



The Pink Charity Softball Tournament Rules July 5,6,7, 2024

A. GAME RULES:

1. Round Robin Games:
 - Will be a maximum of 5 innings
 - An inning may not be started after 1 hour of play
 - Once an inning is started it must be completed
 - A maximum of 5 runs per inning for round robin games (ie: mercy rule)
 - There are no open innings in round robin games and they may end in a tie
 - In the event of rain, 3 complete innings constitute a valid game (or 2.5 if the home team is ahead)

2. Playoff Games:
 - Will have no time limit and no tied scores allowed:
 - Semi-finals will be 5 innings (*all divisions*) with the last inning being an open inning
 - Finals will consist of:
 - 7 innings for Advanced & Intermediate divisions
 - 5 innings for the Recreational division.
 - If, at the end of a playoff game, the score is tied, extra innings will be played until a winner is declared:
 - when a team takes its turn at bat, they will start with a runner on 2nd Base (the last out from the previous inning) and 1 out
 - Due to time constraints, the 5 run mercy rule applies in extra innings and once a winner is declared, there is no need to play out the inning (all divisions)

3. Teams must field a minimum of 8 players and maximum of 10. Rover may play infield or outfield. Each player on the team must take her turn at bat.

4. Final team standings will be based on:
 - 2 points for a win
 - 1 point for a tie
 - 0 points for a loss

5. Home team in semi-finals will be determined by round robin standings. If there is a tie in the standings after all scheduled round robin games, standings will be decided based on:
 - highest run differential (all round robin games)
 - least runs against (all round robin games)
 - most runs for (all round robin games)
 - most runs in the 1st innings (all round robin games)

6. ****** All Umpire rulings on the field are final ******

B. PLAYER RULES:

1. All team members must wear matching team shirts with numbers.
2. Each player must play a minimum of 2 innings on defense per game. If it's determined that a player has not met that requirement, her team shall lose the game by default. The default score is 7-0.
3. All players must be in the batting line-up for the whole game. If a player leaves a game for any reason other than injury, she will be scratched from the line-up and will be counted as an automatic out for one time only.
4. If a player bats out of order, an automatic out will be declared and the batting order will resume from where it was supposed to.
5. A player's name can only appear on 1 roster and play for 1 team, unless there are special circumstances, and the committee is aware.
6. Players are not obliged to play all games, but players must have played in at least 1 round robin game in order to be eligible for the playoffs.
7. No Infield warm-ups are permitted. Pitchers are allowed three warm-up pitches between innings. Catchers must wear proper protective equipment and be ready when the other infielders take the field.
8. Pitcher's circle will have a 6' radius. Play is dead when the pitcher is in her circle and has control of the ball.
9. Each pitch must have a perceptible arc. Before each game, captains & umpires should emphasize this. Pitcher must have both feet in contact with the rubber (or designated line drawn in the sand within the circle) before starting the pitching motion. No step back is permitted, and the ball must always be visible.
10. Free substitution for pitchers is allowed. Once a pitcher has been replaced, she may re-enter as a pitcher.
11. No leading or stealing. Runners may leave their bag only after contact has been made with the ball. If, in anticipation, the runner's foot accidentally comes off the bag once the ball has crossed home plate, she will not be declared out.
12. Runners must "tag up" on a fly ball. The infield fly rule does not apply.
13. Safe Line: (located at the home plate)
 - Runners must cross the safe line to score
 - Any runner that touches home plate is out
 - The runner may slide across the safety line as long as she does not touch home plate
- Commitment line: (located between home and 3rd base)
 - Any runner that crosses the commitment line is forced to run home
 - Defensive team is not allowed to touch the runner once runner crosses commitment line, instead they must be in possession of the ball while standing on home plate for the runner to be out
14. The batter is not allowed to run on a dropped third strike. Bunting is permitted.
15. Batters are allowed a pinch runner if needed:
 - Batter must run to the farthest possible base & wait until play has stopped before calling time out
 - At this point, the pinch runner may take her place. Pinch runners must be the last out
 - During her next at bat, injured player may only run to 1st base, regardless of how far the ball has been hit, & wait until play has stopped before calling time out to have a pinch runner replace her
 - Once a batter uses a pinch runner, she must continue to have one throughout the game

C. SAFETY RULES:

1. Participating women must be eighteen (18) years of age or older.
2. Pitching masks and batting helmets are highly recommended.
3. Metal cleats are not permitted. Shorts are permitted at the player's own risk. Long pants are recommended.
4. No smoking or vaping on or near the team benches.
5. Players are prohibited from drinking alcohol during a game. Alcohol is not allowed in the dugouts.
6. If an umpire deems that a player is under the influence of alcohol or drugs, the player will be asked to leave the area.

D. IMPORTANT CAPTAIN REMINDERS:

1. To follow the game times indicated on the schedule, line-ups are to be given to the scorekeeper no less than 15 minutes before each game. All players must be on the registered team roster.
2. Final team rosters and signed waivers must be emailed to the Pink Tournament Committee (info@thepink.ca) by July 4th.
3. If no games are played by any team because of the weather, \$175.00 will be withheld from the registration fee for tournament costs and the balance will be refunded.

E. SPECIAL PARK RULES:**1. ST. CHARLES PARK**

- Any ball hit over the fence and hitting the nets directly (in left or right field) will be considered A HOME RUN. This includes any balls that bounce back into the field of play or balls that get stuck in the nets.
- If a ball rolls under the fence or disappears under the bushes, the fielder(s) in pursuit of the ball must raise her hand to alert the umpire. The play is deemed a ground rule double.

2. WINDSOR PARK

- The outfield border will be identified by a painted line in the grass.
- If a ball is hit over that line without bouncing, it will be considered as a home run.
- If the ball rolls across that line, the fielder(s) in pursuit of the ball must raise her hand to alert the umpire and the play is deemed a ground rule double.

3. BALLANTYNE PARK:

- i. If the ball hits the pitcher's mound the ball is considered a dead ball.

F. RULES FOR RECREATIONAL DIVISION:

1. Pitchers will pitch to their own team:
 - **MAXIMUM 3 pitches are allowed per batter**
 - The batter must attempt to hit at least one of these pitches to put the ball in play
 - If after 3 pitches (including foul balls) the ball has not been put into play, the batter shall be declared out
 - There are NO WALKS allowed

2. Recreational teams that do not have a designated pitcher on the roster must:
 - Pre-arrange for a “guest” pitcher to stand in
 - Guest pitchers will not be permitted to bat, nor will they be a roster player
 - If a team elects to bring in a guest pitcher – the guest pitcher must pitch the entire game

***NOTE:** For recreational teams that do have a designated pitcher, keep in mind that she will be allowed to bat and therefore someone else on the team will have to pitch to her and others while she is on base.*

3. Once the pitch is thrown:
 - The pitcher must stay behind the protective net
 - She is not allowed to field the ball or touch it in any way until the ball is returned to her in the Pitcher's circle
 - Play is dead when the pitcher is in her circle and has control of the ball
 - If the pitcher accidentally touches the ball or interferes with it in any way (umpire’s discretion), the batter is out

4. If the pitcher is hit by the ball, the batter is out, and the runners return to their respective bases.

5. If the batted ball hits the protective net next to the pitcher:
 - It is declared a dead ball and will not be included against the batter’s pitch count
 - Batter is allowed another pitch
 - Runners may not advance on any batted ball hitting the net

6. Should a ball thrown from a fielder hit the pitching net, it is declared a dead ball, and runners may not advance.

7. Since the pitcher is NOT allowed to field the ball (see Rule F3, above), teams are allowed 10 players in the field (ie: 10 players + Guest pitcher OR 9 players + designated pitcher).

>>>> The Pink Tournament follows the rules and guidelines of Softball Canada, unless otherwise stated above. <<<<<