

Welcome to our 3rd May Long Mayhem Softball Tournament

SCHEDULE:

- The schedule will be available 10-14 days before the tournament starts. The schedule will be available on TeamSnap Tournaments App under 2026 Parkland Softball May Long Mayhem.

REGISTRATION PACKAGES:

- Packages and Player Bags can be picked up at the host diamond where your games are played.
- Packages will be ready 60 min before your first game at the registration table.
 - Clymont Community Centre - 51423 AB-60 #1, Spruce Grove, AB
 - Meridian Sports Park - 53113 Highway 779 Stony Plain, AB
 - Calahoo Diamond - 54500 Range Rd 275 Sturgeon County, AB

HOME /VISITOR:

- For round robin games, Home and Visitor will be pre-determined in TeamSnap Tournament App, Home team is listed first in TeamSnap.
- **New - For playoff games**, home team is the higher ranked team based on the round robin standings.
- Home Dugout is First base line, Visitor on Third base line for round robin and playoff games.

TEAM WARM-UP:

- No Infield warm-ups.

LINE-UP CARDS:

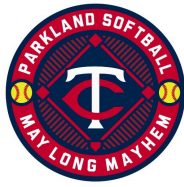
- Teams provide their own line up cards.
- Complete in full. Give the white copy to the plate umpire at the plate conference and the yellow copy to the opposing team.

SCORE SHEETS:

- Teams will be provided scoresheets with their registration packages.
- **The home team ONLY is responsible for texting a picture of the scoresheet to a number below. Provided scoresheets must be turned into the registration table by both teams.**
- **NOTE: Scoresheets for round robin games are pre-labelled. Please use the correct scoresheet.**
 - **Clymont text scores to 250-267-4446**
 - **MSP text scores to 780-818-2526**
 - **Calahoo text scores to 403-627-8097**
- Scorekeepers must review and sign both scoresheets to ensure there are no discrepancies.
- The score must be texted within 10 minutes after the game is completed.
- Both teams must drop off the completed score sheet at the ballparks registration table within 30 minutes after completion of the game.
- Please have your score keepers fill out both team names, roster, and scores. Make sure to label Home/Away to the corresponding team to eliminate confusion when reading the score sheet.

GAME BALLS:

- **Home team will provide game balls**, 2 per game. Please present to the umpire before the game. Teams must provide their own game balls.



FIELDERS MASKS:

- All infielders and pitchers are required to wear a fielders mask while playing defense.

GENERAL RULES:

Definitions

Wild Pitch (WP) - A wild pitch is a pitch thrown by the pitcher that is so high, low, or wide of home plate that the catcher cannot control it with ordinary effort, allowing runners to advance.

👉 Key idea: Pitcher's fault

Passed Ball (PB) - A passed ball occurs when the catcher fails to catch or control a pitch that should have been handled with ordinary effort, and runners advance as a result.

👉 Key idea: Catcher's fault

Overthrow - An overthrow is a throw by any defensive player that goes beyond the intended target, often allowing runners to advance extra bases.

👉 Common examples:

- Throw from shortstop sails over first base
- Catcher throws past second on a steal attempt

👉 Key idea: Fielder's throwing error

- **U11 Developmental:**

- Pitchers can only pitch a maximum of 3 innings per game.
- Player/Coach pitch is in effect for U11 Developmental, coach will pitch the balance of strikes after 4 balls, no walks.
- Every pitch a coach makes is a strike.
- Stealing 2nd and 3rd base is allowed at all times once the ball has left the pitcher's hand.
- Stealing/advancing home on a **wild pitch or passed ball** is NOT permitted.
- There is no limit to the number of bases including home that can be advanced on **overthrows** that remain in play.

- **U11 Advanced:**

- Pitchers can only pitch a maximum of 3 innings per game.
- No coach pitch for U11 Advanced.
- Players can be walked after 4 balls.
- Stealing home on a wild pitch/passed ball is permitted for U11 Advanced division.



- **U13 & U15:** pitchers can only pitch a maximum of 4 innings per game.
- **U17 & U19:** no pitching limit
- **U11 and U13** - No dropped 3rd strike rule, no infield fly.
- **Substitutions**
 - **U19B and U17B** Teams may choose to go with unlimited substitution **OR** bat 9 and use DP/Flex.
 - If a team chooses to bat 9 with or without the Flex they must show their subs in the sub area on the lineup. If using the Flex, the player needs to be in the 10th position on the line up and the DP also must be noted.
 - All other divisions are **Universal Substitutions**
 - The rotation of players into the field such that all players participate in the game.
 - All players present are listed on the score sheet and bat in the order listed.
 - All players bat
 - Players arriving late are added to the end of the batting order and must arrive before the first pitch of the third inning. Do not add late players to the batting order until they arrive.
 - **NOTE:** All line ups must be presented to the plate umpire at the conference indicating whether the team will be going with Universal Subs or Bat 9 (U19B and U17B only).

GAME TIME LIMITS:

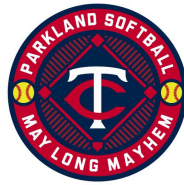
- No new inning to start after 1hr 30 minutes. 3rd out is considered the start of a new inning.
- If the home team is ahead in any inning started after the final inning start time, they will not take their bats.
- All games must start on time.

TIME-LIMIT / RUN-LIMIT CLARIFICATIONS:

- The following are the run limit rules based on the time limit format that shall be enforced by both the umpires and the tournament organizers. When time-limits and run-limits are strictly enforced (especially during round-robin play) the following scenarios may arise
- **Situation A:** Home team is ahead AND home team is at bat (i.e. bottom of an inning) upon the time-limit being reached

Result: This is effectively a “drop-dead” scenario. As no new inning can start, the game ends immediately. The official score shall be the score when the game was called due to “time”. Home team cannot “run up the score”.

- **Situation B:** Home team is behind and the visiting team is at bat (i.e. top of an inning) upon the time-limit being reached AND the run-limit is such that the home team CANNOT catch up by having their last bats (i.e. “the math doesn’t work”)



Result: The game ends immediately and the final score shall revert to the score of the previous inning. Visiting team cannot “run up the score”. (i.e. visiting team still wins as their score was higher than the home team at the end of the previous inning.)

- **Situation C:** Home team behind and the visiting team is at bat (i.e. top of an inning) AND the run-limit is such that the home team CAN catch up (i.e. win or tie) by having their last bats

Result: The game continues until the end of the inning or until such time that the home team earns a “go-ahead” run (See scenario D).

- **Situation D:** Home team batting in the bottom of the last inning (i.e. 7th inning or time limit has been reached) “comes from behind” to score more total runs than the visiting team.

Result: The game ends at the end of the play that scores the “go-ahead run”. If extra runs score prior to the end-of-the-play (e.g. say a grand-slam home run when only 2 runs are required to win), then the final score for the home team shall be only ONE run greater than the score of the visiting team. (i.e. “Just enough to give the win”)

UMPIRES:

The majority of umpires in Alberta are under 18 years old. Mistreatment of umpires will not be tolerated. Umpires will be using a Yellow Card System at this tournament. The purpose of the new system is an attempt to make the sanctions for misconduct more evenly applied by Umpires and make the system fairer to the participants in the game. The new system will allow a participant in the game to have a minor misconduct indiscretion which in the past might have resulted in an ejection now to remain in the game. A major misconduct indiscretion would still result in an ejection under the new system. The intent is to provide all participants, coaches, players and umpires a clearer and more defined set of guidelines on what is a misconduct action and the penalties for different levels of misconduct.

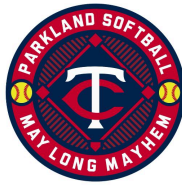
What constitutes misconduct at each level of the new sanction system?

Misconduct by a team towards umpires, opponents, teammates and spectators will be classified in two categories:

1. Minor Misconduct (a yellow card) - actions contrary to good manners, moral principles, or expressing contempt. The result of such sanction is the misconduct will be reported to Softball Alberta. The offending individual will be allowed to continue to participate within the game. A second yellow card to an individual will result in immediate ejection without the second card being shown to the offending individual. A yellow card does not have to precede an ejection. If the misconduct is serious enough, the individual can be ejected without receiving a yellow card.
2. Major Misconduct (an ejection) – include defaming or insulting words or gestures, actual physical contact or aggressive or threatening behavior along with other behavior that would have resulted in ejection in past years

GAMES CALLED BY THE UMPIRE:

- If a game is called due to weather conditions, 2 complete innings constitute a game.
- If an inning cannot be completed because of weather conditions, the final score will be the score recorded for the last complete inning played, unless the home team has the lead at the time, and is thus declared the winner.



- If the home team has won the game, it is the score at completion of the game that is used for runs for and against calculation.
- The score of the last inning completed is used in the Runs For & Against calculation in the event of tied round robin standings.

PROTESTS: UMPIRE'S DECISIONS ARE FINAL.....NO PROTESTS.

Abuse of umpires will not be tolerated, any parents or coaches deemed to be aggressive or abusive to the umpires will be asked to leave the game and or the tournament.

MERCY RULES:

- For all age categories
 - o 15 runs ahead after 3 innings,
 - o 10 runs ahead after 4 innings OR 3 ½ innings if home ahead,
 - o 7 runs ahead after 5 innings OR 7 runs after 4 1/2 innings if home ahead.

RUN LIMIT RULES:

- Maximum 5 runs per inning for ALL games.
- Max recorded run differential is 7. A game score of 15-0 will be recorded at 7-0.

POINTS FOR GAMES:

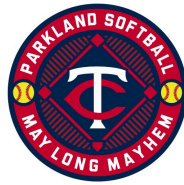
- Round Robin Games- Win: 2 points, Tie: 1 point, Loss: 0

RANKINGS FOR THE PLAYOFF ROUND:

- If teams are tied in the standings at the completion of the Round Robin Games, ties will be broken using the method in order.
 - a. Head to Head - Win-Loss record between tied teams. (If 3 teams are tied and one team beat both other teams, they get the highest seed, then restart the tie breaking process with remaining teams)
 - b. Run Differential - The difference between runs for and against of all games played by the tied teams (+/-). Highest run differential will get the higher seed.
 - c. Fewest Runs Allowed - Team with the lowest total runs against will get the higher seed.
 - d. Defensive Run Ratio in all games - Total number of runs against in all games, divided by total number of defensive innings played in all games.
 - e. Coin Toss

PLAYOFFS:

- Please check your draw carefully to determine if your team is advancing. Your team WILL NOT be contacted to confirm ranking for the playoff games as it will be posted in the Teamsnap Tournament.
- The highest placing teams from the round robin standings will be the home team. In the event the two teams were tied in standings (start the complete tie breaking process again), if still tied, a coin toss will take place at home plate at the start of the game by the plate umpire.
- We will be crossing over in our multi pool divisions in the play off games. There will be a Gold, Silver and Bronze Medal game in the new pools.
- **U11:** Maximum 5 runs per inning, No Open Innings. No new innings after 1 hour and 30 minutes.
- **U13, U15, U17:** Maximum 5 runs per inning, No Open Innings. No new innings after 1 hour and 45 minutes.
- **NO HARD STOP IN PLAYOFF GAMES**



- If the teams are tied after the completion of 7 innings, and/ or time limit, the international tiebreaker rule will be in effect.
- INTERNATIONAL TIEBREAKER RULE
 - RUNNER STARTS ON 2ND AND WILL BE THE LAST BATTER/RUNNER FROM PREVIOUS INNING (player directly above the 1st batter of inning in batting order)
 - THE INNING STARTS WITH 1 OUT
- Mercy rule will remain in effect for all playoff games.

AFFILIATE/CALL UP and OVERAGE PLAYERS:

Affiliate players are permitted to participate; however, they must not be rostered on a team from a higher division than the one in which your team is competing in this tournament. This rule ensures fair competition and maintains the integrity of divisional play.

Overage players will be allowed, to a max of 2 players on any team. These players will not be permitted to play the positions of pitcher or catcher.

Teams found in violation of this rule may face penalties, including but not limited to forfeiture of games or disqualification from the tournament. It is the responsibility of each team to verify the eligibility of their affiliate players before competition begins.

OTHER PLAYING RULES:

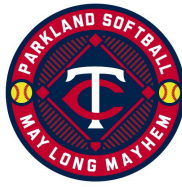
- The Softball Canada Rulebook will cover any rules not covered by the Tournament Rules & Regulations. The Tournament Chairperson shall have the final say on all unsettled disputes.

RAIN-OUT/ OR OTHER UNFORESEEN CANCELLATION OF THE TOURNAMENT:

- Every effort will be made to complete the event. Regardless of weather conditions your team should always go to the diamonds for your scheduled game. If possible, your team will be contacted where the rescheduling is known in advance. (VIA TEAMSnap TOURNAMENT ALERTS)
- Only the Tournament Chairperson will cancel the tournament due to weather conditions. Tournament Chairperson reserves the right to shorten games in order to get all, or most games complete due to weather conditions.
- Your games may change diamonds based on diamond conditions. It is advised that the teamsnap tournament app will update accordingly. It is your responsibility to be checking the app for updates and changes. NO EMAILS WILL BE SENT. ALERTS ON THE APP ONLY.
- In the event of a tournament cancellation prior to May 15, 2026, your team will be notified as per your entry form contact person and refunded your entry fee. In the event the tournament is canceled after the first games are played, See refund policy below.**IF TEAMS DECIDE TO LEAVE DURING A RAINOUT FOR ANY REASON AND ARE NOT PRESENT WHEN TOURNAMENT RESUMES, IT WILL BE AN AUTOMATIC FORFEIT**

REFUND POLICY:

- If you choose to withdraw from the tournament you will forfeit the entry fee unless a replacement team can be found prior to May 1, 2026.
- If a replacement team is found then 75% of the team fee will be refunded. No replacement teams after May 10, 2026.
- In the event that the tournament is canceled due to weather, smoke, or government regulations then the following refund policy will apply:



1. No Games Played:

- If the tournament is canceled after May 15, 2026 and before any games have been played, teams will receive an **80% refund** of their registration fee.

2. Canceled Before 1:00 PM on Saturday:

- If the tournament is canceled **before 1:00 PM on Saturday**, teams will receive a **40% refund** of their registration fee.

3. Canceled After 1:00 PM on Saturday:

- If the tournament is canceled **after 1:00 PM on Saturday**, no refunds will be issued.

Note:

- Refunds will be processed within 14 days of the cancellation.
- No refunds will be provided for teams that voluntarily withdraw from the tournament.

DIAMOND LOCATIONS:

- Clymont Community Centre - 51423 AB-60 #1, Spruce Grove, AB
 - U11 Adv
 - U13D
 - U17/19D
 - Ball Park Contact - Alyxandra Bowering Fontaine 250-267-4446
- Meridian Sports Park- 53113 Highway 779 Stony Plain, AB
 - U15 C/D
 - U17B
 - U17/19C
 - U19B
 - Ball Park Contact - Leeam Freadrich 780-818-2526
- Calahoo Diamonds - 54500 Range Rd 275 Sturgeon County, AB
 - U11 Dev
 - U13C
 - U15C/D
 - Ball Park Contact - Amanda Polasek 403-627-8097



EMERGENCY ACTION PLAN:

In the event of an emergency, it always pays to be prepared. As a member of the coaching team, it is important that you are aware of how to handle an emergency situation and if needed, call and instruct an ambulance to your injured athlete. As a junior coach, it is expected that you will be under the supervision of a senior bench staff member who can take charge of the situation, but it is important to know the key ideas. It is recommended that coaches designate individuals to take on responsibilities in the event of an injury. Roles include:

Person-in-Charge:

The person in charge should be the one who is most qualified in first aid and emergency procedures. This individual will:

- Know what emergency equipment is available at your facility
- Secure a controlled and calm environment
- Assess – and tend to – the injured athlete
- Direct others involved until medical personnel arrive

Call Person:

This individual will:

- Keep a record of emergency phone numbers
- Make the telephone call for assistance
- Guide the ambulance (if required) in and out the facility

Alternates:

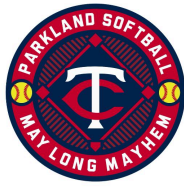
Additional individuals should be appointed as well. They may be needed to:

- Contact athlete's family
- Retrieve medical supplies
- Maintain a controlled environment while Person-in-Charge tends to the athlete

Minor Injuries: You should maintain a First Aid Kit to help you deal with minor injuries. Identify any team individuals with formal First Aid and CPR training.

Serious injuries: (loss of consciousness, suspected neck or spinal cord injury) require an ambulance to be called. When calling an ambulance, an operator will ask the following:

- Who is injured?
- What happened? (How did the injury occur, what first aid has been given since)
- Location? (Facility name, address and diamond number.) Including instructions for the ambulance to reach you.



Once the ambulance has been called, the selected Call Person should be designated to wait at the entrance for the ambulance and clear the area. The contact person listed on the injured athletes medical profile should also be contacted if they are not at the facility.

If an ambulance is not needed, but the injury requires medical attention, it is important to inform the athlete and their parent/guardian of the injury and recommended course of action (especially if the parent/ guardian was not there to witness the injury) and have the address of the nearest hospital or medi-center available. All teams should have a first aid kit at all games and practices, however it may also be valuable to recognize where first aid and medical equipment (backboard, AED, etc.) are located in your facility.

Emergency Information for Meridian Sports Park

Emergency Phone Numbers	9-1-1 for all emergencies
Address	53113 HWY 779, Parkland County
Nearest Hospital	WestView Health Centre 4405 S Park Dr, Stony Plain, AB T7Z 2M7 5 km to Meridian Sports Park
AED location	Concession building

Emergency Information for Calahoo Diamonds

Emergency Phone Numbers	9-1-1 for all emergencies
Address	23 Main St, Calahoo, AB T0G 0J0
Nearest Hospital	WestView Health Centre 4405 S Park Dr, Stony Plain, AB T7Z 2M7 26 km to Calahoo Diamonds
AED location	(1) Inside arena doors and (1) in hallway by dressing rooms

Emergency Information for Clymont Community Centre

Emergency Phone Numbers	9-1-1 for all emergencies
Address	51423 AB-60 #1, Spruce Grove, AB T7Y 1C3
Nearest Hospital	Devon General Hospital 101 Erie St S, Devon, AB T9G 1A6 11 km to Clymont Community Centre
AED location	



Additional Hospitals Nearby:

Misericordia Community Hospital: 16940 – 87 Avenue, Edmonton

Royal Alexandra Hospital: 10240 Kingsway Avenue NW, Edmonton

Sturgeon Community Hospital: 201 Boudreau Road, St Albert

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Travis Hawryluk ReMax	Dairy Queen Spruce Grove	Dairy Queen Devon	

Follow us on social media for tournament photos and updates:

Facebook: Parkland Softball

Instagram: parklandsoftballassoc

Tournament Coordinator: Alyxandra Bowering Fontaine: tournament@parklandsoftball.ca

Tournament Registrar: Tarla Shuya: registrar@parklandsoftball.ca