



U15 Classic Spring C-Tournament Format & Rules

Delta Fastpitch Association (DFA) tournaments are sanctioned by Softball Canada and comply with Softball BC operating rules, with a few exceptions in order to maintain tournament game schedules.

IMPORTANT NOTES

Out of respect to our neighbours, please do not play warm-up music before 10am.

FORMAT

- No protests will be allowed.
- Any player or coach ejected from a game for matters other than the application of the rules, will be suspended for the next game.
- The Tournament Director(s) has final binding authority on all matters.

GAME PLAY

Pre-game:

- The pre-game plate conference will be held five (5) minutes prior to the scheduled game time.
- The Home Team will be decided by a coin toss, except during playoffs, where the higher seed will have the choice of Home or Away.
- Game time will start after the home team's first warm up pitch.
- For this tournament it will be bat all.
- A team can play with 8 players; the 9th batter will not be considered an out.
- 5 run limit per inning

No infield warm-up please, grounders allowed outside of infield baselines. Field crews have priority to prep fields over team warm-ups; please stay off the field while grounds crew is working on the diamond.

Game Times:

- Game time will start after home team's first warm up pitch
- **Round Robin:** no new inning after 80 minutes
If the Home Team is ahead at the 80-minute mark, the game is over and the current score is final.
- **Playoff Round & Final Games:** no new inning after 90 minutes.
If the Home Team is ahead at the 90-minute mark, the game is over and the current score is final.
- **Run-ahead rule:**
15 runs after 3 innings
10 runs after 4 innings
7 runs after 5 inning



U15 Classic Spring C-Tournament Format & Rules

Tournament scoring:

- Win = 2 points; Tie = 1 point; Loss = 0 points
- The winning team's scorekeeper will be considered the official scorekeeper and is responsible for turning in the scoresheet card with the end result to the Tournament Director's desk (concession). Scorekeepers from both teams must agree on the score by signing off on the scoresheet card.
- The winning team will have their positive run differential recorded to a maximum of +7 runs. The losing team will have their negative run differential recorded to a maximum of -7 runs. The team with more bases touched will have their total recorded to a maximum of +30 runs. The team with fewer bases touched will have their total recorded to a maximum of -30 runs.
- If a team defaults, the opponent will get a maximum of +7 runs and +30 bases touched. The defaulting team receives -7 runs and -30 bases touched.
- If a team is scheduled to play an extra game, a random draw of all four score sheets will be made by an unaffiliated DFA executive member to determine which game will not count. This draw will be completed before seeding and after all games are completed.

Tie breakers:

- First tie breaker: run differential (sum of runs for and against)
- Second tie breaker: bases touched
- Third tie breaker: head to head (if applicable)
- Fourth tie breaker: coin toss

Weather notes:

In the event of inclement weather and/or unplayable fields, DFA reserves the right to reschedule the draw on short notice. DFA will do everything possible to get the games in. Teams are asked to be prepared to play on short notice.