being forfeited; Umpire judgment is final.

Courtesy Runner:

Teams will have the option to use a Courtesy runner for the pitcher and catcher at any time during an inning, but **this rule IS MANDATORY with 2 outs for the catcher**. Teams must follow all options and rules regarding Courtesy Runners listed below.

1. Option 1: If a team opts to bat their entire line up, they must use the last official batter of the previous inning as the Courtesy Runner. The second choice is to use the second last batter of the previous inning if the team needs a second courtesy runner that inning (this only occurs when the pitcher and catcher reach base in the same inning).
2. Option 2: If a team opts to bat nine (9) or ten (10) batters, the courtesy runner must be someone not in the current batting order of the game. (Example: Starter who is now on the bench or player who just arrives or someone who has not been in the game at all.) The exception to this rule is if there are no additional players on the bench; refer back to Option 1 for Courtesy Runners

Speed Up Rules:

PITCHER WARM UP:

- The starting pitcher and any new pitcher inserted into the game will be allowed (five) warm-up pitches and 3 warm up pitches the following innings.
- Only one throw is permitted after an out. If the out is a strike-out, the catcher must throw the ball back to the pitcher. If the out is made by an outfielder, the ball must be returned to an infielder, and then directly to the pitcher.
- No time outs allowed by the batter, unless for emergency.

INTENTIONAL WALK:

The Head Coach or Catcher of the defensive team will announce to the Home Plate Umpire that they would like to intentionally walk a batter. No pitches are thrown, and the batter will be awarded first base.

Please hustle on and off the field to keep the game moving.

Batting cages are available for rental before or after your games.

Teams and Coaches should be ready to move into the playing field 45 minutes prior to the start of their schedule game time.

As soon as the play clock expires from the previous game, teams should advance to the field and put their bags outside a dugout. Once the dugout is clear, put the gear in it. The home team should immediately take the field.

The visiting team should immediately send a batter to on deck circle and then step to the plate when the pitcher has completed the designated number of warm-up pitches.

After each game, coaching staffs & teams must clear the field as quickly as possible after each game – **PLEASE DON'T Hold post-game meetings on the PLAYING FIELD OR DUGOUT AREA.**

Coaching – Bench & Field Conduct Only one Head Coach and one Assistant Coach is allowed on the playing field while their teams on offense. NO coaches may be on the field during their teams defensive series of play.

EJECTIONS (Players and Coaches):

Any player or coach ejected from a game for any reason will be required to sit out the remainder of the game they were ejected from as well as their next game. If a coach or player is ejected a second time anytime throughout the remainder of the event, the offender will be permanently removed from the remainder of the tournament and must leave the premises for the remainder of the event. This applies for ALL games (including pool, semi-finals and finals). NO EXCEPTIONS! Any player or coach not abiding to this rule will cause their team to forfeit from the event. Throwing equipment, offensive language, arguments and fighting are prohibited. Players, coaches, managers and spectators who engage in unsportsmanlike like behavior may be ejected from games and face suspension from future play.

ZERO TOLERANCE POLICY

North Waterloo Fastpitch does not tolerate unprofessional or unsportsmanlike conduct by coaches, players or parents. The umpires have complete and final authority on the field and may remove anyone – coach, player or parent – who acts in an unprofessional or unsportsmanlike manner toward another coach, player, parent or umpire. The manager is responsible for the behavior of his team's coaches, players and parents of players. Any coach who is removed from a game will be suspended pending the findings of a League inquiry. Any team who has someone (player, parent, and/or fan) from their side removed from the game may be subject to disciplinary action by the League. North Waterloo reserves the right to establish guidelines for any and all rules or infractions not covered in the tournament rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.

COMMENTS OF THE RULES:

These rules are intended to create a balance of play; to create an atmosphere of sportsmanship and fair play; and to emphasize cleverness and skill without limiting freedom of individuals or team play. It is important to know the intent and purpose of a rule so that it may be intelligently applied in each play situation. A player or team should not be permitted an advantage which is not intended by a rule. Play will not be permitted to develop which may lead to placing a player at a disadvantage not intended by a rule

REFUND POLICY

This is a 5gg tournament. If for any reason the number of games is reduced due to inclement weather, the organizers will attempt to make sure every team gets at least 3 games. Refunds will be calculated at the conclusion of the tournament and will be based on number of games played.