



## 2019 Fury Tournament

### Tournament Rules & Regulations

1. **TEAM WARM-UP:** No Infield warm-ups

2. **HOME /VISITOR:** Home and Visitor will be determined by a coin toss at home plate by the umpire prior to every round robin game.

3. **GAMES:**

- U12, U14, U16, U19 pitchers can only pitch a maximum of 4 innings per game.
- **All Pitchers must wear a protective face mask when pitching, all age categories.**
- 7 innings games, 1 hour and 45 min time limit, with no new inning to start after 1 hour and 30 minutes(\*\*except U10, see below)
- Each game must be complete in 1 hour and 45 minutes with a strict cut off.
- **Umpire to monitor the scheduled start and finish. Once the game is 1 hour and 45 minutes old(except U10, see below), the umpire will call the game regardless of circumstances.** The score will revert to the last completed inning. When the home team

is leading while at bat in the final inning, the game is complete and will not “finish their bats”

- If the home team is ahead in any inning started after the final inning start time, they will not take their bats.
- If game's inning is incomplete at cut off, the score will revert back to the last completed inning.
- All games must start on time.

**4. LINE-UP CARDS:** Complete in full. Give the white copy to the plate umpire at the plate conference and the yellow copy to the opposing team.

**5. U10 Junior RULES:**

- Modified 6(defensive) player format so no outfielders.
- No new innings to start after 1 hour and 15 minutes, and will have a **time limit of 1 hour and 30 minutes.**
- **U10 is a maximum of 3 innings for a pitcher.**
- Home Run cones paced 25 feet past bases. If the ball is hit over or past the home run line without hitting a fielder, it will be ruled a home run, otherwise, the ball is live.
- Stealing is allowed. A player can only advance one base on a steal attempt, including advancing on an overthrow, passed ball, wild pitch etc. Maximum one base only. The sole exception to this would be an overthrown ball leaves the field of play. In this case the standard 2-base award would apply. **Exceptions:** No stealing on coach pitch. No stealing home. **There is to be NO negotiating to modify stealing rules!**
- Fly balls can be caught for an out past the cones.
- Universal Substitutions. Calgary Minor U10 Rules.  
[http://calgaryminorsoftball.com/page.php?page\\_id=38017](http://calgaryminorsoftball.com/page.php?page_id=38017)

**6. U10 Senior RULES:**

- Provincial rules with 9 players on field.
- No coach pitch
- No home run line
- **U10 is a maximum of 3 innings for a pitcher.**
- Walks and base stealing allowed. A player can only advance one base on a steal attempt, including advancing on an overthrow, passed ball, wild pitch etc. Maximum one base only. The sole exception to this would be an overthrown ball leaves the field of play. In this case the standard 2-base award would apply. **There is to be NO negotiating to modify stealing rules!**
- No new innings to start after 1 hour and 15 minutes, and will have a **time limit of 1 hour and 30 minutes.**
- Universal Substitutions.

**7. GAMES CALLED BY THE UMPIRE:** If an inning cannot be completed because of weather conditions, the final score will be the score recorded for the last complete inning played, unless

the home team has the lead at the time, and is thus declared the winner. If the home team has won the game, it is the score at completion of the game that is used for runs for and against calculation. The score of the last inning completed is used in the Runs For & Against calculation in the event of tied round robin standings.

#### **8. PROTESTS: UMPIRE'S DECISIONS ARE FINAL.....NO PROTESTS.**

#### **9. MERCY RULES:**

- For all age categories at 15 runs after three(3) innings, 10 runs after four(4) innings, and 7 runs after five(5) innings.
- U10 maximum 5 runs per inning for ALL games. No dropped 3rd strike rule, no infield fly.
- U12 maximum 5 runs per inning for ALL games. No dropped 3rd strike rule, no infield fly.
- U14, U16, U19 maximum 7 runs per inning for round robin games.
- In effect for all games after completion of 5 innings of play. If the home team is the specified number of runs ahead at the completion of the visitor bat, after 4 and ½ innings have been played, the game is over. The score recorded is that of the 5th inning Runs For & Against will be counted as +7 runs.

#### **10. POINTS FOR GAMES:**

- Round Robin Games- Win: 2 points, Tie: 1 point, Loss: 0 points

#### **11. RANKINGS FOR THE PLAYOFF ROUND:**

- If teams are tied in the standings at the completion of the Round Robin Games, ties will be broken using the method in order.
  - Win-Loss record between tied teams.
  - The difference between runs for and against of all games played by the tied teams.
  - Highest Runs for the tied teams.
  - Winner of head to head game of tied teams.
  - Coin toss

#### **12. PLAYOFFS:**

- Please check your draw carefully to determine if your team is advancing. Your team WILL NOT be phoned to confirm ranking for the playoff games.
- The highest placing teams from the round robin standings will be the home team. In the event the two teams were tied for standings, a coin toss will take place at home plate at the start of the game by the plate umpire.
  - U10/U10 Senior : Maximum 5 runs per inning, same as round robin play. No new innings after 1 hour 30 minute.
  - U12: Maximum 5 runs per inning, 7th inning open. No new innings after 1 hour 45 minutes.
  - U14, U16, U19 Maximum 7 runs per inning, 7th inning open. No new innings after 1 hour 45 minutes.

- If the teams are tied after the completion of 7 innings, and/ or time limit, the international tiebreaker rule will be in effect.
- Mercy rule will remain in effect for all playoff games.

**13. SCORE SHEETS:**

- BOTH TEAMS to bring their score sheet to tournament headquarters by ½ hour after completion of the game. Please have your score keepers fill out both teams names, roster, and scores. Make sure to label Home/Away to the corresponding team to eliminate confusion when reading score sheet.

**14. OTHER PLAYING RULES:** The Softball Canada Rulebook will cover any rules not covered by the tournament Rules & Regulations. The tournament Chairperson shall have the final say on all unsettled disputes.

**15. UNIVERSAL SUBSTITUTIONS:**

- The rotation of players into the field such that all players participate in the game.
- Defensive rotation is defined such that no player shall sit more than one inning until all players have had an inning on the bench.
- All players present are listed on the score sheet and bat in the order listed.
- Players are designated with the order in which they will have their bench inning on the line-up card/scoresheet.
- Players arriving late are added to the end of the batting order, and will have their designated bench order inning assigned or arranged as necessary.

**16. RAIN-OUT/ OR OTHER UNFORESEEN CANCELLATION OF THE TOURNAMENT:**

- Every effort will be made to complete the event. Regardless of weather conditions your team should always go to the diamonds for your scheduled game. If possible, your team will be contacted where the rescheduling is known in advance.
- Only the tournament Chairperson will cancel the tournament due to weather conditions.
- Tournament Chairperson reserves the right to shorten games in order to get all, or most games complete due to weather conditions.
- In the event of a tournament cancellation prior to June 7th, 2019, your team will be notified as per your entry form contact person and refunded your entry fee.
- In the event the tournament is cancelled after the first games are played, no refund will be issued.

**17. REFUND POLICY:**

- 100% refund if more than 21 days from start date of tournament(June 7, 2019).
- 50% refund if between 14-21 days from start date of tournament. (If tournament coordinator is able to fill spot, teams will receive 100% refund).
- No refund if less than 14 days before tournament start date.
- All refund requests must be in writing to the Tournament Coordinator at [Foothillsfuryclassic@gmail.com](mailto:Foothillsfuryclassic@gmail.com).

## 18. DIAMOND LOCATIONS:

- **ON DECK DIAMONDS:** 370 Avenue E, Aldersyde, Alberta (just outside of Okotoks town limits)  
<https://www.google.com/mymaps/viewer?mid=1z8dWJwkkLy1LBkxXAK5Ilvr58sl&hl=en>
- **ECOLE GOOD SHEPHERD SCHOOL #8 (NE Diamond-access parking lot off Banister Drive)** 52 Robinson Dr, Okotoks, AB T1S 2A3  <https://goo.gl/maps/cZ3cDCpaSLA2>
- **WESTMOUNT SCHOOL:** 240 Westland St, Okotoks, AB T1S 2J5 240 Westland St, Okotoks, AB T1S 2J5  
<https://goo.gl/maps/m4f6CvLN4U52>
- More diamonds may be added if needed.

## 19. ON DECK DIAMONDS:

- **No outside drink or foods allowed**
- Park Improvement Fee of \$2 per person per day.

## 20. REGISTRATION PACKAGES:

- These can be picked up at the Tournament Headquarters before your first game.