



## The Pink Charity Softball Tournament Rules

### A. GAME RULES:

#### 1. Round Robin Games:

- Maximum of 5 innings
- No inning may start after 1 hour of play
- Once an inning starts, it must be completed
- 5 run mercy rule per inning
- There are no open innings in round robin games, and they may end in a tie
- In case of rain, a game is official after 3 full innings (or 2.5 if the home team is ahead)

#### 2. Playoff Games:

- **No time limit** and no tied scores allowed:
  - Quarterfinals & semi-finals (*where applicable*): 5 innings, with the last inning being an open inning
  - Finals will consist of:
    - Advanced division: 7 Innings
    - Intermediate division: 7 Innings
    - Recreational division: 5 Innings
  - Extra Innings (All Divisions):
    - If tied after regulation (5 or 7 innings), extra innings will be played until a winner is declared.
    - Extra innings will start with **a runner on 2nd base** (last out) and **1 out**.
    - The **5-run mercy rule** still applies.
    - If the visiting team scores in extra innings, the home team must complete their at-bat before a winner is determined

#### 3. Team Composition & Batting Order:

- 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 (Round Robin):

- 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 1<sup>st</sup> innings (all round robin games)

6. **All umpire decisions on the field are final.**

Please remember this is a **charity event, run entirely by volunteers (umpires included)**—respect and sportsmanship are expected at all times

**B. PLAYER RULES:**

1. All team members must wear matching 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 bat for the entire game. If a player leaves for any reason other than injury, she is removed from the line-up and will cause one automatic out
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 may appear on only one roster and play for one team, unless special circumstances are approved by the committee
6. Players aren't required to play every game but must play at least one round robin game to be eligible for playoffs
7. No Infield warm-ups are permitted. Pitchers are allowed three warm-up pitches between innings. **Catchers must wear proper protective equipment & be ready when the other infielders take the field.** Protective equipment includes chest protector, chin guards and a face mask.
8. Pitcher's circle has a 6' radius. Play is dead once the pitcher is inside the circle with control of the ball
9. Pitchers must start with both feet on the rubber (or marked line in the sand) and may not step back. The ball must remain visible throughout the pitching motion and each pitch must have a visible arc. Captains and umpires should review this before each game
10. Pitchers may be freely substituted and may re-enter to pitch in the game
11. No leading or stealing. Runners may leave the base only after the ball is hit. If a runner's foot unintentionally leaves the base **after the ball crosses the 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 & Commitment Line:**
  - Runners must cross the **safe line** to score - touching home plate results in an out
  - Sliding across the line is allowed if the plate isn't touched
  - Once a runner crosses the **commitment line** (between 3rd and home), they must continue home. Defensive team is not allowed to tag the runner heading home— in order to record the out, they must have the ball and touch home plate prior to the runner crossing the safe line
14. Bunting is permitted
15. The batter is not allowed to run on a dropped third strike
16. Intentional walks are not permitted; if an intentional walk is attempted, the umpire will advance the runner to 2nd base

17. Batters may use a pinch runner if needed. They must run as far as possible, then call time once play stops. The pinch runner must be the last out. For the rest of the game, that player must always use a pinch runner and may only run to 1st base before being replaced

### **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 must be given to the scorekeeper at least 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](mailto:info@thepink.ca)) no later than July 7th

### **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) must raise her hand to alert the umpire. The fielder must have made an effort to field the ball and be in pursuit of it. The play will be deemed a ground rule double

#### **2. WINDSOR PARK**

- The outfield border is the tree line (left and center field) and the sidewalk (right field)
- Any ball hit over the border without bouncing is a home run
- Any ball hit over the fence surrounding the children's park in left field shall be declared an out (in consideration of the safety of children who may be playing in the park)
- Any ball hit off the fence for the children's park is playable

3. **BALLANTYNE PARK:** If a batted ball hits the pitcher's mound, it is considered a dead ball

### **F. SPECIAL RULES FOR RECREATIONAL DIVISION:**

1. Pitching To Your Own Team:

- **MAXIMUM of 4 pitches per batter, including fouls.**
- The batter must attempt to hit at least one pitch to put the ball in play
- If after 4 pitches the ball has not been put into play, the batter shall be declared out
- NO WALKS are allowed

2. Guest Pitchers for Recreational Teams:

- Teams without a designated pitcher must arrange a “guest” pitcher in advance
- Guest pitchers cannot bat or be on the roster
- If a team elects to bring in a guest pitcher, they 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. Pitcher Restrictions:

- After releasing the ball, the pitcher must stay behind the protective net
- The pitcher cannot field or touch the ball until it is returned to them in the pitcher’s circle
- Play is dead once the pitcher has control of the ball in the circle
- If the pitcher touches or interferes with the ball, the batter is out (umpire’s discretion)
- If the pitcher is hit by the ball, the batter is out, and the runners return to their respective bases

4. Ball Hits the Pitching Net:

- If a batted ball hits the pitching net, it’s a dead ball and does not count as a pitch (the batter gets another pitch). Runners may not advance
- If a thrown ball hits the pitching net, it’s a dead ball and runners may not advance

5. Fielding Rule

- Since the pitcher cannot field the ball (see Rule F3, above), teams may use 10 defensive players in the field (ie: 10 + Guest pitcher OR 9 + designated pitcher)

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