Strathmore Thunder "Spring into May" Tournament May 13-15, 2022 Strathmore Ag Grounds

RULES & REGULATIONS

- 1. All "Spring into May" Thunder tournament games will be played under Softball Canada rules except as otherwise stated.
- 2. No Protest allowed.
- 3. Team may begin and complete a game with 8 players. In such an event, the spot which would be the absent 9th batter is an automatic out.
- 4. **Time Limits:** All games will be completed in 1 hour and 45 minutes. No new inning after 1 hour and 30 minutes. Regardless of inning, if after relevant time limit is reached, the home team leads, their offensive half inning will not be completed, and the game is over.
- 5. Pitching Limits: U13 No Pitcher may pitch in more than four innings/game. U17 No limit.
- 6. **Run Rule:** All levels will have maximum of 5 runs/inning. Softball Canada run differential "Mercy rule" in effect.
- 7. **U13/U17** division will have option to use all lineup for batting and unlimited substitutions **or** regular substitution for round robin games. Sunday will move to regular substitutions only and **U17** will have option of DP player flex throughout the tournament.
- 8. **Home Team:** For all round robin games home team will be determined by coin toss conducted during pre-game plate conference. Playoff games the higher seed will decide if they want to be home or away.
- 9. MVPS: For all round robin games and Finals the opposite team will select the MPV for that game. In your plate conference before the game please ask other coach who has already won so they don't select the same player. Have both teams line up on $1_{st}/3_{rd}$ baseline after the game to announce the winner.
- 10. Points: 2 points for Win, 1 point for tie and 0 points for loss.
- 11. **Game Sheets:** Winning team must hand in game sheet immediately after the game, if they team fails to do that the game will result in a tie for round robin games and lose in playoff games.
- 12. Tie Breakers: 1st- Head-to-Head; 2nd- Runs For-Runs Against; 3rd- Least Runs Against; 4th-Coin toss

