



## WATERLOO GHOSTS INVITATIONAL TOURNAMENT RULES: U13 – U23

1. PWSA playing rules will apply in all games, except where covered by these rules. Exception: all players bat in the batting line-up and there will be unlimited defensive substitutions. If a player is injured or becomes ill, she will be removed from the game and her spot in the batting order will be skipped without penalty to the team.
  - Coaches of U17/U19/U23 teams may choose to bat all players or bat nine and sub players in.
2. It is every team's responsibility to play all scheduled tournament games throughout the entire event. Any team that forfeits a game during the Ghosts Invitational, for any reason other than the inability to field nine (9) players due to medical condition(s) or other extenuating circumstances, will be fined the entire game cost (diamonds & umpires) of said game. Any team who refuses to pay the fine will be reported to the PWSA.
3. Teams are required to register at the diamond where they play their first game half an hour before that first game.
4. Proof of age must be supplied, if requested.
5. Teams must be ready to play fifteen (15) minutes prior to the scheduled game time.
6. No infield practice on the diamond prior to games.
7. During round robin games, home team will be determined by coin toss, with the team from furthest away calling the toss. Winner of coin toss selects home or away. Home team is the official scorekeeper. Both teams must report the score AND submit a screenshot of the final score, including innings played, on GameChanger or equivalent scorekeeping app: [office@wmgsa.ca](mailto:office@wmgsa.ca)
8. No new inning shall start after 1 hour and 20 minutes. **U23 Division only: No new inning shall start after 1 hour and 30 minutes.** The umpire's time will be official. If the home team is ahead after regulation time, the game is over (that is: home team will not bat in the bottom of the last inning if they are ahead.) In Round Robin play, ties will stand at the end of regulation time.
9. Playoff Games will be a maximum 7 complete innings with no new inning starting after 1 hour and 30 minutes. If the home team is ahead when time is called, the game will be stopped. If the game is tied, International tie breaker will be in effect after 7 complete innings or when time is up. Home team will be the team with the higher seed after the preliminary round.
10. Medal games will be 7 innings, no time limit. International tie-breaker will start in the 8<sup>th</sup> inning. Home team will be the team with the higher seed after the preliminary round. If still tied, we will revert to a coin toss.
11. PWSA mercy rules apply to all games including finals.
12. Ties in the standings will be broken by the following criteria, in order:
  - head to head results
  - least runs against/defensive innings played
  - run differential ratio (runs for/offensive innings played divided by runs against/defensive innings played)
  - most runs for/offensive innings played
  - coin toss
13. NO PROTESTS ALLOWED. Umpires' decision is final. Good sportsmanship is mandatory.