

# 2006 Canadian Native Fastball Championships

## TOURNAMENT RULES AND REGULATIONS

1. SOFTBALL CANADA RULES WILL APPLY WITH THE EXCEPTION OF:
  - a. One foot on the rubber; ISC Pitching Rule
  - b. Stealing when the ball leaves the pitcher's hand.
  - c. Courtesy Runner rule for the catcher after 2 outs will be in effect; the last batter out may be an option for a courtesy runner for the catcher.
  
2. PLAYER ELIGIBILITY:
  - a. All players must be of "Canadian Native Ancestry" either by Treaty Status, Band Membership Status or by Metis Status.
  - b. Players are expected to carry with them their Indian, Band Membership and/or Metis Status Cards at every game. \*(In case of a protest. Players without valid identification will not be allowed to participate in the tournament.)
  - c. It is recommended that players be at least 18 years of age or older to compete in the National Senior Tournament; however, teams registering players 17 years of age and younger must have a Parental Waiver signed and submitted to the Official Scorekeeper at time of the First Game Played.
    - i. This waiver concludes that all parties including; Parents/Guardians, Coaches and Managers assume the full responsibility of the underage player for the duration of the entire tournament.
  - d. Players can only compete in one division.
  
3. TOURNAMENT SCHEDULE – GAME LENGTH AND TIME
  - a. True double knockout format.
  - b. Games are 7 innings with run rules of: 10 after 3 and 7 after 5;
  - c. Games are 1 hour and 45 minutes and no new innings will begin after this time has expired;
  - d. International rule will apply. When the game is tied after 7 innings starting in the top of the eighth or as soon as a time has expired.
  - e. Game start time 15 minutes grace period – after 15 minutes, the team unable to field a full team will forfeit their game. Teams must field nine (9) players to start the game.
  
4. UMPIRES:
  - a. Umpires will conduct games in accordance with Softball Canada Rules; with the exceptions outlined within these rules.
  - b. Any abuse of an umpire or official will not be tolerated and a harsh penalty will apply;
  - c. Umpire will have final say when the games officially start.
  
5. ROSTER AND LINE-UPS
  - a. First game line up will be the official roster.
  - b. Roster is a maximum of 20 players; coaches, are included as one of twenty;
  - c. A line up must be provided 15 minutes prior to game to the scorekeepers table; where possible both teams can meet and coordinate the coin toss 30 minutes prior to game time supervised by the scorekeeper.
  - d. Line up cards must be complete with first and last names, numbers and positions of all players that will participate in that game.

## 6. EQUIPMENT AND UNIFORMS

- a. All teams must wear their own double ear batting helmets.
- b. Metal cleats are allowed.
- c. Only Softball Canada Bats are allowed with a BPF 1.2 or less.

## 7. PROCEDURES:

### a. Ejections:

- i. Players ejected for unsportsmanlike conduct or demonstrating unsportsmanlike conduct in any form will automatically be reviewed by the CNFA Executive.
- ii. Incident reports and all cases of unsportsmanlike must be reported in writing.

### b. PROTESTS

- i. There will be no protests involving the decision of an umpire.
- ii. Protests involving "Player Eligibility" must accompany a \$300 cash payment. This payment is non-refundable and will revert to the Host Committee.
- iii. Protests must be made after the first pitch and before the last out being recorded, no protest will be honored before or after that;
- iv. Game will continue as scheduled and decision will be made by the CNFA Protest Committee.
- v. Ineligible player will be ejected from the tournament and the team will lose that game that is under protest.
- vi. Teams must adhere to the following when a protest of Player Eligible has occurred;
- vii. The "CNFA Executive Protest Committee" will make all decisions regarding "Player Eligibility".

## 8. ELIGIBILITY

- i. Any player who is challenged on "Ancestry" must show their Treaty, Band Membership or Metis Status Cards to the "CNFA Executive Protest Committee" within 30 minutes after the game has been completed.
  - a. Regardless of who knows who, players must carry their identification at all times.
  - b. If a player does not produce I.D. within 30 minutes after the game has been completed, the team in question will automatically forfeit that game.
  - c. "Colored" photocopies will also be accepted as proper identification.

9. For any reason, all decisions decided by the members of the CNFA Executive Committee will be final.

10. No alcohol and drugs permitted on the premises, the only exception being alcohol that is purchased and consumed in the designated beer garden area only.

11. Muscowpetung First Nation and the City of Prince Albert will not be responsible for any injuries, lost and stolen property.