

SNO-PITCH

Tournament Rules



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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	Total # of Female Players Required on the Field	Total # of Male 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.
- The minimum number of players required in order to avoid a default is 7, including at least 2 female players.
- 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.

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 meetings, 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, and each game is allotted 1-hour.

KEEPING SCORE

- In both the round robin and playoffs, a coin toss will determine who the home team is, and therefore which team gets the last bat.
- 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 7th 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 7th 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.

PLAYOFFS

- There are no ties in playoffs.
- 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 (~7-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.
- The pitch must be between 6- and 12-feet, or it will be deemed a ball.
- If the ball arcs less than 6-feet or more than 12-feet and the batter swings, the ball is in play and the pitch counts.
- A strike occurs on: a foul ball, a swing and a miss, or if the batter doesn’t take the pitch and it lands on the strike mat. On the third strike, the batter is out.
- If the ball hits any part of home plate, it is deemed a ball. On the fourth ball, the batter walks to 1st base.
- If a male batter is walked with balls on each of the first 4 pitches and is followed by a female batter, the male batter will automatically advance to 2nd base on the walk. The female batter up next has the option to bat or automatically take first base. Other runners already on base will advance on if the walked batter forces them (forced play).

HITTING

All players at the game must be listed in the batting order prior to the game starting. Teams that have more than 10 players (Traditional) must have an extended batting order. There is no limit to the length of the batting order. Players do not have to play in the field in order to bat. 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.

There are three components to the batting order rule that all players must understand:

1. Male/female placement in the batting rotation:

- A typical batting rotation is M-M-F assuming there are twice as many males as females.
 - 3 male batters may bat in a row in one (and only one) part of the batting order.
 - Example: M-M-F-M-M-M-F-M-M-F – this is a legal batting order.
 - M-F-M-M-M-F-M-M-M-F – this is NOT a legal batting order.
 - There is no limit on the size of a batting order as long as the male to female ratio stays intact.
2. Male batters in the batting order:
- If there are more than 7, they can all have a permanent position in the batting order.
 - In the event that there are more than 7 males and all of them want to have a regular turn batting, the team is to record each of their names onto the score sheet ensuring that the male to female requirements in section 1 above are met. This is achieved by penciling in the word 'female' for every third batter (with the one exception where 3 males may bat in a row as outlined in section 1 above). In this scenario the females remain in the same sequence and would hit as required to maintain the proper male to female ratio.
 - Example: Mo, Zak, female, Bill, Jed, female, Bob, Mat, female, Dan, Hal, female, Rob, Von, female
 - In the example above if you had only 3 females, they would bat more often than once per full rotation. Starting in the first inning Ruth would bat 3rd, Mary would be 6th, Jen 9th, Ruth 12th, Mary 15th, Jen 18th, etc. as the innings progress.
3. Female batters in the batting order:
- 3 females must appear in the batting order and be in the first 10 batters.
 - If only 2 female players are present at the game then every 3rd female spot is an automatic out. This is still the case if a team is playing with a short roster. Example: If they had only 7 players, their order may be as follows: M-M-M-F-M-M-F-OUT.
 - If there are more than three females all of them are to be placed into permanent positions in the batting order.
- There is no bunting allowed in any SSC Sno-Pitch division.
 - When any player is hitting, the ball does not have to pass the pitcher to be live, but the batter must have taken a full swing at the ball (i.e. a bunting motion is not allowed).
 - If the two teams agree that the batter did not make an attempt at a full swing, it would be considered a strike.
 - Regular Slo-pitch hitting rules will apply. This means that any batter who has two strikes and then hits a foul ball is out.
 - The infield fly rule applies - if there are less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, then on an infield fly the batter is automatically declared out (the infielders do not have to make an attempt to catch the ball). This prevents the fielder from purposely dropping the fly ball in an attempt to force runners out. An infield fly is defined as: the hit must be 8' or higher, must have an up and then down arc (line drives are exempt), and does not go past the infield. The entire shale is considered the infield when determining if this rule applies. Note: in some other leagues, the infielder must be able to catch the ball with 'ordinary effort' for it to be deemed an infield fly. This is not the case in SSC leagues because there are no official umpires to make this determination.
 - Out of Play: any hits (infield or outfield) that fall outside of the 'out of play' lines are not catchable for an out. The corners of the backstop are the most common reference point for designating the Out of Play lines. These lines are in effect to the end of the outfield; therefore, if a fly ball is outside of these lines it is not catchable for an out.
 - Clarification on Foul Balls:
 - If a ground ball starts out foul but curves back into fair territory before it passes 1st or 3rd base then it is a fair ball, as long as it is not touched by an infielder while in foul territory.

- If a line drive passes 1st or 3rd base outside of the base line but then curves back in and first touches the ground in fair territory in the outfield, then it is a fair ball.
- If a ball is hit into fair territory and then rolls outside the 1st or 3rd base line once it has passed the bases then it is a fair ball.
- If the ball is hit and first touches the home plate (NOT the strike mat) and then rolls into fair territory it is considered a fair ball. If the ball is hit and touches the home plate or the strike mat and then rolls into foul territory it is considered a foul. If the ball first touches the strike mat and then rolls fair, it is a foul ball.
- If the ball is hit and touches the batter's body (e.g. foot) and then rolls into fair territory it is a dead ball strike, if the player is still in the batter's box when it hits them. If they are outside the batter's box and running towards 1st base and it then hits their body while the ball is in fair territory, then they are out.
- If a player catches a foul ball that is within bounds, the base runners are allowed to tag-up unless it is the batter's third strike. In this case the batter is out and the runners may not advance.
- If a batter steps across, or onto the home plate and/or strike mat to attempt to hit a ball, it is an automatic out.
- Home Runs are limited to 5 per game for each team. If teams are not playing on a fenced diamond, the captains will designate a 'home run line' prior to the start of the game, using four cones at the edge of the outfield. A hit is considered a home run when it travels in the air, over the home run line/fence. It is NOT considered a home run if the defense commits errors and a player is able to score or if a line drive or grounder passes between the fielders and past the home run line/fence. If a ball passes the home run line/fence in the air, it automatically becomes a dead ball and cannot be fielded to make a play. If a ball first touches the ground and then rolls over the line, it is a live ball.
 - Any home runs hit after the 5 per game limit has been reached will be considered outs.
 - *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 on the other team, or the home run results in an out.

BASE RUNNING

- Lead-offs are not allowed – the runner is called out if they leave the bag before the bat makes contact with the ball.
- The orange safety base is beside the white 1st base to protect both the runner and the infielder. The safety base is to be placed 6-inches from 1st base. There are two possible scenarios:
 - A single base hit: If the batter will not be running past first base, they must step on the orange safety base. If the runner touches any part of the white 1st base then they are out. If the 1st baseman touches any part of the orange safety base as they catch the throw, then the runner is safe.
 - If the runner is rounding 1st base on a hit where there will be no throw to 1st base, they are allowed to touch the white base instead of the safety base. The 1st baseman must move out of the runner's path as he/she rounds 1st base.
- When running from 3rd base towards home plate the runner is to keep outside of the baseline and is considered safe if he/she passes the home base line (the runner must have one foot on the ground past the line) before the catcher has the ball while touching home plate. If a base runner touches the home plate while attempting to score it is an automatic out.

- To record an out at home, the catcher cannot tag the runner, they must touch home plate with possession of the ball before the runner touches down with one foot past the home run line. The runner will be out if they touch home plate rather than passing the home base line.
- A commitment line will be drawn halfway between 3rd base and home plate. Once a runner passes this line by touching the ground beyond the line, they must proceed to the home line (they cannot run back to 3rd). The runner is out if the back-catcher catches the ball before the runner passes the home line.
- Sliding into 2nd or 3rd base is permitted. Sliding into home is never allowed. Sliding into 1st base is only allowed if the runner is returning to 1st base, not on their initial hit and run to 1st base.
- Tagging up and running on a caught outfield fly is permitted. The runner must stay on the base until the ball contacts any part of the fielder's body or glove.
- If the third out occurs on a fly-out the inning is over. The fielders do not have to field the ball in to make any plays and any runs scored do not count.
- With two outs, if a runner scores before a non-forced third out is made, the run will count.
- Pinch Running - Pinch runners are allowed for injured players. A pinch runner can step in at any time. If the batter is not running at all, the pinch runner must start from behind the plane of the plate.

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. Mercy will be called when one team gains a lead of 20 runs. The score will freeze and teams are encouraged to play the rest of the game for fun.

HOW TEAMS ARE RANKED

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

1. Matches won (2 pts.), lost (0 pts.) or tied (1 pt.).
2. Point differential (total points for minus total points against).
3. Results in the match versus the team you are tied with (if applicable).
4. 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, snow, hail or thunder and lightning.

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 30-minutes to start a game. If a game can be started within or at 30-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 15-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 4-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 4-innings being played, teams should stay at the diamond if possible, waiting out the rain and trying to complete 4-innings prior to the next game start. Again, in this case another inning cannot be started within 15-minutes of the next start time. If any teams are unable to complete 4-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 20-0.

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.