



Summerside Fast Pitch Showdown - U15AA 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. Innings starting 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. Once 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 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.
- **U15AA 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 U15AA.
 - o Stealing – The pitch must leave the pitchers hand before a runner can steal.
 - o Pitcher & Batter Conference rules are in effect.
 - o Infield Fly rule will apply.
 - o All Softball players must wear a cage on their batting helmets.
 - o Unlimited defensive substitutions and all players on the roster will bat.

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.