

PCMSA Tournament Rules

1. All teams will play a minimum of four games. In case of inclement weather, schedule may be altered at the sole discretion of the tournament director. All teams are responsible for knowing their schedule.
2. Team rosters must be presented to the tournament director **no less than 30 minutes prior to the team's first game**. A maximum of 17 players may be on the roster with no additions after the first game. Three registered pickups are allowed. **They must be from the same classification or lower**. All lineup cards must have pickups clearly marked. **One** pickup may pitch.
3. **All teams to bat all players, unlimited subs.**
4. If an injured player is scheduled to bat, that player would simply miss their turn at bat, with it not being an out.
5. There will be **NO** pre-game warm-up on the diamonds. Pitchers must warm-up in foul territory. When warming up a pitcher catcher **MUST** wear a catcher's mask.
6. Coaches will be responsible for choosing an MVP from the opposing team, during round robin play. No player may win more than one in a tournament. MVP awards will be handed out by each team's coach at the games end. Teams should line up along the first and third base line with extra coaches, one coach from each team should be in the pitcher's circle. Coaches announce the MVP and hand out the award.
7. **No Protests**. Appeals to the umpire will be made properly without losing sight of good sportsmanship. An appeal can only be on the interpretation of the rule **not** a judgment call. Remember without umpires we cannot play this game.
8. The maximum plus/minus is seven (7) runs and thirty (30) bases touched.
9. The home team is decided by a coin flip in round robin. In the playoffs the higher seeded team has the choice of home or away and will state their choice at the plate conference.
10. The end of the plate conference is the official start time of the game.
11. Seven innings max per game. No new inning to be started after 1 hour and 20 minutes from the game start in round robin and playoffs. If the home team is ahead and at bat when time expires the game will end. **No** reverting back to the last completed inning.
12. Medal games will be seven innings.
13. There is a maximum of 5 runs per inning, all games the 7th inning are open.
14. Metal cleats are allowed at U15 and up.

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15. Mercy rule(run ahead) is 15 runs after 3 completed innings, 10 after 3 1/2, 4 or 7 after 4 1/2, 5, 5 1/2, or 6 completed innings. If the game is ended on the run ahead rule the winning team will be awarded max bases touched.
16. Teams will be allowed to start a game with 8 players. There will be no automatic out for the 9th batter. A team with less than 8 players will forfeit the game. There will be a 15 minute grace period to allow for late players to arrive before the game is declared a forfeit.
17. Softball BC/Softball Canada rules will apply.
18. Playoff order will be decided by the following in order;
 - Total points:
 - Win 2 points
 - Tie 1 point
 - Loss 0 points
 - Ties broken first by run differential(+/- 7max per game)
 - Ties broken second by bases touched(+/- 30max per game)
 - Ties broken third by head to head record
 - Final tie break a coin flip