



2015 SPRING SIZZLE RULES (U12-C, U14-C, U16-C, U19-C)

1. Softball B.C. rules will apply, unless otherwise noted. (Note: U12-C & U14-C pitchers can only pitch a maximum of 4 innings per game)
2. **TIME LIMIT-** No new innings can start (signified by the last out in the bottom-half of an inning) **after 75 minutes and Drop dead time of 90 minutes for ALL games with the exception of the Finals, which will be 7 innings.** The umpire will announce the game's official start time following the completion of the first pitch. Maximum of 7 innings for ALL games.
3. **AFTER TIME HAS EXPIRED-** The top-half of the inning is played to completion. If the visiting team does not gain the lead in the top-half of the inning, the game is over and the score stands and bases touched are counted. If the home team is trailing, the bottom-half of the inning is played. As soon as the home team takes the lead in the bottom-half of the inning, or if already leading in the bottom-half of the inning when time expires, the game is over, regardless of the outs. The score stands and bases touched are counted.
4. **MERCY RULE ROUND ROBIN & PLAY-OFF GAMES-** 15 runs after 3 innings, 7 runs after 5. There is a 5 run maximum in the first 3 innings, with all subsequent innings being open.
5. **ALL GAMES-** Will be played as "all players bat with unlimited defensive substitutions".
6. **ALL ROUND ROBIN GAMES-** Will have MVPs awarded to one player from each team. Opposing coaches will pick MVP. A player can only receive one MVP award for the tournament. The home team will be determined by a coin flip at home plate. If a round robin game is tied after time has expired or 7 innings, the game will end in a tie.
7. **ALL PLAY-OFF GAMES-** Will give the higher seeded team the choice of home or away. If a play-off game is tied after time has expired or 7 innings, the game will continue in the top-half of the inning using the "International Tie-Breaker Rule" until a winner is declared.
8. **PLAY-OFF BERTHS-** Will be determined in each division by **total points** (2 for a win, 1 for a tie, 0 for a loss), followed by **runs scored differential**, and finally by **bases touched differential**. Maximum runs scored and bases touched differential per game will be **+7** and **+30**.
9. **TIE BREAKERS-** For play-off berths, if needed, use the following rules:
(1) Head to Head (2) Least runs allowed (3) Most runs scored (4) Coin Toss
10. Teams may play with a minimum of 8 players. A team fielding 8 players will not be penalized with an out in the 9th spot in the batting order. A player showing up late may be placed at the bottom of the batting order
11. To avoid unnecessary home plate collisions and reduce injuries all runners must slide at home if a defensive play is being made on them. Failure of the runner to slide, or avoid a collision with the defensive home plate player during a defensive play at the plate will result in an automatic out regardless of control of the ball or a tag. Any runner that makes intentional contact with the defensive player at home plate in the opinion of the umpire will also be ejected from the current game and will receive a mandatory next game suspension.
12. Any player, coach or official team representative ejected from a game will also receive minimum next game suspension. Further disciplinary action may be taken at the discretion of the tournament committee.
13. The winning team must turn in the game's score sheet, signed by both the away and home team score keepers, to the tournament office no later than 15 minutes after the game has finished.
14. **PROTESTS-** All games are "no protest". Decisions of the Umpires are final and not subject to appeal.