



Canadian-American International Slo-Pitch Softball Tournament
Kalamazoo, Michigan USA
May 18-19, 2024

- FORMAT:** Modified round robin format with a five-game guarantee
- DIVISIONS:** Coed Rec Coed Rec+ Coed Comp
- COACHES MEETING:** Friday, May 17, 2024
Four Points Sheraton
3600 E. Cork Street
Kalamazoo, MI
8:00 pm
One representative from each team **MUST** be present at the coaches meeting
Due to space limitations in the room being provided to us for the Coaches Meeting, Only one (1) person per team will be allowed to attend this meeting.
- OPENING CEREMONIES:** Saturday, May 18, 2024
VerSluis / Dickinson Softball Complex
Kalamazoo, Michigan
9:00am
- EXCHANGE OF GIFTS:** At the beginning of your first scheduled game there will be a gift exchange. Exchange teams will be assigned at the coaches meeting on Friday night. Maximum of 15 gifts, a \$4.00 per gift is recommended (no alcohol for gifts).
- CLOSING CEREMONIES:** Sunday, May 19, 2024
VerSluis / Dickinson Softball Complex
At the conclusion of tournament play.
- SCORES:** The **HOME** team from each game is responsible keeping the scorecard (unless the umpire chooses to do it). At the conclusion of the game both coaches and umpire must verify the final score and sign the scorecard. **THE UMPIRE WILL RETAIN THE SCORECARD AT THE END OF THE GAME.** The scorecard, once signed, is official. Once the score is posted on the scoreboard it will not be changed!!! It is important for **BOTH** coaches and umpire to verify with signature.
- UMPIRES:** There will be one umpire per game. Umpires' judgment calls are final. Can-Am rules may be questioned and further discussed with Can-Am Directors for clarification.

TOURNAMENT STANDINGS:

DETERMINATION:

The following determination will be used for tournament standings:

- 4 teams, bracket formatted scheduling will be used. A true round robin format will be used with the win-loss record being the determining factor
- 6 teams, a true round robin format will be used with the win-loss record being the determining factor
- More than 6 teams, win-loss record, and TF only (no head-to head will be used)

TIE BREAKER

Tournament Factor (TF) = Run differential with a maximum of 7.

- In 4 and 6 team Division's head-to-head will be first tiebreaker in a tie between **only 2** teams.
- In the event of a tie with 3 or more teams with identical win/loss records for 1st, 2nd, or 3rd the "TF" will apply for all remaining places.
- Once 1st place is determined through the "TF", determination **will not** revert to head-to-head to determine 2nd and 3rd.
- If after the "TF" is applied there remains a tie, then the least number of runs scored against decides the standings.
- If after the "TF" is applied and runs scored against there remains a tie a flip of a coin will determine the winner.

A TEAM MUST BE PRESENT AT CLOSING CEREMONIES TO RECEIVE AWARDS. IF A TEAM OR REPRESENTATIVE IS NOT PRESENT TO RECEIVE AWARDS THE AWARD WILL GO TO THE NEXT TEAM DOWN IN THE STANDINGS. TROPHIES AND AWARDS WILL NOT BE SHIPPED OR DELIVERED TO WINNERS

AWARDS:

1ST Place Team Plaque and Individual Awards for each division.

2nd Place Team Plaque and Individual Awards for each division.

3rd Place Team Plaque for each division.

Sportsmanship Plaque for Coed Division

Ms. Can-Am Plaque

Mr. Can-Am Plaque

TROPHIES AND AWARDS WILL NOT BE SHIPPED OR DELIVERED TO WINNERS

GENERAL RULES OF PLAY

The host complex will determine the Rules common to the USSSA, ASA, NSA, and Softball Canada that will apply with the following exceptions:

1. **ALCOHOL IS NOT ALLOWED IN THE DUGOUT OR ON THE PLAYING FIELD AT ANY TIME. IF OBSERVED THE PERSON OR PERSONS RESPONSIBLE FOR THE ALCOHOL WILL BE REMOVED FROM THE GAME THEY ARE PLAYING.**
2. Additional player rule is optional. You may bat as many players as you have chosen, of whom any ten may play defense.
3. If at any time a player is injured and must be removed from the line-up you may squeeze the line-up with no penalties. **THIS RULE MAY ONLY BE ALLOWED AS A RESULT OF AN INJURY.**
4. Re-Entry Rule - Once a player leaves the line-up, they may not return to the batting order. Exception- if there is an injury, and no other players are available, a player of the same gender may re-enter the line up in the injured person's spot.
5. Courtesy runners are allowed. Your courtesy runner will be the last recorded out of the same gender. This will revert to the previous inning in the event there are no outs in the current inning. If in the first inning there are no outs the courtesy runner will be the last person in the batting order of the same gender. 1 (one) courtesy runner per gender per inning will be allowed. If a courtesy runner is on base and he/she comes up to bat in the batting order another courtesy runner will NOT be allowed to replace the baserunner. An out will be declared for the batter. **You may use this rule but please don't abuse this rule.** This is a Can-Am rule and does not have to be agreeable between coaches to allow. Any variance of this rule will not be allowed during tournament play.
6. Metal spikes will not be allowed. **CAUTION:** screw-on spikes that are excessively worn down and have metal showing will not be allowed.
7. Flip of a coin by the umpire will determine the home team. If a team is not present or ready to play at the time the game is scheduled to begin the team that is late or not ready will automatically be designated as the Visitor team.
8. Mercy rule for all divisions will apply. If the home team is leading by more than ten (10) runs at the conclusion of 4 ½ innings or any inning thereafter, or the visiting team is leading by ten (10) or more runs at the conclusion of 5 innings or any inning thereafter.
9. Time Limit- There will be **no time limits** to any Can-Am tournament games. Games are scheduled at one-hour and fifteen-minute intervals. Games are complete when there is a clear winner. Games cannot end in a tie. If a Time Limit rule is put into effect **ONLY** the Can-Am Directors can initiate the time limit. This will be done due to weather, excessive back up in the schedule or any other unforeseen circumstance that might delay tournament play.
10. The batter will step into the batter's box with a 1-ball and 1-strike count. If the batter fouls off the third strike he/she is to be considered out. There will be **NO** free third strike.

11. All players in all Divisions must be at least 18 years of age. Players that are 16 and 17 may play on the same team as a family member with their consent and knowledge.
12. There may be situations when the games are to be hurried because of unforeseen circumstances. **The Can-Am Directors and ONLY the Can-Am Directors have the authority to call for a "hurry up count"**. When the "hurry up" count is instituted into a game the batter will step into the batter's box with a 2-ball and 2-strike count, and if the batter fouls off the third strike he/she shall be considered out. The Can-Am Directors will notify the "Umpire-in-Chief" of this decision and then notify appropriate coaches. Depending on the situation, not all games may be affected by this rule.
13. **GAME TIME IS FORFEIT TIME** Players and coaches are expected to be at their assigned fields at scheduled times ready to play. The only exception to this is that if a team scheduled to play is clearly delayed playing elsewhere due to games back ups from time or weather delays. The Can-Am Directors will be aware of this and will be the only ones that will make the decision to start a game late. Players playing on other teams by their choice are expected to be at the game when the game is to begin. **If a game is running behind schedule and players are playing in another game at another field the games will not be delayed. Alternate players may be obtained to begin game until players can arrive.**
14. ANTICIPATION STEP FOR BASE RUNNERS- A BASE RUNNER IS OUT under the following circumstances: If he/she fails to keep contact with the base to which he/she is entitled, until a pitched ball has reached or passed or bounced in front of home plate or is batted. EFFECT: No pitch is declared, the ball is dead, and the runner is out
15. The home team is responsible for keeping the "official" scorebook and Tournament Scorecard. Teams are responsible for reporting player changes to each other. Reporting changes to the umpire is appreciated but not required.
16. Home Run Base running. If a batter hits a declared home run that is hit beyond the designated home run fence, he/she will only be required to touch first base. It will not be necessary for the batter to run the full round of bases. This is only enforceable on designated fields that have outfield fences. This rule does not apply to open fields. All other base runners on base at the time of the homerun hit will be required to touch the next base ahead of them. There will be no need for base runners to continue the base running path.
17. There is a **five (5)** homerun limit per team per game in all Divisions. These homeruns are considered as balls hit over a playing fence. If the ball is touched by a defensive player, it will be the umpire's discretion call if it is a home run the will be counted in the limit. I.e.: if the defensive player appears to have deliberately touched the ball and projected it over the homerun fence with intention, the hit will be considered a four-base award, but not count against the team's homerun limits. Again, this is an umpire's discretionary call. After the 5th homerun if a ball is hit over the fence in play, it shall be considered an out.
18. A "Safety Base" at first base will be used at participating complexes. Any ball hit in the infield where there is a play at first base, the runner MUST touch the ORANGE portion of the bag. If the WHITE portion of the bag is used in this instance the runner is OUT. Any ball hit through the infield, the runner can touch either WHITE or ORANGE bag. Once the runner has reached first base, the runner must use the WHITE portion of the bag.

19. Any player that is ejected from a game may not play again until the Can-Am Directors have reviewed the situation. Umpires must notify Directors of any ejections.
20. The Can-Am uses the "Strike Mat". This is a cut out mat that fits around the back portion of home plate indicating the strike zone and will be used by the umpire for calling balls and strikes. Minimum and maximum height requirements are still the umpire's judgment. In Coed Division where the player does not use the mat for scoring, the mat IS an extension of the plate for the offensive catcher. The catcher must have possession of the ball and maintain contact of any part of the plate or mat for the considered force out play. **The plate is NOT an extension of the mat for balls and strikes. If a pitched ball hits the plate, it shall be a ball.**
21. Balls, Strikes, safe, or out calls are considered judgment calls by the Umpire. No argument of these calls will be allowed. Rule interpretation questions that cannot be answered by the Umpire must be brought to the attention of the Can-Am Directors.
22. All balls will be supplied by the tournament and must be used—**NO EXCEPTIONS.**
23. Official Can-Am approved softball bats only are to be used. Bats may be added or deleted from the list based on Can-Am Directors discretion.
 - **NON-COMPOSITE BATS**
 - **SLOW PITCH BATS ONLY...NO FAST PITCH BAT MODELS ARE ALLOWED**
 - **TITANIUM BATS WILL NOT BE ALLOWED.**
 - **TWO PIECE BATS WILL NOT BE ALLOWED.**
 - **ASA APPROVED NON-COMPOSITE TWO-PIECE TECHNOLOGY ARE APPROVED BATS. HOWEVER, THEY MUST BE ON THE APPROVED BAT LIST.**
 - **BATS THAT EXCEED 1.20 BPF RATING WILL NOT BE ALLOWED.**

If a player steps into the batter's box with a bat that is deemed to be illegal, that batter will be ejected from the game. If any illegal bat comes into play in subsequent games by the same player or any other player on the same team the team will forfeit the game and upon review by the tournament directors, the team may be ejected for the remainder of tournament play. This may be achieved in one game or a combination of games. Umpires and/or opposing teams should notify the Tournament Directors if a bat and player have been removed from a game.

Any legal bat that is **SUSPECTED** to have been altered in any way may be removed from the tournament based on the umpires or the tournament director's opinions.

BATS APPROVED BY A DIRECTOR IN A PREVIOUS TOURNAMENT, BUT NOT ON THE UPDATED BAT LIST MUST BE REVIEWED BY A DIRECTOR AND APPROVED PRIOR TO USE IN THE CURRENT TOURNAMENT.

24. **Players do not have to slide but:**

- a) If a base runner deliberately and with great force, crashes into a fielder while attempting to reach a base, he will be declared out for failing to avoid contact. The ball will become dead, and all base runners will return to the base occupied at the time of the contact. If the act is determined to be flagrant, the base runner will be ejected from the game.
- b) If the fielder is in full possession of the ball, the base runner must avoid contact. If the fielder does not have the ball, the fielder may not block any part of the base. If this occurs, the runner will be declared safe, and the play declared dead.
- c) If a fielder is **making a play** on a batted ball in the base path, the runner must avoid contact. The runner will not be called out for leaving the base path. If the fielder is not making a play, and is in the base path, it will be declared interference if contact is made. The runner must have a clear path to the base if a fielder does not have the ball.

CAN-AM SPECIFIC GENERAL RULES OF PLAY-COED

- 1. Coed teams may consist of more females than males but must have a minimum of at least 2 male players. All teams must have a male player playing either the pitcher or catcher defensive position. males must have a female between them in the batting order.
- 2. **“Weaving” the batting will NOT be allowed.**
- 3. Teams with 10 or more players may bat as many players as they wish with any 10 players playing defense. However, the batting order must be made so that two males do not bat together.
- 4. Defense.
 - a. Outfield defense must consist of at least two females
 - b. Infield defense must consist of at least two females
 - c. Pitcher / Catcher must be male / female
- 5. Only players in the offensive batting order may play defense.
- 6. If a male batter is walked on any combination of balls and strikes, he will be awarded 1st base and 2nd base. **LESS THAN 2 OUTS** - The next female in the batting order must bat. **AFTER 2 OUTS** - The next female in the batting order will have the option to either hit or be awarded 1st base.
- 7. A “Commitment Line” is drawn $\frac{3}{4}$ of the distance between 3rd base and home plate. Once a runner has passed this line the runner may not return to 3rd base. If the runner returns to 3rd base, he/she will be considered out.
- 8. All plays at home are a force out. An imaginary line is drawn from the corner of home plate to the backstop, the runner scoring must **not** touch the plate or the mat or he/she will be considered out. The defensive player must be in possession of the ball and in contact with the plate / mat for the play to be considered an out.

9. There is NO encroachment rule in the Can-Am. Any player can make a play for a ball at any time. There is no penalty for a male player encroaching into a female player's position to make a play and vice versa.
10. Intentionally dropped ball. This rule is strictly an umpire's judgment call and is an extension of the "infield fly" rule. If an outfielder is fielding a short fly ball in the outfield and appears to intentionally let the ball drop to force a runner at 2nd, 3rd, or home or to simplify a double play, the runner shall be considered out and the ball be declared dead, and the runners may not advance.
11. At no time will an outfielder be allowed to throw out a MALE OR FEMALE runner at first base.
12. An arc will be placed at 180 feet from home plate. The arc will extend from the left field foul line to the right field foul line. This arc will be designated by ground markings or markers on the left and right field foul lines. ALL outfielders will be required to remain behind this line when any player male or female is batting until the batter makes contact with the ball. If the ball is hit while an outfielder is in an illegal position the batting team will be given the option of taking the result of the play or replaying the pitch. If the pitch is not hit, there is no penalty.

TIE BREAKER

This rule will be implemented at the discretion of the umpire. The umpire of the game being played has the option of continuing the game in one of the following ways:

1. After seven innings if the game is tied the game will continued to be played in the normal game fashion with both teams playing a full half inning until a clear winner is determined.
2. INTERNATIONAL TIE BREAKER: When the teams are tied at the end of 7 innings and going into extra innings, each team starts each inning thereafter with a runner on second base. This base runner will be the last recorded out from the previous inning.

No substitute or courtesy runner may be used for this runner until he / she has reached third base. In coed, if the runner is being replaced when reaching third base, he / she must be the same gender.

If the last batted out cannot continue to play due to injury, illness, etc. he / she will be declared out and the next previous batter out will be the tiebreaker runner.

It is not the umpire's responsibility to determine which batter is the correct runner. It is up to the two coaches to agree according to their respective scorebooks who is the last out. The umpire can make the final decision based on the information from the scorebooks. (Home team scorebook is the official scorebook unless otherwise decided by the umpire).

Again, it is up to the individual umpire to decide which tiebreaker option the game will be decided by. It is possible for a team to play different options in different games within the same tournament.

CAN-AM RULES OF CONDUCT ON AND OFF THE FIELD

- A. Each manager or coach will be held responsible for the conduct of his/her team and is responsible for seeing that all tournament rules and objectives are observed. The manager or coach must maintain complete control of himself/herself and his/her team members **at all times**. This includes all times at public establishments, the host complex, and the hotels. Any damages incurred at public establishments, the host complex, or hotel during the duration of the tournament will be charged to the identified individual(s) responsible. If the individual(s) responsible does not have means for restitution the Coach will be held responsible. Identified Individual(s) will be banned from all future tournament play and the associated team will be placed on probation.
- B. Unsportsmanlike conduct, poor attitude, disrespect, vulgarity or profanity to teammates, opposing team members, umpires, tournament staff or spectators will **NOT** be tolerated at any time. This includes all times at public establishments, the host complex, and the hotels
- C. Any manager, coach or player removed from a game for any reason will be automatically suspended for the remainder of the game. A review by the Can-Am Directors of the situation and the umpire's decision may result in the suspension for the remainder of the tournament. If a director observes poor sportsmanship/behavior he/she has the right to stop the game and intervene with the umpire.
- D. A game will be forfeited in the event a manager, coach, player or team as a whole fails to respect the officials' and a Director's authority or decisions after one warning has been given that such action will be taken.
 - 1. Personal harassment of tournament staff and umpires will be cause for either team or individual removal from the tournament.
 - 2. A manager, coach or player does not have to be in the game for this to take effect. He/she might be a spectator.
- E. Any manager, coach, spectator or player found guilty of striking an official or any member of the tournament staff will be immediately ejected for the remainder of tournament play, and the team be placed on probation with possible permanent ejection from the tournament resulting.

REMEMBER:

The Can-Am Tournament is a Sportsmanship oriented Tournament.

The Main Objectives are:

Play some good softball

Make some good friends

HAVE FUN !!!!

Follow these three objectives and you will be guaranteed to have a fun and enjoyable weekend here in Kalamazoo!!