



# KENORA YOUTH SOFTBALL TOURNAMENT

AUGUST

**10**

AUGUST

**11**

KENORA REC BALLFIELDS & MILLENIUM BALLFIELDS  
KENORA, ONTARIO

**\$200  
PER TEAM**

AGES  
**14-18**

**NAIG**  
ATHLETE IDENTIFIER

**Details:** Maximum 14 players, minimum 9 per roster.  
Minimum 3 females on the field at all time.  
Individual athletes are welcome to register.  
Potential Team Ontario athletes must be born between 2001-2004

**For more information and to register visit [www.iswo.ca](http://www.iswo.ca) or contact  
Tania Cameron at [Tania.Cameron@iswo.ca](mailto:Tania.Cameron@iswo.ca)**



# KENORA YOUTH SOFTBALL TOURNAMENT

## Tournament Contact Information

Tania Cameron  
ISWO Northwest Regional Coordinator  
Tania.Cameron@iswo.ca

## Important Dates

Monday, August 5, 2019	Registration Deadline & Entry Fee Due
Wednesday, August 7, 2019	Tournament scheduled released ** subject to change
Saturday -Sunday August 10-11, 2019	Tournament dates
Saturday, August 10, 2019	Pitchers and Catchers Evaluation Clinic
Sunday, August 11, 2019	Championship rounds and medal presentation

## Age Divisions

Co-ed (minimum 3 females on field at all times)  
Athletes must be born between 2001 - 2005

## Entry Fee

\$200.00 per team

## Tournament Diamonds

Kenora Rec Centre  
Millennium Fields

18 Mike Richards Way, Kenora, ON P9N 1L2  
924 5th St S, Kenora, ON P9N 1L8



# KENORA YOUTH SOFTBALL TOURNAMENT

## Team Registration Form

Registration Form and Entry Fee Due Monday August 5, 2019

*NOTE: Individual player registration forms must be completed*

### Team Contact Information

Team Name	
Community Represented	
Team Contact Name	
Team Contact Number	
Team Contact Email	
Head Coach Name	
Assistant Coach Name	
Assistant Coach Name	

### For Internal Use Only

Registration Paid	
Receipt Number	
Host Organizer Signature	
Date	

### Entry Fee

\$200.00 per team

Please make cheque or money order payable to:

Indigenous Sport & Wellness Ontario 1090 Aerowood Dr. Unit 1A L4W 1Y5
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You will receive a confirmation email and receipt for your submitted registration forms and entry fee



# KENORA YOUTH SOFTBALL TOURNAMENT

## Team Roster

First / Last Name	M/F	Jersey #	Birthdate mm/dd/yyyy	Home Community	Signature <small>(Parent/Guardian if under 18)</small>





# KENORA YOUTH SOFTBALL TOURNAMENT

## Team Roster

Coaches Name First / Last Name	Home Community	Position (Head/Assistant/ Trainer/Manager)	Signature

## Official Tournament Rules

### 1. Team Rosters

- a. Co-ed/Mixed Teams; minimum three (3) females on the field at all times
- b. Must have between 9 - 15 players
- c. All athletes must be born between 2001-2005
- d. Must list minimum one (1) coach who will be in attendance for all games

### 2. Schedule

- a. The official schedule will be sent once the registration deadline has closed
- b. Will follow a round-robin format; teams will then be seeded based on Win-Loss Record for semi-finals and championship games
- c. Tie Breaker
  - i. Win-Loss Record
  - ii. Run Differential (runs scored - runs allowed)
  - iii. Head to Head Result
- d. Number of guaranteed games will be determined by the total number of teams registered
- e. Teams must be present and ready to play a minimum of 15 minutes before their games scheduled start time to prevent any delays. If teams are not prepared to play, they will forfeit the game





# KENORA YOUTH SOFTBALL TOURNAMENT

## Official Tournament Rules

- f. Games may begin with eight players. However, if the 9th does not arrive before their spot in the batting order (last spot), that spot will be an out for the remainder of the game.
- g. Games will be seven (7) innings or a 1hour 30minute time limit, whichever occurs first. No new inning will begin after 1hour 20minutes.
- h. Mercy Rule; 15 run lead after 3 innings (15 after 3), 10 after 4, 7 after 5.

### 3. Umpires and Official Scorekeepers

- a. One (1) umpire is required for each game who will act as a “base umpire”; no home plate umpire is necessary
- b. The Umpire will check all bats and equipment at the beginning of each game to ensure all pieces are legal and damage-free
- c. Umpires are to maintain order in the game and do have the power to eject any player, coach, or spectator causing any unnecessary disruption
- d. One (1) official volunteer scorekeeper is required for each game. They are responsible for:
  - i. getting batting orders from each team
  - ii. keeping score (will be trained if needed) and collecting game statistics
  - iii. submitting scores and game sheets to tournament organizers.

### 4. Field of Play

- a. All games will take place at the Kenora Rec Centre or Millennium Ballfields
- b. Bases are 60ft apart; diagonal distance (i.e., the tip of home plate to the middle of 2nd base) will measure 84ft 10.25inches
- c. Double base will be implemented at 1st base with the white side in fair territory and the orange side in foul territory.
- d. Pitcher’s mound will be 35ft from home plate with a 6ft radius circle drawn from the centermost point of the rubber to indicate the pitcher’s area.
- e. Batters boxes, coaches’ boxes, on-deck circles, foul lines, and pitchers circle will be drawn on the field with the white chalk, powder, orspray paint regularly used by the venue.
- f. All gates leading into player dugouts must be closed when the play is live.



# KENORA YOUTH SOFTBALL TOURNAMENT

## 5. Equipment

- a. Game Ball
  - i. 12" Yellow Hot Dot or Red Dot balls will be used as official game balls
  - ii. Hosts will provide one (1) new, and one (1) slightly used ball at the beginning of each game.
- b. Uniform
  - i. All athletes must be wearing suitable athletic clothing including
    - Shirt
    - Shorts or Pants
    - Cleats (no metal spikes) or running shoes
    - Hat or Visor (not necessary but recommended)
    - NO Jewelry (earrings, bracelets, rings, piercings, etc.)
  - ii. All teams must be wearing a team uniform or outfits with the same color pattern (e.g., a red shirt with black shorts, a blue shirt with white pants).
  - iii. A jersey number must clearly be visible on the back of each team member.
  - iv. If teams are wearing the same color pattern instead of uniforms, jersey numbers are still required and can be made by drawing a number with a marker or making a number out of duct tape.
- c. Gloves
  - i. All fielders must be wearing a standard infielder or outfielder glove
  - ii. 1st basemen are permitted to use a "trapper" deemed legal by the umpire at the beginning of each game
  - iii. Catchers are permitted to use a "trapper" or catcher's mitt deemed legal by the umpire at the beginning of each game
- d. Bats
  - i. Umpires will check all bats at the beginning of each game; illegal bats will be pulled from the team's equipment area
  - ii. Only legal Fastpitch bats will be allowed
  - iii. For a list of legal bats click here.



# KENORA YOUTH SOFTBALL TOURNAMENT

## e. Batting Helmets

- i. All batters, baserunners, and “on-deck” batters are required to wear a batting helmet while on the playing field
- ii. Batting helmets must be fitted with a facemask/cage and chin strap

## f. Catcher’s Equipment

- i. Umpires will inspect all catcher equipment to ensure it does not have any cracks or similar damage
- ii. Catchers equipment consists of
  - Catcher Mask
  - Chest protector
  - Shinguards (knee savers optional)
  - Glove (catcher mitt or trapper is allowed)

## 6. Rules of Play

- a. Teams will pitch in an underhand motion (not windmill/fastpitch style) to their own batters.
- b. Pitchers must remain inside the pitcher’s circle
- c. Pitchers are not allowed to play a batted ball; if a batted ball hits the pitcher the umpire shall call a dead ball, and the batter will receive another pitch (unless it’s the third pitch in which the batter will be out)
- d. Each batter will get three (3) pitches to hit the ball in fair territory; if they hit the third pitch foul the batter will be called out.
- e. Pitchers will bat, a new pitcher must come in if the previous pitcher is batting or on-base.
- f. Baserunners are not allowed to leave their base until the ball is hit in play; if they do, they will be called out for leading off
- g. Infield Fly Rule will apply (if a batter hits a fly ball (not a line drive or bunt) that, in the judgment of the umpire, can be caught by an infielder, pitcher, or catcher with ordinary effort and when there are runners on first and second or first, second, and third and less than two outs the batter will immediately be called out.)
- h. On flyballs hit to the outfield baserunners can “tag-up” and try advancing to the next base before the outfielder gets the ball back to the infield.





# KENORA YOUTH SOFTBALL TOURNAMENT

- i. Runners are not required to stop at the base they are going to once a batted ball is played by a defensive player.
- j. If a batted ball is thrown out of play, all runners get two bases from their positions when the throw leaves the fielder's hand. If the throw is made before batter-runner reaches first base, then award is first & second base
- k. If a batted ball rolls under a fence or in any other way goes out of play, the defensive player is to raise their arms and alert the umpire who will determine how many bases a runner(s) may advance.
- l. Defensive players must tag baserunners before they get to a base safely to get them out unless it is a force play whereby the defensive player can just step on the base a runner is going to.
- m. Sliding is permitted, except at first base
- n. Nine (9) defensive players must be on the field. The positions are;
  - i. Catcher
  - ii. First Base
  - iii. Second Base
  - iv. Short Stop
  - v. 3rd Base
  - vi. Left Field
  - vii. Center Field
  - viii. Right Field
  - ix. Rover
- o. Everyone bats; batting orders must be submitted to the official scorekeeper before the game begins and players must bat in that order for the entire game
- p. Minimum three (3) female players must be on the playing field when their team is on defense
- q. Two (2) out Catcher Rule will apply (if the catcher is on base when there are two (2) out the last person out will take their spot and run for them) to give catchers time to get their gear on and maintain the pace of play



# KENORA YOUTH SOFTBALL TOURNAMENT

## 7. Injury Protocol

- a. In the event of injury, the team coach/manager will attend to the injured player and assess the severity of their injury
- b. In the event of any collisions or hits to the head or neck, coaches must assess their athlete and check for any symptoms of concussion. Players will only be allowed to return to play if a coach or onsite medical have cleared them
- c. If any athlete is cut or bleeding in any capacity, they must be immediately removed from the game until the bleeding has stopped. If the bleeding is serious, they may need to go to a hospital
- d. In the event of any serious injuries, athletes are encouraged to go to the nearest hospital or medical center for evaluation. A parent or guardian is expected to travel with their athlete to the hospital in such cases.
- e. Athletes can return to play if they feel as though they can play, and after being assessed and cleared by their coach, medical staff, and/or event organizers.
- f. If a player has to be removed from the game, their spot in the batting order will be skipped and will not count as an out.