

Annual SMGSA Girls Softball Tournament Rules & Regulations

1. CASA and PWSA rules will apply including the “courtesy runner” substitution for the Catcher Rule.
2. Each team may register 17 players, 3 coaches, 1 manager.
3. Proof of age for all players must be presented at least one half hour prior to their first game at the registration desk. PWSA registration sheets will be accepted. Out of province teams **MUST** present a travel permit to be filed with the tournament chair.
4. Home team will be decided by a flip of the coin at home plate by the Plate Umpire in pool play only.
5. Teams must be ready to play at least 15 minutes prior to posted game time.
6. Mite to Midget – A game is 7 innings with no inning to start after 1 hour & 30 minutes. If the home team is at bat or is about to bat and is ahead when the time limit runs out, the game becomes official at that point. Games can end in a tie.
7. If there is a 10 run spread at the end of 5 complete innings (4 1/2 if the home team is ahead) or 15 runs after 3 complete inning (2 ½ if the home team is ahead) it will be considered a complete game.
8. Points: 0 for a loss. 1 for a tie. 2 for a win.
9. Tie-Breakers will be determined in the following order: Head-to-Head competition, least runs against, net runs for and against. The Tournament Committee has provided ranking rules specific to the Midget division on the schedule.
10. The home team will be the games official scorekeeper. **The WINNING TEAM is responsible for reporting the final score to the Tournament Registrar following completion of the game.**
11. The home plate umpire is responsible for administering the game time limit. The official start time will be confirmed by the home plate umpire at the home plate meeting prior to the beginning of the game.
12. In case of any dispute, the Umpire’s decision will be final. The game will be decided on the field of play.
13. The Tournament Committee reserves the right to amend the tournament format should unforeseen circumstances prevail.
14. All players bat and unlimited substitution is allowed on defense.