Fall Classic Rules 2025

# U11 Select

* Softball Canada and Huron Perth League rules apply, except as specified below.
* Unlimited defensive substitutions are allowed; every player is included in the batting order.
* A courtesy runner (the last out) may be used for the catcher with two outs, and for the pitcher with two outs.
* Games are limited to 1 hour and 20 minutes. There is no dead stop; the current inning will be completed, even if it exceeds the time limit. The home team for each game is determined by a coin toss.
* Mercy Rule #1: A maximum of 5 runs per inning.
* Mercy Rule #2: If a team leads by 15 runs after 3 innings, the game ends.
* Runners can steal after the ball crosses home plate.
* A batter is out on a dropped third strike.
* No advance is allowed for overthrows, whether inside or outside the playing field. Only one stolen base is permitted per play, and a runner at third base can advance only on a hit or when forced.
* The time limit applies to all round robin games. The championship game is 5 innings with no time limit, unless coaches agree otherwise before the game begins.
* If the home team is winning at the start of the bottom half of the last inning, the game ends and they do not take their final at-bat. If the home team is winning and their at-bat coincides with the end of the time limit, the game ends immediately, and the inning is not completed.
* Ties are permitted during round robin games. An international tie breaker is used in playoff and championship games.

# U13 Houseleague

* All Softball Canada and Huron Perth Fastball rules apply, with exceptions outlined below.
* Games are 1 hour and 20 minutes in length. If the home team is winning and at bat, or about to bat when the time runs out, the game ends immediately and the inning does not finish.
* Mercy Rule: 5 runs per inning; 15 runs after 3 innings.
* Runners may steal when the ball crosses home plate. Batters are out on a dropped third strike.
* Home team is decided by coin toss in both round robin and championship games.
* Round robin games may end in a tie. Playoff games use the international tie breaker.
* Teams should be prepared to play 15 minutes ahead of schedule.
* No protests are allowed; the umpire’s decision is final.
* The infield fly rule is in effect.

# U13 Select

* Softball Canada rules apply, except as specified below. Unlimited substitutions, everyone bats.
* Games are 1 hour and 30 minutes in length. If the home team is winning and at bat, or about to bat when the time expires, the game ends immediately.
* Mercy Rule: 5 runs per inning; 15 runs after 3 innings; 10 runs after 4 innings.
* Runners may steal when the ball leaves the pitcher’s hand.
* Batters may run on a dropped third strike.
* Home team is determined by coin toss for all games, including round robin and championship games.
* Round robin games can end in a tie. Playoff and championship games use the international tie breaker.
* Teams should be ready to play 15 minutes before their scheduled game time.
* No protests are allowed; the umpire’s decision is final.
* The infield fly rule is in effect.

# U15 Select

* Softball Canada rules apply, unless otherwise noted. Unlimited substitutions, everyone bats.
* Games are 1 hour and 30 minutes in length. If the home team is winning and at bat, or about to bat when the time runs out, the game ends immediately.
* Mercy Rule: 6 runs per inning; 15 runs after 3 innings; 10 runs after 5 innings.
* Runners may steal when the ball leaves the pitcher’s hand. Batters may run on a dropped third strike.
* Home team is determined by coin toss for all games, including playoff and championship games.
* Round robin games may end in a tie. Playoff and championship games use the international tie breaker.
* Teams should be ready to play 15 minutes before their scheduled game time.
* No protests are allowed; the umpire’s decision is final.

# U17 Select

* Softball Canada rules apply, with outlined exceptions.
* Games are 1 hour and 30 minutes in length. If the home team is winning and at bat, or about to bat when the time runs out, the game ends immediately.
* Mercy Rule: 6 runs per inning; 15 runs after 3 innings; 10 runs after 5 innings.
* Runners may steal when the ball leaves the pitcher’s hand. Batters may run on a dropped third strike.
* Home team is determined by coin toss for all games, including playoff and championship games.
* Round robin games may end in a tie. Playoff and championship games use the international tie breaker.
* Teams should be ready to play 15 minutes before their scheduled game time.
* No protests are allowed; the umpire’s decision is final.

\*\*\*\* A maximum of 2 PWSA players are allowed per team (unless an exception has been made), they cannot pitch\*\*\*

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