



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:**
 - Sliding is allowed.
 - Bunting is allowed.
 - 5 runs may be scored per inning except in the open inning.
 - Infield Fly rule will apply.
 - The batter is out on a called or swinging strike 3; even if the catcher drops or misses the ball. Batter cannot run however other baserunners may advance on the play.
 - Illegal pitches will not be called against pitchers in the U13A division, umpires may advise coaches that a pitcher is pitching illegally to help the development of the pitcher.
 - All games will have unlimited defensive substitutions and will bat all players on the roster.
 - Round robin - home games will be determined by a coin flip.
 - Playoff games will see the top seed as the home team.
 - 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).
 - 1 pitch equals one inning.
 - Should a game go to extra innings, a pitcher can throw a 4th inning, and it will not count toward their 6 total innings on the day.
 - Stealing – The pitch must leave the pitchers hand before a runner can steal.

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.

The top four teams will advance to the semi-finals. Semi finals will see 1 vs 4 and 2 vs 3 with the winners advancing to the championship game.

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.