

SIAN BRADWELL SOFTBALL

MIXED DIVISION

Tournament Rules & Regulations

1. Equipment

- Players must wear the official team sweater at all times during a game.
- Players are not allowed to use shoes with metal sole and heel plates.
- A list of illegal bats is available on the website. Umpires are responsible for checking all bats.
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2. Regulation Games

2.1 Duration

- All regulation and quarter-final games consist of seven full innings or 65 minutes of play, whichever comes first.
- Both halves of an inning must be played regardless of the score (to avoid ties affecting standings).
- An inning may not be started after 65 minutes. An inning started before the 65-minute mark must be completed.
- Playoffs will be 7 innings with no time limit.

2.2 Starting & Delays

- Games must be started on time. Infield warm-ups are not permitted.
- Pitchers are limited to 3 warm-up pitches between innings.
- Where there is a problem with rain, poor field conditions, lights, etc., only a co-ordinator can decide whether the game is to be played or re-scheduled.
- In the event of cancellation, a regulation game is 4 innings (3.5 innings if the home team is leading).

2.3 Run Limits

- There is a maximum of 5 runs per team per inning, except for the last inning which is open. After a team scores 5 runs, their half-inning ends. This applies to playoffs as well.

3. Official Teams

3.1 Eligibility

- No player may be younger than 18 years of age as of the date the tournament starts.

3.2 Fielding Composition

- 10 defensive players are allowed on the field. A maximum of 7 may be male; a minimum of 3 must be female. The pitcher is supplied by the offensive team.
- No player may sit out a second defensive inning until every player on the team has sat out one defensive inning.

3.3 Minimum Players

- A team must have a minimum of 8 players (including at least 3 female) to start a game. If insufficient players are present at the scheduled start time, the game is forfeit.
- A team must have a minimum of 7 players to continue a game. A team may continue with fewer than 3 female players, but the maximum number of male defensive players remains at 7.

3.4 Late Arrivals & Substitutions

- A player who arrives after the first pitch may play, but their name must be added to the bottom of the batting order (last or second-to-last to respect the alternating gender rule). If the team is fielding fewer than 10 players when they arrive, they may join immediately.
- If a batter is unable to run, a pinch runner is allowed from home plate. The pinch runner starts from a line behind home plate, parallel to and 3 feet to the foul side of the third-base line. Once a player takes a pinch runner they must use one for the remainder of the game. The pinch runner will be the last out of the same sex unless impossible.
- A player who misses a turn at bat due to illness, injury, or other reason is declared an out but may stay in the game. If they miss a second at-bat, they are declared out and must leave the game.

4. Pitching Regulations

- The pitcher's "rubber" is the imaginary line running between 1st and 3rd bases. The pitcher must have at least one foot on this line when the ball is released.
- The pitcher is a member of the offensive team (pitches to their own team). The batter has 4 pitches to put the ball in play or is out. A batter cannot be walked.
- The pitcher must use the protective screen to take cover after delivering each pitch.

5. Batting Regulations

5.1 Batting Order

- All players present, including the pitcher, must be included in the batting order.
- Women may not bat consecutively. The last batter in the order must be male.

5.2 Legal Hits

- Bunting is not allowed. A bunt is a batted ball that does not reach the halfway point between home plate and first or third base. A bunt counts as a used pitch (not an out).
- To be "in play," a batted ball must travel in fair territory past the imaginary line joining the halfway points between home plate and first and third bases.
- If a fielder chooses to make a play on a batted ball before it reaches the halfway line, the ball is considered in play as soon as the fielder touches it.

5.3 Strikeouts

- A batter receives a maximum of 4 pitches. Failure to put the ball in play after 4 pitches is a strikeout.

5.4 Ball Touching the Pitcher

- A batted ball that touches the pitcher is a dead ball and the batter is out. Base runners may not advance.

6. Base Running

6.1 Safety Bag at 1st Base

- The safety bag is attached to the regular first base and lies entirely in foul territory.
- The batter-runner must touch only the safety bag if a play is being made on them at first base; otherwise they will be called out.
- The fielder must touch the regular 1st base when making a play on the batter-runner. The fielder must not cross the baseline into the path of the batter-runner; doing so makes the batter-runner safe.
- If no play is being made on the batter-runner and they intend to continue to 2nd base, they may touch either bag at 1st.

6.2 Base Stealing & Leading

- Base stealing is NOT allowed.
- No leading is allowed on any base. Falling off a base is an out.

6.3 Home Plate & Commit Line

- Safety line: The base runner must put their foot down on or across the safety line at home plate and must NOT touch home plate itself. The catcher need only touch home plate (not tag the runner at the safety line) to record an out. Sliding is not permitted across the safety line.
- Commit line: Once a player has put their foot down on or across the commit line, they may not stop or return to third base.

7. Player Conduct

- Only the designated team coach may speak with the umpires in case of a disputed call. This person must be identified to the umpire before the start of the game.

7.1 Grounds for Ejection

EJECTION The following result in immediate ejection from the game:

- Profane or abusive language.
- Visible displays of temper (e.g., throwing objects).
- Intentional and violent collision with an opposing player.
- Fighting.

WARNING All ejections result in the player being barred from further play in the tournament. Continued harassment of umpires, opposing players, or bystanders after an ejection will result in additional disciplinary action against the team.

8. Standings

8.1 Points

- Win = 2 points. Tie = 1 point. Teams play extra innings only if time permits.
- A full inning must be played even if the home team is ahead in the final inning.

8.2 Tiebreakers (in order)

1. Number of wins.
2. Head-to-head record between the tied teams.
3. Run differential (runs for minus runs against).
4. Fewest runs against.
5. Coin toss.

8.3 Special Cases

- Teams playing 4 games will have their worst result removed from their final tally.
- Home-field advantage for the playoffs is assigned by order of standings.
- If a team defaults a game, their opponents are awarded 2 points and a default score of 10–0.
- If inclement weather postpones a game, play resumes according to the schedule, and postponed games are rescheduled according to park availability.

9. Ground Rules

9.1 Ecclestone Park

- Male players: all hits over or under the fence in left field are ruled a double.
- Female players: hits over the fence in left field are a home run; hits under the fence are a ground rule double.
- Any ball that travels past the light posts in centre field and right field is a ground rule double.

9.2 Parc des Bénévoles

- Fully fenced ball park. No special ground rules.

9.3 Meades

- Fully fenced ball park. No special ground rules.

9.4 Alexander Park

- Fully fenced ball park. No special ground rules.

9.5 Holleufer Park

- Any ball hitting the net in right field is a home run.

- If there is no fence in left field: any ball hit between the tennis court and the fenced compressor unit is a ground rule double.
- If there is a fence in left field (pending installation by the city): a hit ball over the fence is a home run.