



Summerside Fast Pitch Showdown - U13AA 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.
- **U13AA Game Rules:**
 - Round robin home games will be determined by a coin flip.
 - Playoff games will see the top seed as the home team.
 - Sliding is allowed.
 - Bunting is allowed.
 - Pitchers can only pitch a maximum of 3 innings per game.
 - 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.
*If the playoff requires a team to play a third game in one day, the pitchers throw an additional 3 innings, and a 4th should the game go into extra innings.
 - 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.
 - 5 runs may be scored per inning except in the open inning.
 - The Infield Fly rule will apply.
 - Illegal pitches can be called against pitchers in the U13AA division at the discretion of the umpire. The umpire will have the final say and is not to be challenged.

- Unlimited defensive substitutions and all players on the roster will bat.
- Base runners may steal on any legally pitched ball when it leaves the pitchers hand.
- A player stealing a base can continue around the base path until the play ends. (No limitations)
- Players can advance to home on a steal, passed ball, or wild pitch in U13AA.
- Infield Fly rule will apply.
- Dropped Third Strike Rule - This rule applies when first base is open, or if there are two outs. If the batter strikes out (swinging or looking) and the catcher does not catch the pitch before it hits the ground, the batter can run to first base. If the batter fails to run, she can be called out when she enters the dugout.

The top six teams overall will advance. The top two teams will advance directly to the semi-finals. Seeds 3 vs 6 and 4 vs 5 will playoff in the quarter finals. The winners of the 3/6 game will play the 2 seed and the 4/5 winner will face the 1 seed in the semi's. The winners will advance to the championship game. The highest seed will have their choice of home game.

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.