



## 2016 D9 DISTRICT PLAYDOWN RULES U14C, U16C, U19C

1. Softball B.C. rules will apply, unless otherwise noted. (Note: U14C 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 **1 hour and 30 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 (including the top-half of the inning). 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:** 15 runs after 3 innings, 10 runs after 4 innings, or 7 runs after 5 innings apply to all Round Robin and Play-off games. There is a 5 run maximum in the first 3 innings with all subsequent innings being open.
5. **ALL GAMES** will be played with all players bat with unlimited defensive substitutions. The last batter "out" is allowed as a courtesy runner for the catcher if there are 2 outs.
6. **ALL ROUND ROBIN GAMES:** 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 and the choice of dugout. If seeds are the same a coin flip will determine home and 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 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. Any team fielding 8 players will not be penalized with an automatic out in the 9th spot in the batting order. Any player showing up late may be placed at the bottom of the batting order.
11. *Any player, coach or official team representative* ejected from a game will also receive a minimum next game suspension. Further disciplinary action may be taken at the discretion of the tournament committee.

12. The wearing of jewellery while playing is highly discouraged however it is at the discretion of the player and coach and will not be monitored by the umpiring crew.
13. Pitchers may warm up on the infield; however, holes must be raked prior to the start of the game. There will be a rake available at each diamond.
14. Please be courteous and clean out your dugout after your game is over.
15. All bats and batting helmets will be checked before games.
16. Batting lineup cards will be given to each team for the games. A coach must sign the batting lineup card and provide all 4 copies to the Softball BC representative **30 minutes prior to scheduled game time**. The team copy will be returned along with a copy of the other team's lineup.
17. No electronic devices on the field of play *including dugouts*.
18. Scorekeepers will sit directly behind the backstop and only they will communicate with the Home Plate Umpire.
19. Any one warming up a pitcher must be wearing a mask.

**Have fun and enjoy the tournament!**