



### Summerside Showdown - U13A Rules

- **Pitching Distance:** 38 Feet
- **Ball Size:** 11 inch
- **Base Distance:** 55 Feet
- **Game Length:** 6 innings or a 1-hour 45-minutes time limit. Any inning that starts after 1 hour and 30 minutes but will be declared the final inning and will be an open inning to both teams. A game may take longer than 1-hour 45-minutes as once an inning is started, it must be completed.
- **The international tie breaker rule will be used for all games, no games will end in a tie.** (The last out for a team will begin as the runner at second base to start the extra inning.)
- **Open Innings:** First 5 innings are closed (max 5 runs) & only the 6th inning is open unless the time limit is a factor, and the umpire declares the inning is open due to the time remaining.
- **Mercy Rule:** 15 runs after 3 innings, 10 runs after 4 innings or 7 runs after 5 innings.
- **U13 Game Rules:**
  - o Round robin - home games will be determined by a coin flip.
  - o Playoff games will see the top seed as the home team.
  - o The following U13 pitching rules will apply.
    - A pitcher is allowed to pitch to a maximum of 3 innings per game or 6 innings per day (can be consecutive over two games i.e. end one game and start another).
    - Pitchers can pitch a maximum of 6 innings per day if they play more than one game.
    - 1 pitch equals one inning.
    - Should a game go to extra innings, a pitcher can throw a 4<sup>th</sup> inning and it will not count toward their 6 total innings on the day.
  - o Stealing – The pitch must leave the pitchers hand before a runner can steal.
  - o The batter is out on a called or swinging strike 3, even if the catchers drop or misses the ball, she cannot run however other runners on base may advance.
  - o Infield Fly rule will apply.
  - o Illegal pitches will not be called against pitchers in the U13A division, umpires may advise coaches that a pitcher is illegally pitching, only with the intent to help develop the pitcher.
  - o All players must wear a cage on their batting helmets.
  - o Every player must play at least 3 innings per game.
  - o All players must be in the batting order.

**Overthrows** - Runners advance a maximum of 1 base only on an overthrow that remains in the field of play.

- The runner advances at their own risk, and the fielder can still throw them out if the runner attempts to advance on an overthrow.

**Scoring from third base:**

- Runner can only advance from 3rd base to home on a hit ball or a bases loaded walk.

- A runner on 1st, 2nd or 3rd base may score on any hit ball. Runners do not need to stop at 3rd base until the play is deemed over by the umpire or in the event of the overthrow rule coming into effect.

The top two teams from each division will advance to the semi-finals. Division A team #1 will play Division B team #2. Division B team #1 will play Division A team #2. Winners will advance to the championship game.

For each division- the final standings from the round robin shall be established using the following Softball Canada tie breaking criteria:

1. Won/Lost records. If still tied, then:
2. Winners of games between tied teams
  - a. NOTE: In order to use this criterion, all subject tied teams must have played each other, and one team must have defeated all the teams they are tied with to be ranked higher. The remaining teams then go to next criteria with no reverting back:
3. Difference PLUS or MINUS of total runs scored, with a limit of 7 PLUS or MINUS per game allowed.
  - If teams are still tied within 3) the least (fewest) number of runs scored against in all games will be used. If still tied, then:
  - The total runs scored in all games, with a maximum of 10 runs scored per game, will be used. If still tied, then:
  - Positions will be settled by a coin toss.