SNO-PITCH
Tournament Rules

SPORT & SOCIAL CLUB

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1. FACILITIES AND EQUIPMENT

The SSC rents all facilities from private facilities or the Edmonton/Calgary City Recreation Department. As tenants, players must respect the standards and rules of each facility:

- Alcohol is strictly forbidden at facilities or in parking lots.
- Caretakers must always be treated with respect.
- Any player who causes a complaint regarding a facility rented by the SSC will face a $100 fine and may be removed from the tournament and ejected from the league.
- The SSC/Facility staff will set-up the field prior to game time.
- Teams will be provided with reduced flight Sno-Pitch game balls, to be used throughout the tournament. Substitute balls are not allowed.
- Players will be responsible for bringing their own bats and gloves. Please view the ***illegal bat list*** for further information on SSC restrictions. If you are reported using an illegal bat, you may face suspension from the tournament.
- Players are not permitted to wear metal cleats.

Facility Complaint Policy: Any player who causes the SSC to receive an official complaint regarding a facility is subject to a $100 fine and possible suspension from the tournament and leagues.

2. SPORTSMANSHIP

The SSC encourages a 'fun-first, winning-second' attitude in all tournaments. All players are expected to abide by the SSC sportsmanship policies, including:

- Controlling emotions and actions at all times.
- Treating the facility, equipment, staff, other players, and coordinators with courtesy and respect.
- Avoiding retaliation under any circumstance.
- Providing feedback in a constructive manner to the SSC staff and being open to feedback from the SSC staff.

ZERO TOLERANCE POLICY

SSC Staff (including Games/Event/Beach Volleyball Coordinators) reserve the right to remove players immediately from a facility and/or league, tournament, or event if they are involved with any of the following acts toward a coordinator, facility staff, player, or spectator:

- Using racial, ethnic, homophobic, fatphobic, gendered, transphobic, sexist, sexual, disability or other slurs
- Swearing directly at another person
- Intentionally pushing, shoving, or making physical contact with another person
- Instigating and/or retaliating in an altercation
- Displaying disrespectful or threatening behavior

If a player is ejected due to unsportsmanlike play, they must vacate the facility immediately, inclusive of the parking lot.

In addition to being dismissed from the game, the player(s) or team may be removed from the tournament with no refund and future league suspensions may be issued.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game there is a concern with the other team, the issue should be addressed respectfully with the opposing Team Captain at the appropriate time (during play on the sidelines or breaks in the game).
- If the issue still seems unresolved at the end of the game, captains should further discuss the issue with the SSC staff and opposing Team Captain.

3. ROSTERS

Format	Total # of Players Required on the Field	Minimum # of F Players Required on the Field	Maximum # of M/X Players Allowed on the Field
All	10	3	7

The SSC welcomes people of all gender identity or expression. Minimum female player requirements are inclusive of anyone who identifies as a female (i.e. players who identify themselves as M and X will not count towards female player minimums).

- All players on the roster must have accepted their MySSC invite prior to the tournament.
- When competing in semi-finals and finals, all players on the diamond must have played at least 1 game with the team during the round robin.

DEFAULT MINIMUMS

Format	Minimum Players to Avoid Default
All	7 (2 Female Players)

4. TOURNAMENT SPECIFIC RULES

GAME PLAY EXPECTATIONS

- Before the game, the captains will meet to introduce themselves, discuss field specific restrictions and rules or sportsmanship issues that need to be emphasized.
- Team Captains are to communicate their expectations to each other. At the end of the pre-game meeting, Team Captains are required to communicate all information with their players.
- At the end of the game, all players shake hands and captains meet to discuss any issues with the game.

GAME TIMES

- Teams are expected to arrive 15-minutes prior to their scheduled start time in order to warm up.
- **Games are 5 innings or 60 minutes, whichever comes first.**
- Games must always start and end on time.

KEEPING SCORE

- **Round Robin:** A coin toss will determine who the home team is, and therefore which team gets the last bat.
- **Playoffs:** The higher seed is the home team, choosing to field or bat to start the first-inning.
- Both captains will bring a score sheet to every game.
- Teams must track the batter results each inning for their own team, as well as runs scored by the opposing team.
- Please confirm the score with the other captain at the end of each half inning. Confirm the score with the other captain at the end of the game to ensure that both teams report the same score.
- If there is a discrepancy at the end of the game, figure it out at the field so that both teams report the same score to the SSC.
- A team can score a **maximum of 5 runs** in one inning, with the exception of the final inning where there are unlimited runs.
- If the team due to bat in the bottom of the 5th inning is leading the game, the game is over and the score will stand as is. There is no situation where this rule does not apply.
    - In the bottom of the 5th inning, once the batting team has scored the winning run the game is over. The final score will stand as the winning team winning by 1 run.
- Ties are allowed in the round robin.
- **Mercy** is called and the score freezes if a team is up by 15 or more runs at the conclusion of a full-inning.

PLAYOFFS

- There are no ties in playoffs.
- The higher seeded team has the choice to be the 'home' team (bat second), or the 'away' team (bat first).
- If the score is tied at the end of 5 innings, one or more extra innings will be played.
    - Both teams get a chance to hit using the "International Scoring Rule".
    - *International Scoring Rule*: Each team (when hitting) will start with the player who was the final out of the previous inning on 2nd base, then proceed as normal from there.

PITCHING

- The pitching mound should be ~50-feet from the home plate (~17-paces). Captains decide on the exact pitching mound location prior to starting the game.
- **All batters will start the at bat with a count of 1 ball and 1 strike.** This will help ensure that games are finishing on time.
- Teams will pitch to their opponents:
    - Each batter will receive up to 3 strikes and/or 4 balls
    - The pitch must be an underhand toss, between 6 and 12 feet high, or it will be deemed `illegal'
        - The umpire must call `illegal' before the batter makes a play on the ball
        - An `illegal' pitch results in a `ball' in terms of the batter's count

        - If the batter makes an attempt on the ball, the result of the play cannot be over-turned
    - A strike occurs:
        - On a swing and a miss, or on a foul ball
        - If the batter takes the pitch and the ball contacts any part of the strike mat
        - If the ball does not contact any part of the strike mat, but contacts home plate, it is deemed a 'ball'
    - If a batter is walked with three straight balls (no strikes) that batter proceeds to second base.
        - The next batter on-deck bats as normal.
        - Previous base-runners will only advance if the walk forces them to the next base

BATTING

- **All batters will start the at-bat with a count of 1 ball and 1 strike.**
- There is no bunting allowed in any SSC Slo-Pitch division
    - A half-swing or bunt attempt will result in a strike
- When a player makes contact with the ball, it does not have to pass the pitcher to be live, as long as the batter took a full-swing or attempt at the ball
    - A half-swing or bunt attempt will result in a strike
- A batter who hits a foul tip or ball with two strikes is `out'
- If a batter steps across, or onto home plate or the strike mat to attempt to hit the ball, they are out
- If the batter touches the ball in fair territory while running to 1st base after making contact, the batter is out

FOUL BALLS

- A foul ball exceeding the height of the batter and caught by the catcher is an out
- If the batter makes contact with the ball and it touches the strike mat, it is a foul-tip (strike)
- If the batter makes contact with the ball and it touches home plate and rolls into fair territory, the ball is live
- If the batter makes contact with the ball and it touches any part of their body (including clothing) the ball is a foul-tip (dead ball) and is considered a strike
- A ball can travel over the foul line and return into play before it passes 1st or 3rd base as long as it has not been touched by a defender in foul territory

OUT OF PLAY

- Is designated by drawing an imaginary line straight out from the corner / ends of the backstop, parallel to the first or third base line
- A fielder may not travel past the 'out of play' lines to make a play on the ball or to record an out
- If playing on a fully-fenced diamond that has a fence extending from the corner of the backstop (designating the out-of-play line), the ball is:
    - Live off the fence (remains inside the area of play)

- Out-of-play if it travels over the fence or under the fence

INFIELD FLY RULE

- Applies if there are less than 2 outs, and;
  - Runners on 1st and 2nd base
  - Runners on 1st, 2nd and 3rd base
- `Infield Fly' should be called by the umpire while the ball is in the air
- On a routine pop-fly to the infield the batter is automatically declared out
  - The infielders do not have to make an attempt to catch the ball
  - This prevents the fielder from dropping the ball in an attempt to force multiple runners out
- The rule does not apply for line drives, or balls that leave the shale infield playing area
- On an infield fly play, a player who is already on base may choose to try to tag-up and advance

HOME RUNS

- Each team is allowed **five (5)** out of the park home-runs per game:
  - Any additional home-runs over 5 are deemed an **out**
  - ***Plus-1 Rule:*** If both teams reach the 5 home-run limit;
    - Either team may hit additional home runs; however, no team may ever go more than one home run up on the other team, or the home-run results in an out
  - Only balls that travel over the home run line while in the air will count towards the limit
  - An inside-the-park home run, or home run resulting from a defensive error will not count
  - If a ball passes the home run line in the air, it automatically becomes a dead ball and cannot be fielded

BATTING ORDER

- All players at the game must be listed in the batting order prior to the game starting.
  - A player cannot play in the field during the game if they are not part of the batting order.
  - A player can be part of the batting order, but not play in the field during the game.
- Teams that have more than 10 players must have an extended batting order. There is no limit to the length of the batting order.
- Any additions/changes to the batting order after the start of the game (due to players arriving late, not showing up, etc.) must be discussed with the opposing team and adhere to the guidelines below.
- 3 female players must appear within the first 10 players in the batting order.
  - If only 2 female players are present at the game, every 3rd female player spot will result in an automatic out.
  - If a team only has the minimum female player requirement (3), they may construct the batting order repeating the present female players as needed, to ensure the batting order rules can be followed.

- 3 players of the same gender can only bat in a row one-time in the batting order, including the carry-over from the bottom of the order to the top. Review the chart on the next page for some batting order examples.

Batting Order Examples:

# of Players in Batting Order	# of Female Player Spots Needed	Suggested Legal Batting Order
10	**3**	P1-**F**-P2-P3-P4-**F**-P5-P6-**F**-P7 P1-P2-**F**-P3-P4-P5-**F**-P6-P7-**F** P1-P2-P3-**F**-P4-P5-**F**-P6-P7-**F**
11	**4**	P1-**F**-P2-P3-**F**-P4-P5-**F**-P6-P7-**F** P1-P2-**F**-P3-P4-**F**-P5-P6-**F**-P7-**F**
12	**4**	P1-P2-**F**-P3-P4-**F**-P5-P6-**F**-P7-P8-**F**
13	**4**	P1-P2-**F**-P3-P4-P5-**F**-P6-P7-**F**-P8-P9-**F** P1-P2-P3-**F**-P4-P5-**F**-P6-P7-**F**-P8-P9-**F**
14	**5**	P1-P2-**F**-P3-P4-**F**-P5-P6-**F**-P7-P8-**F**-P9-**F**
15	**5**	P1-P2-**F**-P3-P4-**F**-P5-P6-**F**-P7-P8-**F**-P9-P10-**F**

BASE RUNNING

- Lead-offs or stealing bases are never permitted in SSC Slo-Pitch Tournaments
    - The runner is `out' if they leave the bag before the batter makes contact with the ball
- A runner is out when they fail to re-touch their base after a fair or foul ball is caught, before the runner or the runner's base is tagged by a fielder in possession of the ball
    - Tagging up and running (after the catch is made) on fair or foul a fly ball is permitted
- When running to 1st base:

    - The runner may only contact the orange safety base beside 1st base
        - If the runner touches any part of the white 1st base then they are out
    - The fielder may only contact the white 1st base
        - If the fielder touches any part of the orange safety base, the runner is safe
    - The exception is if the runner is rounding 1st base on a multi-base hit:
        - In this case the fielder must move out of the base path and allow the runner to round the base unobstructed and the runner can make contact with the white 1st base
- A runner may not run out of the baseline to avoid a tag, or they will be called `out'
    - *Exception:* When running from 3rd base towards home plate the runner is to keep outside of the baseline and is considered safe if they pass the home-plate line (one foot on the ground past the line) before the catcher has the ball while touching home plate
        - If the base runner touches the home plate while attempting to score it is an automatic out
- A commitment line will be drawn halfway between 3rd base and home plate
    - Once a runner passes this line, they must proceed home (cannot run back to 3rd base)
- Sliding into 2nd or 3rd base is permitted
- Sliding into home is never permitted
- Sliding into 1st base is only allowed if the runner is returning to 1st base after rounding the base
- If the third out occurs on a fly-ball the inning is over; any runs that scored on the play do not count
- If a runner scores before a non-forced third out is made, the run will count
- **Pinch Running**:
    - Pinch runners are allowed only for injured players
    - The pinch runner must be the last out of the same gender as the player that they are running for
    - The pinch runner must start from behind the plane of home plate

FIELDING

- A full team on the field consists of 10 players: *a pitcher, a catcher, 4 infielders, 3 outfielders, and a rover*
- The defence may tag a base runner on their way to 1st base, or between the other bases
    - Tagging of a runner is <u>not required</u> on 'force' plays
        - In a force situation, with a runner having to advance to the next base, a fielder may tag either the base in which the runner is being forced to, or the runner
    - Tagging of a runner <u>is required</u> on all non-force plays
    - Tagging must occur with the hand that the ball is securely placed in (glove, or non-glove hand)
    - Tagging is <u>not permitted</u> between the commitment line and home plate
        - To record an out at home, the catcher cannot tag the runner, instead they must touch home plate (not the strike mat) while in complete possession of the ball
- The **respect line** applies in all divisions:
    - ***Infielders*** cannot pinch in, they must stay along or behind the base line until contact is made

- ***Outfielders*** must remain behind the marked outfield respect line until contact has been made

OVERTHROWS

- If an overthrow occurs on a play and the ball remain in play, it is live
- If an overthrow occurs on a play and the ball rolls out of play:
  - **All runners can advance one base beyond the base they were travelling towards**
    - If the runner had rounded 1st base or was travelling towards 2nd base at the time, they will be awarded 3rd base
    - If the runner had rounded 2nd base or was travelling towards 3rd base at the time, they will proceed home

INTERFERENCE

- There are two kinds of interference:
  - ***Offensive interference:***
    - A base runner will be called `out' if they make contact with a fielder, yell at a fielder to distract them, or screen them from making a clear play
    - If interference from a base runner clearly prevented an out from being made on another base runner, both runners will be called out
  - ***Defensive interference:***
    - A fielder may not block the base with their foot or body
    - A fielder may not stand in the base path unless they are making a play on the ball
    - In a case where defensive interference occurs, the runner will be considered safe, or will be awarded the base that they were travelling towards
- Interference is difficult to call and players are expected to avoid interference or body contact at all costs
- If the sides are not in agreement on the call, there is an option to re-play the at-bat
  - Base runners will return to the bases they were at prior to the hit, and the batter will resume the count from where it was prior to making contact

UMPIRING

- All SSC games are self-officiated
- The batting team will supply the umpires
  - A home-plate umpire is mandatory and will call balls, strikes, and outs
    - The umpire should be a player with a high level of rule knowledge
  - 1st and 3rd base umpires are not mandatory, but are highly encouraged
- If an umpire makes the wrong call, the two captains should quickly agree on a resolution

5. REPORTING AND STANDINGS

After each game, both captains must ensure that the scores are written on the appropriate standings print-outs provided by the SSC. Teams that do not report scores will receive a zero for that game/match.

HOW TEAMS ARE RANKED

At the end of the round robin, teams will be ranked based on the criteria below:

1. Total game points: win (2 pts.), loss (0 pts.) or tie (1 pt.).
2. Total games won (wins will be valued over ties).
3. Point differential (total points for minus total points against).
4. Results in the match versus the team you are tied with (if applicable).
5. Best Defense (Least total points against)
6. Best Offense (Most total points for)
7. The SSC staff will flip a coin to determine who places higher.

6. WEATHER

This tournament is an all-weather event and will take place, rain or shine. Players are expected to come prepared to play through some not-so-great weather. Unplayable conditions include: very heavy rain, blizzard-like snow, hail or thunder and lightning. If the forecast is below -10 degrees Celsius during playing hours, the event will be rescheduled.

Although some weather conditions are not ideal to play through, we must ensure that we utilize the playing time we have. If you are not sure whether to continue playing or not, please wait for an update from an SSC representative

POOR WEATHER – AT GAME TIME

Teams will wait up to 20-minutes to start a game. If a game can be started within or at 20-minutes from the start time, the teams will play as much of the game as is allowed (until the next scheduled start time) and that result will stand regardless of the number of innings played. Another inning still may not be started within 10-minutes of the next scheduled start time.

POOR WEATHER – DURING THE GAME

Teams are expected to wait it out at the diamond and to try to get as much of the game played as possible. If the weather does not improve, then they should send a representative to an SSC staff member for further instructions. Once 3-innings are completed, the game is eligible for a win or a loss in the standings. Depending on the time left, if a game is stopped prior to 3-innings being played, teams should stay at the diamond if possible, waiting out the rain and trying to complete 3-innings prior to the next game start. Again, in this case another inning cannot be started within 10-minutes of the next start time. If any teams are unable to complete 3-innings of play, this will result in a tie.

If teams leave the diamond and the game is called back on, the team will default the game and their opponent will win 15-0.

Once all teams have played 2 games, the SSC staff can determine tournament winners based on those results. Partial refunds will be offered to teams who are not able to complete 2 games. The SSC staff will do what they can to ensure as much of the tournament is played as possible, should there be any weather-related cancellations or delays.

The facility does reserve the right to close down at any time should they feel the weather may be hazardous to the players or if they feel continued play could ruin their diamonds.