

AABHN PLAYING REGULATIONS

GIRLS FASTPITCH

All coaches must be familiar with the content of the AABHN Constitution.

1. **Start Date** - September
2. **Length of Season** – Fall to AABHN Championships
3. **Competition Limits**: 3 Tournaments, outside of league play
4. **Members per Team** - Unlimited
5. **Eligibility**

All players must meet the eligibility criteria as outlined in Article 12 in the AABHN Constitution

6. Eligibility Lists

A completed and correct OFSAA Hub eligibility lists must be submitted to the convenor and Athletic Coordinators one week prior to the AABHN tournament for each District. The names of all potential players and coaches, and managers and/or others affiliated with a team must be included on the OFSAA Hub eligibility list. Each eligibility list is to clearly identify the head coach.

7. League Structure

- a. Double round robin based on 6 teams, single round robin if more than 6 teams (League structure dependent on number of teams)
- b. Games are 7 innings subject to mercy rule and time restriction of 1.5 hours (15 run lead after 3 innings or a 10 run lead after 5 innings)
- c. There is a per inning mercy rule of 5 runs.
- d. No new inning to start after 1 hr 20 minutes.
- e. Two minutes is allowed between the last out and the first pitch of the next inning.
- f. Ties remain after 7 innings.
- g. Points: win – 2, tie – 1, loss – 0
- h. Tie breaking procedure for league standings:

- i. wins
- ii. head to head
- iii. run differential between the tied teams
- iv. run differential all games

8. Championship Structure

- a. Semi-finals will be played at 4:00 preferably (single game knockout)
- b. Final game is 2 pm start, mandatory 7 innings, with no mercy rule
- c. Tie breaking procedure:
 - The last out from the previous inning will start at second base at the start of the new inning. Play continues until a winner is declared at the completion of a full inning. This procedure takes place at the end of regulation time or the completion of 7 innings, whichever comes first.

9. Rules of the Game

- a. Softball Canada rules apply.
- b. Pitcher is limited to five innings or 15 outs.
- c. Players can re-enter the game at any time and in any position as long as they are in the batting lineup.
- d. A designated runner (last out) may be used for the catcher when there are two outs in the inning.
- e. Only 3 pinch runners can be used during a single game.
- f. Catcher's masks do not need throat protectors. Players or coaches warming up the pitcher must wear a mask. Batters and base runners must wear a helmet with both flaps.
- g. Home team must supply a game ball and a good second ball. The convenor will purchase these, distribute them to the teams at the start of the season and bill AABHN.
- h. Both teams must keep scorecards. Home team reports scores to the newspaper.
- i. Convenor will notify teams and umpires of cancellations due to field conditions asap. The umpire is responsible for suspending or terminating games in progress due to field conditions or weather. If the game is suspended due to weather before it is a

regulation game (5 inning or 4.5 if home team is ahead), it will b replayed in its entirety.

- i. Mercy rule – 5 runs per inning, inning is over once the fifth run crosses the plate.
- k. If a batter leaves the game for any reason (including injury), and there is no player substituted in for her, each time the batter comes up in the order it will be considered an out.
- l. A team must have 8 players to begin the game, otherwise they must forfeit. If a team starts with 8 players, no more than one player will be able to leave the game. If more than one player leaves the game, this will result in a forfeit. If a forfeit incurs, the score will be recorded as 7 – 0, in favour of the non-forfeiting team.
- m. The final inning, the 7th inning or determined by the empire, will be an open inning in terms of runs allowed.
- n. **AABHN Tiebreaker**
- o. Application of Sport Specific Tiebreakers In the event of a tie in League/Division Standings at the conclusion of scheduled league play, the following criteria shall be used to determine final standings:
 - p. 1. Record (win/loss) between/among tied teams in head-to-head competition.
 - q. 2. Point differential between/among tied teams in head-to-head competition.
 - r. 3. least points against involving the tied teams in the game they won.
 - s. 4. the most total wins during season play.
 - t. 5. least total points against (all games played).
 - u. 6. Point differential (all games played)
 - v. Scored in the games played to the maximum allowed for each sport as listed below:
- w. Maximum Points Per Sport: Baseball -7 Basketball – 20 Field Hockey – 5 Volleyball – 15 – if # of sets won does not break the tie. Lacrosse – 8 Football – 21 Hockey – 5 Rugby – 20 Softball/Slow Pitch – 7 Soccer – 3 Curling - 6 Ultimate – 6
- x. 7. Coin toss
- y. Tie Breaking Procedure When three (3) or more teams are tied, the order of tiebreaking, as outlined above, is applied until one or more team(s) are separated from the tied group. The tie breaking process will then be repeated starting at #1 for the remaining tied teams. This process will continue until all ties are broken.
- z.

10. Finances

Those schools having entries in the regular season will split costs evenly. Fees will be paid by the Association.

11. Awards

Team trophy for the league champions.