



Summerside Showdown - U15A Rules

- **Pitching Distance:** 40 Feet
- **Ball Size:** 12 inch
- **Base Distance:** 60 Feet
- **Game Length:** 7 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 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
- **U15A 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 Pitcher & Batter Conference rules are in effect.
 - 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 four teams will advance to the semi-finals. The semis will see 1 vs 4, and 2 vs 3. The 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 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.

- 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.