NCAA **GIRLS' SLO-PITCH** **2016-2017**

-Season of Play: Spring Season

-Levels of Competition; Varsity

-Members: All 8 high schools

ELIGIBILITY

Each school may enter one team. There will be a season or a tournament –TBD

ELIGIBILITY FOR GIRLS'

SLO-PITCH: see NCAA

constitution

TRANSFERS - see NCAA constitution

SCHOOL RESPONSIBILITIES:

1. ELIGIBILITY SHEETS
2. Please send an eligibility sheet to the Zone convenor at least 2 weeks before the tournament.

   All dressed players must be listed on an eligibility sheet.

3. GAME TIME:
4. There will be a one day tournament for large and small schools. The start time and day will be determined by the Convener(s).

5. UNIFORMS AND EQUIPMENT

   All players must wear the same colored tops

6. PAYMENT OF OFFICIALS

7. Only if we use accredited umpires.

8. TOURNAMENT MEET STRUCTURE, PROCEDURES AND CHAMPIONSHIP FORMAT:

   There will be a one day tournament for each tournament. TOURNAMENT MEET STRUCTURE, PROCEDURE AND CHAMPIONSHIP FORMAT will be sent to each coach that has given the convener an email address.

9. No SOSSA advancement.

10. SUSPENSIONS

11. Section 1 - Ejection from competition
Section 2 - Physical or Verbal Altercation

12. SLO - PITCH RULES

A) ENTRY:

Each school may enter one team and all players must meet SOSSA eligibility. Please FAX an eligibility sheet to the Zone convenor at least 2 weeks before the tournament.
There will be 2 tournaments: Larger school of 700 plus students and smaller schools below 699 students.

B) GENERAL RULES:

- 4 Balls 3 Strikes
- If the batter hits a foul ball while she has 2 Strikes, she is OUT.
- There is a "commit" line on the third base.
- No stealing or lead offs.
- No sliding, but runner can dive back to the base. If you slide, you are automatically out.
- No tag is needed at home plate.
- Any foul tip caught by the catcher is an OUT, regardless of how high it goes.
- A coin flip determines which team bats first.

C) PITCHING:

- Pitcher must throw a ball in an arc which must be over the batter's head, to a maximum of approximately 12 feet.
- The Umpire should call "flat" if the ball is too low or "high" if it is over 12 feet – this will be a ball.
- The pitcher MUST begin her delivery with one or both feet on the pitching rubber, this means that the pitcher CANNOT start behind the rubber then move to it.
- If the ball hits the mat (2 feet x 3 feet) it is a strike.
- The rubber is 45 feet from home plate.
- 2 warm-up pitches only before each inning.

D) SUBSTITUTION OF PLAYERS:

- Each team **MUST** have a minimum of 10 girls in the batting rotation. If less than that number appear then an automatic out will be recorded for each batter less than 10 when they were to appear at the plate.
- You can have more than 10 girls in the batting order if you wish.
- If a girl leaves the game for any reason, she must be replaced in the line up with another girl. If a substitution is not available an automatic out is recorded when she was to appear at the plate.
- Pinch running is not allowed. If a girl needs to pinch run, then she is out of the game. If a sub is not available to replace her in the rotation an automatic out will be recorded the next time she appears at the plate.
- There shall be 10 players on the field. Unlimited substitutions. Players do not have to be in batting lineup to play the field.

E) REGULATIONS:

- Bases are 65 feet apart
- Pitching 45 feet
- Softball is 11".
- **The NCAA will supply all balls needed for the tournament. The tournament fee will include the cost of purchasing balls for this purpose. (as of March 2014)**
- A team may play 6 games.
- All batters and base runners MUST WEAR HELMETS
- The catcher MUST wear a catcher's mask.

F) OFFICIALS:

- Qualified umpires will be used for all games. They will be provided as part of your entry fee.
- The umpires' decisions are final.
- At the games end the score keepers are to report the score to the Convenor's table.

G) SCORING:

- All games (round robin) are 6 innings, with the exceptions listed below.
- **Due to tournament time constraints, the maximum number of runs that can be scored in any one half inning is five (5). After five (5) runs are scored, the batting team will take the field. The exception is the last inning where runs are unlimited for both teams. (as of March 2014)**
- Mercy of 10 runs after 4 innings.
- 3 Points for a win, 0 for loss, and 1 for a tie.
- If a game is tied after 6 innings or at curfew time it will remain a tie score and each team will be awarded a point.
- Curfew: No new inning can begin after 55 minutes for the first pitch time.
- Teams must hustle on and off the field so complete game may be played.
- If the home team is ahead in the last inning, it **DOES NOT** take its last bat in the bottom half of the inning. The game is **OVER** even if your team does not have maximum run differential. The run differential will revert back to the last **FULL** inning. This will not be a problem if your team wins all of its games. This is the rule, fair or not.
- TIE BREAKERS
    i. The first tie breaker is the head to head winner.
    ii. The second tie breaker will be a run differential. (ie. runs for minus runs against. HOWEVER, the maximum number of differential runs for any game is +6 or -6. This will eliminate MERCY or LARGE SCORE run ups. The largest or biggest differential will advance or be placed ahead.
    iii. The third tie breaker is least amount of runs scored against during all games.
    iv. The forth tie breaker is a coin flip.

- All playoff round, quarter final, semi final and final games are 6 innings without a curfew. All playoff round games must have a winner. If the game is tied after 6 innings a tie breaking rule of the last out starting at 2nd base to begin extra innings will be in effect. The mercy rule will be in effect for the playoff round, quarter, semi final and final games

H) FINALLY:

- We are on a time frame of 1 hour per game. You, as a coach MUST get the games started on time. No new inning can start after 55 minutes of the 1st pitch. Both coaches and the umpire should note the first pitch time.
- We don't have breaks between games so have your team ready to play at least 15 minutes before the scheduled start time.
- Conveners have the right to shorten any game if need be.
- Please provide your team with uniforms, or at least with shirts of the same colour. Number shirts help the score keepers. This is a zone championship so look the part.
- Pick up your garbage.