



## LOSSA GIRLS SOFTBALL PLAYING REGULATIONS 2016 - 2017

**Classification:** Open

**Official Rules:** Softball Canada Rule Book

1. Games will consist of 7 innings or as many innings as can be completed in the allotted time.
2. There is a 7 run mercy per inning. A teams "at bat" ends when the seventh run touches home plate. However, during the last complete inning the mercy rule is waived allowing for unlimited runs. There is a 15 run mercy rule after 5 innings.
3. Players may wear soccer shoes, provided the spikes are less than half an inch long and are not metal.
4. Catchers are to wear a mask with throat protector and helmet plus knee and chest guard.

**Competition Format:**

- Host school will supply the bases, including a safe base for first base.
- Each team supplies 1 new game ball- 12 inch leather bound - preferably a Worth Red Dot. Each team should have at least 4 helmets.
- Please telephone/e-mail the convenor within twenty-four hours to report game scores when you are the host school and forward it to the convenor the next day. The visiting team may call in the scores, if they wish.
- **Umpires:** The softball convenor will schedule a carded umpire for all league games. The cost of the umpire will be part of league fees. Umpires should not be subjected to verbal abuse or criticism from coaches and/or players.
- **Final Standings:** Points will be accumulated for all league games to determine final team standings.
  - Win = 2 points
  - Tie = 1 point
  - Loss = 0 points

If there is a tie (between teams in the same division), then the tie will be broken by:

1. Comparing the results of league matches between schools involved (head to head)
2. The teams with the least runs scored against.
3. If there are still teams tied - we revert back to #1 - head to head
4. coin toss

Team finishing highest in the standing will have home field advantage for the quarter-finals.

The team with the best regular season record will be the home team during the semi-finals. If there is a tie it will be determined by:

1. The team with the least runs scored against during the regular season
2. The teams league plus/minus (up to a difference of 10 runs per game)
3. A coin flip.

A coin toss will determine home field for the Championship game.



**Play-off Structure: A/AA**

If the league has 6 or more teams in competition than the top 6 teams qualify for playoffs.

Quarters: 1<sup>st</sup> and 2<sup>nd</sup> get a bye

3 vs. 6

4 vs. 5

Semis: 1 vs. lowest remaining survivor

2 vs. remaining survivor

Quarters, semis and finals consist of one game each.

If there are less than 6 teams the follow structure will be utilized:

Semis: A – 1 vs. 4

B – 2 vs. 3

Finals Winner of A vs. Winner of B

Semis and final consist of one game each.

In the event that there are 3 teams the following structure will be utilized:

Semis 1 – will get a bye

2 vs. 3

Final 1 vs Winner of 2 vs. 3

**AAA/AAAA League Structure:**

The league will be divided into two tiers. This system will be put in place at the end of the regular season.

Play-off Structure:

The playoff structure will be determined by the convenor each year based on the number of teams declared in each tier.