



Summerside Showdown - U17A Rules

- **Pitching Distance:** 43 Feet **Ball Size:** 12-inch **Base Distance:** 60 Feet
- **Game Length:** 7 innings or a 1-hour 45-minutes time limit. Innings 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 can exceed 1-hour 45-minutes. When an inning begins, 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 6 innings are closed (max 5 runs) & only the 7th 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
- **U17A Game Rules:**
 - o Round robin home games will be determined by a coin flip.
 - o Playoff games will see the home team as the top seed.
 - o There are no pitching limits for U17A.
 - o Stealing – The pitch must leave the pitchers hand before a runner can steal.
 - o Infield Fly rule will apply.
 - o All Softball 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.

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. Please view the schedule to see the playoff format for this division.

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 criteria, 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.
 - o If teams are still tied within 3) the least (fewest) amount 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.