

2026 Dartmouth She Devils Summer Slam – U13 Rules

- **Pitching Distance:** 38'
- **Base Distance:** 55' -
- **Balls:** 11-inch Rawlings/ Worth Red Dot.
- **Game Length:** 7 innings (U13) or a 1-hour 45-minute time limit. The inning starting approximately 1 hour and 30 minutes after the start of the game will be declared the Last inning and will be an Open inning for both teams per Softball Canada Recommended Minor Softball Rules (see more information below). A game can exceed 1-hour 45-minutes. Once an inning begins, it must be completed. The umpire will be the official timekeeper and will determine when the final inning is declared if necessary. All placement games and semifinal games will be played under the same format.
 - Championship games will not have a time limit.
 - Teams must be ready to play 15 minutes prior to the scheduled start of the game.
- **The international tie breaker rule will be used for all Round robin, Semi Finals, and Finals..** (The last out for a team will begin as the runner at second base to start the extra inning.)
- **Runs per inning:** The max runs scored will be 5 runs per inning.
- **Open/ Last Inning:** 6 innings are run limit innings (see above). The 7th inning is an open inning unless the umpire declares one of the first six innings is the Last Inning due to the time remaining.
- **Run Limit – Open/ Last inning:**
 - The run limit for the Open/ Last Inning will be the same as the Softball Canada Recommended Minor Softball Rules.
 - In the last inning:
 - if the visiting team is behind by more than 5 runs, they will be permitted to this run differential plus 1 run.
 - if the visiting team is behind by less than 5 runs, they will be allowed to score a maximum of 5 runs.
 - if the visiting team is ahead, they can only score a maximum of 5 more runs.
 - if the home team is behind (or game is tied), they will be limited to the run differential at the start of their at bat plus 1 run.
 - if the home team is ahead before their at bat or at any time during their at bat, the game is considered over.
- **Scorekeeping:** Team scorekeepers get together to share team lineups and check the score periodically throughout the game.
- **Mercy Rule:** 15 runs after 3 innings, 10 runs after 4 innings or 7 runs after 5 innings.
- **Game Rules:**
 - o Round robin and placement games will be determined by a coin flip. Winner of flip can choose to be home or visiting.
 - o For Semi Final and Championship games the higher seed will choose to be home or visiting.
 - o A maximum of 9 players on the field for defence. Unlimited defensive substitutions. All players must bat. Teams to submit a batting line-up to the other team in which the order must not change (except for injury, notify umpires and other team).

- o If a team, due to injury, should drop to 8 players an automatic out shall be given when the injured player is up to bat, but the game may continue. Less than 8 players, the game shall be declared a forfeit.
 - o Team batting has 2 outs or within one run of inning run limit scored and the player designated to catch the next inning is on base the coach must substitute the last available player in the batting order as a replacement runner for the catcher. The runner replaced must then play the catcher position the next half inning. The pitcher may also be replaced at the teams discretion.
 - o Pitchers are required to wear a protective face mask.
 - o All on-deck batters, and baserunners must have an attached face mask.
- **Seeding for playoff and placement games:**
After scheduled games are completed teams will be seeded 1st thru 5th. Teams 1 thru 4 will participate in the semi-finals.
- **Tie breaking criteria:**
1. Most points. Teams are awarded 2 points for a win and 0 points for a loss.
 2. Won/Lost records. If still tied, then:
 3. Winners of games between tied teams
 - a. NOTE: In order to use this criterion, all subject tied teams must have played each other, and one team must have defeated all the teams they are tied with to be ranked higher. The remaining teams then go to next criteria with no reverting back:
 4. Difference PLUS or MINUS of total runs scored, with a limit of 7 PLUS or MINUS per game allowed.
 - o If teams are still tied within 3) the least (fewest) number of runs scored against in all games will be used. If still tied, then:
 - o The total runs scored in all games, with a maximum of 10 runs scored per game, will be used. If still tied, then:
 - o Positions will be settled by a coin toss.

There are no protests or appeals. The umpire's decision is final.

The tournament organizer reserves the right to amend the tournament format should unforeseen circumstances prevail (i.e.: weather).

U13 Specific Rules (mirrors Softball NS provincial tournament rules)

- (A) Bunting is permitted.
- (B) Batter's may take first base on a dropped third strike.
- (C) Infield Fly rule is in effect.
- (D) A pitcher is allowed to pitch a maximum of 4 innings per game (can be consecutive). A pitcher can pitch again in extra innings to a maximum of 4 innings. 1 pitch equals one inning.
- (E) Stealing is permitted. Base runners may steal on any legally pitched ball as soon as the ball leaves the pitcher's hand. Players may advance one or more bases on a steal attempt.
- (F) (F) Runners may advance home on passed balls, wild pitches and/or overthrows

(G) Charged Conferences Teams will be limited to one charged offensive conference per inning. A team is permitted three defensive conferences per inning. With the fourth conference, the pitcher must be removed from the pitcher position for the balance of the inning.