

U10 JAMBOREE

JUNE 30 - JULY 2 | CALGARY

Contact: Kathy Worthington / 403-245-3008
fastpitch@calgaryminorssoftball.com

VISTA HEIGHTS COMPLEX (#7, 8, 9 & 10) -- 1616 - 27 AVENUE NE

VISTA HEIGHTS SCHOOL North & South - 2411 Vermilion St NE

INDUSTRIAL DIAMONDS – A, B & C / 1741-39th Ave NE

Coaches Meeting: Saturday - 7:30 am at the concessions area on site at Industrial Diamonds.

1	STRATHMORE THUNDER	LAVERN EVANS	403-901-7676	levans@redeemer.ab.ca
2	ICE BREAKERS	STEVE LANGAN	587-229-9588	stevelangani@icloud.com
3	ROAD RUNNERS	KRISTEN GRIERSON	403-202-6626	grierson.kristen@gmail.com
4	NOSECREEK CHAOS	PETER ROBINSON	587-890-6534	peteredwardrobinson@gmail.com
5	STETTLER STORM	SHAUNA ELINES	403-740-6734	shauna@elinesent.com
6	AIRDRIE ANGELS	GREG POILE	403-948-9886	glpoile1@telus.net
7	WILDCATS	DANA LINES	403-589-0076	danalines3@gmail.com

GM #	DAY	TIME	DIA #	TEAM		TEAM
1	Sat, June 30	9:00 am	IND B	STRATHMORE THUNDER	vs	ICE BREAKERS
opening ceremonies - 11:15 am – industrial diamonds						
2	Sat, June 30	12:30 pm	IND B	ROAD RUNNERS	vs	NOSECREEK CHAOS
3	Sat, June 30	12:30 pm	IND C	STETTLER STORM	vs	AIRDRIE ANGELS
4	Sat, June 30	2:30 pm	Vista 10	STRATHMORE THUNDER	vs	WILDCATS
5	Sat, June 30	4:30 pm	Vista 10	ICE BREAKERS	vs	ROAD RUNNERS
6	Sat, June 30	4:30 pm	Vista 9	NOSECREEK CHAOS	vs	STETTLER STORM
7	Sat, June 30	6:30 pm	Vista 7	AIRDRIE ANGELS	vs	WILDCATS
8	Sun, July 1	9:00 am	Vista 10	ROAD RUNNERS	vs	STETTLER STORM
9	Sun, July 1	11:00 am	Vista 9	ICE BREAKERS	vs	WILDCATS
10	Sun, July 1	11:00 am	Vista 10	NOSECREEK CHAOS	vs	AIRDRIE ANGELS
11	Sun, July 1	1:00 pm	Vista 10	STRATHMORE THUNDER	vs	ROAD RUNNERS
12	Sun, July 1	3:00 pm	Vista 10	ICE BREAKERS	vs	STETTLER STORM
13	Sun, July 1	5:00 pm	Vista 10	NOSECREEK CHAOS	vs	WILDCATS
14	Sun, July 1	5:00 pm	Vista 7	AIRDRIE ANGELS	vs	STRATHMORE THUNDER

U10 Jamboree Rules

Playing Field Dimensions:

- ❖ Pitching Distance: 30 feet
- ❖ Baseline 45 feet
- ❖ Home Run Line 25 feet behind each of the bases
- ❖ A series of cones will be placed to indicate home run line.

Rosters:

- ❖ Rosters can be made of up of boys, girls or mixed
- ❖ Minimum number to register a team is 6 players
- ❖ Maximum roster size is 9

Game Times:

- ❖ Teams will play until they have reached the 1 hour 30 minute time, at which time the game will end.
- ❖ Game time starts at the home plate conference.
- ❖ There are no grace periods; teams must be warmed up and ready to play at game time.

Equipment:

- ❖ 11" Softball Alberta approved ball will be used
- ❖ All players are required to wear a protective batting helmet while on deck, batting and running the bases. Refer to Softball Alberta Handbook – Article III, Section J – Equipment, 1.
- ❖ Catchers or anyone warming up the pitcher MUST wear a mask with throat protector and helmet while receiving warm up pitches anywhere on or near the playing field or in the warm-up area prior to the start of the game. Refer to Softball Alberta Handbook – Article III, Section J – Equipment, 1b.
- ❖ Pitchers are required to wear an approved protective face mask or guard when pitching, no pitcher in these categories will be allowed to throw a pitch in a game until an approved face mask or guard is worn. Failure to wear an approved face mask or guard will result in the pitcher being unable to continue pitching and they must be replaced and or substituted for. Refer to Softball Alberta Handbook – Article III, Section J – Equipment, 2d.

Pitching:

- ❖ When coach is pitching, the defensive pitcher should stand at the minimum pitching distance listed (30') and no closer.
- ❖ Pitchers may not pitch in two consecutive innings
- ❖ If the same pitcher hits two (2) batters in an inning, he or she must be removed for the remainder of that inning. Players hit by a pitch shall be awarded their base except when hit by a pitch from a coach pitcher.

Batting:

- ❖ All players bat.
- ❖ All players will bat whether they played defensively or not.
- ❖ Players who arrive after the start of the game will be placed last in the batting order and bat their turn. If a player must leave the game for a period of time due to medical, injury or washroom requirements the batter is just skipped over and an out is not recorded.
- ❖ Bunting is not allowed.
- ❖ Throwing of the bat is an automatic out. A bat that lands about 3 feet around home plate is considered a thrown bat.
- ❖ Only 1 conference allowed per half inning.
- ❖ The Coach must declare the last batter to the umpire before the first pitch and the umpire must inform the opposing team.
- ❖ The starting batter will change each inning, 1st inning batter number one starts, 2nd inning batter number two on the line up card will start, 3rd inning batter number 3 on the line card will start, etc.

- ❖ A team's time at bat will be considered complete when the last batter has hit, the ball must be returned to the catcher or other defensive player who must be touching home plate. At that time, play is suspended. All previous runs are counted. If the last batter is put out through normal play, the inning is complete.

NO WALKS:

- ❖ A batter will hit or strike out.
- ❖ Coach will come in to pitch when the batter has received 4 balls prior to 3 strikes.
- ❖ Coaches must pitch from the pitching rubber.
- ❖ All pitches thrown by a coach shall be considered a called strike.
- ❖ The number of pitches the batter will receive from the coach is dependent upon the number of strikes that the pitcher had achieved against the batter prior to throwing the 4th ball.
 - If the count is 4-0 – the coach can throw up to 3 pitches
 - If the count is 4-1 – the coach can throw up to 2 pitches
 - If the count is 4-2 – the coach can throw only 1 pitch.
- ❖ On the third strike only, if a batter hits a foul ball, he or she will be granted an additional pitch, unless the foul ball is caught.
- ❖ The batter DOES NOT have to swing to strike out, nor does the pitch have to be in the strike zone.
- ❖ The coach MUST make every effort to not interfere with the batted ball – should a ball be hit into play by the batter and this ball comes into contact with or is touched by the coach, whether intentional or not, the play will be called dead and treated like a foul ball.

HOME RUNS:

- ❖ A hit is considered a home run when the ball in fair territory has crossed the home run line whether in the air or on the ground.
- ❖ If a fly ball is caught behind the home run line the batter is out.

Base Running:

- ❖ Following a fairly hit ball, the advancing of runners is considered over when the ball is returned to a player in the infield (inside the base paths).
- ❖ Runners may continue to the base they are heading to but the fielders may attempt to throw or tag the runner out.
- ❖ Runners do not advance on an overthrow.
- ❖ Players are allowed to steal bases except for home base.
- ❖ Players are not allowed to steal home as they must be batted in or as part of a continuation of a play.
- ❖ Sliding is allowed.

Defensive:

- ❖ Maximum number of players allowed on the playing field is six, no outfielders.
- ❖ Defensive coaches are not allowed on the diamond.
- ❖ Unlimited defensive substitutions.
- ❖ It is highly recommended that coaches switch the defensive positions every inning.
- ❖ No player can sit more than one inning back to back.
- ❖ Only 1 defensive conference allowed per half inning.
- ❖ Changing of the pitcher is not counted as a conference.

Additional Information:

- ❖ Infield fly does not apply.
- ❖ Dropped third strike does not apply.
- ❖ No protest or appeals.
- ❖ Scores will be recorded but no standings will be kept. All participants will be acknowledged for their participation.

