



2016 SPRING SIZZLE TOURNAMENT RULES U12C, U14C, U16C, U19C

1. Softball B.C. rules will apply, unless otherwise noted. (Note: U12C and 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 15 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** will have MVPs awarded to one player from each team. A player can only receive one MVP award for the tournament. Opposing coaches/scorekeepers pick MVPs. 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. **PROTESTS:** All games are "no protest". Decisions of the Umpires are final and not subject to appeal.
13. Team rosters must be presented to the Tournament Director prior to the start of your first game. No players can be added to the roster after the 1st game without consent from the Tournament Director. Up to 2 pick-ups are allowed, but must be from the same division or lower.
14. 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.
15. 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. Game score sheets will be included in the coaches' packages.
16. 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.
17. Please be courteous and clean out your dugout after your game is over.

RAIN OUT PROCEDURE

18. Due to the climate in British Columbia and the possibility of rain on any given day, games may be called due to heavy rain or water build up on the fields. The umpires will make the call at game time. If there is lightning in the area get players and umpires off the fields. They will continue to stay off the fields for a minimum of 15 minutes following the last lightning strike.
19. During inclement weather, the tournament director reserves the right to shorten games or introduce a drop dead time limit for games in order to get all or most games played. If a drop dead time for games is introduced, the game ends immediately at time and the score as it stands regardless of top or bottom of inning.
20. Round robin standings will be determined by same number of games. If necessary, we will revert back to games played in the most recent full round of games and move into play-offs.
21. If necessary, play-offs will go straight to the final rounds with 1st vs 2nd and 3rd vs 4th according to the round robin standings.
22. If the final play-offs cannot be completed we will revert back to round robin standings for medal awards.
23. A game is considered to have begun upon the first pitch in the top-half of the first inning. A game will be considered a complete game for the tournament standings when 5 full innings have been played. If teams are able to play or begin to play three (3) games during the tournament, then KMFS is said to have substantially fulfilled their commitment to teams to play a certain number of pre-scheduled games. If teams play in less than three (3) games, they will receive a refund as outlined below:
 - Play or begin to play one (1) game => Receive 60% of entry fee as a refund
 - Play or begin to play two (2) games => Receive 40% of entry fee as a refund