



## Waterloo Ghosts Invitational Rules: Mite Division

1. The Rules of the PWSA apply in all games, except for exceptions covered by these rules.
2. Teams may be required to supply proof of age if challenged by opposing teams.
3. Home team is decided by flip of a coin during the round robin games, with the team furthest away calling the toss. Diamond convenor will do coin toss 30 minutes prior to scheduled game time. Winner of coin toss selects home or away. Loser of coin toss selects bench.
4. In play-off and medal games, the team which finished higher in round robin play will be given the option of home or away. In the event of a tie, we will revert to a coin toss.
5. No infield practice on diamonds prior to games.
6. All players must bat. There is free defensive substitution. The use of pinch hitters and pinch runners is not allowed, except in case of injury. A player injured during the game, and unable to continue, or leaving the game for any other reason, will be removed from the batting order and her spot is skipped with no penalty. Once a player's turn at bat is missed, the player may not return to that game.
7. All teams should be ready to take the field 15 minutes before the scheduled game time. Players arriving late may be added to the bottom of the batting order.
8. No new inning shall start after 1 hour and 10 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, if the teams are tied after regulation time, the game is over.
9. There will be a five run per inning maximum.
10. In elimination, play-off, and medal rounds, the International tie-breaker will start in the 8<sup>th</sup> inning.
11. All teams are to report scores to their convenor at their park following each game.
12. Medal games will be limited to no new inning starting after 1 hour and 30 minutes.
13. PWSA mercy rules apply to all games, including medal games: 15 runs after 3 innings; 10 runs after 5 innings.
14. Ties in the standings will be broken by the following criteria, taken in order:
  - Head to head results
  - Runs against/innings played
  - Run differential ratio (runs for, divided by runs against in complete innings played)
  - Runs for/innings playedIf a tie remains at this point, the standings will be determined by a coin toss.
15. The format of the tournament may be subject to change due to unforeseen events (rain, bad weather for instance). Decisions made by the Tournament Committee are final.
16. NO PROTESTS allowed. The Umpires' decision will be final.