



**UMPIRE Agenda**  
**for Softball Alberta Zone and Provincial Playoffs**  
*(The Softball Alberta 2015 Official Handbook shall be referenced where discrepancies between this summary and the Handbook exist.)*

**COACHES' MEETING**

1. The Tournament Supervisor will chair this meeting, UIC/DUIC is there to go over the on-field activities (*as well as, help the Supervisor and represent Softball Alberta*).
2. This is not a clinic, so cover the points briefly. Be courteous and encourage questions. Any equipment brought for approval will be checked after the meeting. (*Tournament Supervisor may cover some of these points.*)

**A. WELCOME MANAGERS and COACHES**

**B. PLAYER DRESS**

1. <NEW> No exposed items (*including jewelry*) judged by the umpire to be distracting to opposing players may be worn or displayed. The umpire shall require the item to be removed or covered. Medical alert bracelets and/or necklaces, if deemed to be distracting, shall be required to be taped to the body in such a manner that the medical alert information is visible. *If a player is requested to remove jewellery and they refuse, they will be removed from the game and ruled ineligible.*
2. Players must wear uniforms identical in colour. This includes exposed undershirts and/or sliding pads. Uniforms must have individual numbers ('00' to '99'). Coaches to be dressed similar and resembling team colors (NO blue jeans or 'open' toed shoes).
3. Male players must wear caps (female – caps/visors/headbands or none) to resemble team colors, all to be worn appropriately.
4. Leg braces must be adequately covered by a soft material.
5. Designated areas only: catchers or anyone else warming up a pitcher in the bullpen or on the field must wear a mask, throat protector and helmet.

**C. SUBSTITUTION AND LINE UP CARDS**

1. List all players with at least their full first and last names, uniform numbers and starting positions. (*If a name is missed, there is no problem as long as he/she is on the roster sheet you will hand in prior to playing*).
2. Line-up cards must be handed in 30 minutes prior to game time to the games control person. Changes may be made without affecting any player's eligibility up to and including the meeting with the umpires at home plate.
3. Changes must be given only to the plate umpire.
4. An unannounced substitution is an appeal situation.

**D. EQUIPMENT – BATS, HELMETS**

1. Bats and helmets will be checked prior to each game.
2. Any bats removed by an umpire will be kept by UIC until the end of the Championship.
3. The on-deck batter may have an approved warm-up bat and one other bat, or two regular bats in the on-deck circle, and must be in control of all bats in the on-deck area.
4. <NEW> Metal Cleats – allowed in U18 and above categories
5. All teams must carry a minimum of five (5) helmets at all times. (Per Softball Alberta Handbook - Exception: Slo-Pitch) **NOTE:** ALL Minor categories (U10-U19) require an "approved face mask/guard" as a mandatory part of the protective batting helmet.

**E. BALLS**

1. Each game will start with a new ball in 1<sup>st</sup> inning.
2. The pitcher will be given his choice of balls at the start of an inning only. In all other situations the game balls will be used in rotation at the discretion of the plate umpire.
3. Teams do not toss the game ball to an umpire at end of an inning - toss it to the other team.

**F. RESIN**

1. Each team must supply its own resin bag. Only one resin bag is permitted on the mound and it must be kept on the ground behind the pitcher's plate.

**Note: Gorilla Gold is legal for use by the pitcher. We consider this a resin. Gorilla gold gives a grip to the ball but balls do not get marked up. The pitcher may keep this in his pocket but keep it out of site. No other product may be used and if balls come in black warn the pitcher and manager one time. If another ball comes in black remove the pitcher.**

**G. WARM-UP PITCHES**

1. Five (5) warm-up pitches will be permitted at the start of a game or when a new pitcher enters the game; Only 3 pitches are permitted between innings with same pitcher.
2. If the catcher is delayed because he was a base runner or the last batter, the pitcher may continue to warm up with a substitute catcher until the catcher is ready. The regular catcher then gets one more warm-up pitch.

## H. RUNS AHEAD (MERCY) RULE

- U10 & U12 - 5 run rule per inning is in effect throughout the game; 15 run rule after 4½ or 5 innings
  - 'C' & 'D' in U14, U16, U19 - 7 run rule per inning is in effect throughout the game; 7 run rule after 4½ or 5 innings
  - U14 & above and Adult FP - 7 runs after 4½ or 5 innings
  - Slo-Pitch - 15 run rule after 4½ or 5 innings
- Seven (7) runs after 4½ or 5 innings and used throughout the tournament.  
Fifteen (15) runs after 2½, 3, 3½ or 4 innings and used throughout the tournament.

## I. THE GAME

1. Seven (7) innings are required for a complete game, unless time does not permit due rain, darkness, etc., then five (5) innings will constitute a legal ball game. "All games to be 7 innings duration except where one team is leading the other by 7 runs after 4½, 5, 5½, or 6 complete innings of play, the team leading shall be declared the winner." If a game is stopped because of rain, it will be continued from the point it was stopped.

### EXCEPTIONS: (*Time limit for all categories NOT LEADING TO POST PROVINCIAL PLAY, overrides the 5 inning legal game requirement*)

- [U10] No new inning shall start after a 1 hour & 30 minute time limit, for all games except the Championship games, where no new inning shall start after a 1 hour & 45 minute time limit (*Games C3 & C4*). (*Time starts at completion of Plate Conference*)
- [All MINOR (U12 to U19), ADULT FP categories, and All ZONE playoff games] No new inning shall start after a 1 hour & 45 minute time limit for all qualifying games. (*Time starts at completion of Plate Conference*)
- **PROVINCIAL CHAMPIONSHIP ROUND GAMES:**
  - [MINOR (U12 to U19) categories] - (*Games C3 & C4*) No new inning shall start after a 2 hour time limit.
  - [All ADULT FP categories] - No time limit for the semi-finals and finals.

2. There will be NO TIED GAMES: - Tiebreaker Rule will be in effect in the top of the next inning at the end of the game (*time limit or 7 innings*) for all categories.

#### Home Team

- a) A "Coin Toss" will be used to determine home team for EVERY game, unless specified otherwise (2 or 3 team draw or Slo-Pitch). The "Coin Toss" for all games will usually be done immediately after the Coaches Meeting. Teams NOT in attendance will automatically forfeit "choice of inning".
- b) The home team will take the 3rd base dugout and will take infield first.
- c) Umpire will bring game balls (new & used).

## J. PROTESTS

1. A game can only be protested on a rule interpretation.
2. Once team advises the plate umpire that a game is under protest, the umpire will advise the scorekeeper.
3. The scorekeeper or announcer will request the Protest Committee to come onto the field. Protest Committee of 3 members will consist of: the Softball Alberta Supervisor or Assistant Supervisor, the UIC or DUIC (consult with the Rule Book for full procedure).
4. The Protest Committee will hear the protest from the coach or manager filing protest and then hear the umpire's ruling on the situation.
5. The Protest Committee will make a decision and advise the plate umpire of its decision.
6. The plate umpire will call coaches and managers (of both teams) and give the ruling once the Protest Committee has left the diamond.
7. **The decision of the Protest Committee is final.**

## K. PROCEDURE IN CASE OF LIGHTNING

### L. GROUND RULES

1. UIC to give ground rules to coaches; if possible, have sheets to hand out.
2. Keep the games moving - have teams hustle on and off the field and if they have a question, go to the umpire who made the call.
3. All Teams are responsible for the conduct of their fans. Offending fans may cause games to be suspended or ultimately forfeited.
4. If coaches have any questions or complaints, they are to be directed to the UIC.

*Have a good tournament.*