



2017 Rules of Play

1. The **Softball Canada rules** and the **OSSTA Association Rules** of Play govern this tournament.
2. No protests are allowed: the **umpires' decision is final**.
3. No rulebooks or rule papers allowed on the field during the game.

4. **Players**

- Players who are carded or play for a representative team are not eligible to play.
- All players must be registered and Photo ID or Birth Certificates or Health Cards must be available upon request.
- The penalty for ineligible players is expulsion of the player/ team from the tournament.
- Unlimited defensive substitution of all the players is permitted.
- Player may enter and exit the game defensively at any time and in any position.
- All jewellery must be removed if possible. This includes, breakaway necklaces, silicone wristbands and all typical metal earrings, necklaces and bracelets. With the exception of medic-alert items.
- No metal spikes permitted. Steel and Plastic toecaps must be removed for base running
- All registered players will bat in rotation every game
- Teams must start each game with 9 players and cannot play with fewer than 8
- If a player arrives late, they may be added to the bottom of the line up provided you have not gone through the complete batting order.
- In the event of an injury or illness resulting in a player being removed from the game, there shall be no "out" when the player is due to bat and they are skipped over. If the player later recovers to the point they can play, they can re-enter the game and bat in their original spot in the order.
- In the event a player is ejected from a game, an "out" shall be recorded each and every time the player's spot in the batting rotation comes up.
- A Courtesy runner will only be granted to the base runner as a result of an injury at the time of the play. The Courtesy runner will be the player that is deemed to be furthest away in the lineup.
- A coach may use a Courtesy runner for the catcher to allow the catcher to suit up for the next inning upon 2 outs being recorded.
- Players will play in the defensive spots that are assigned to them by the coach. Coaches are encouraged to play all players as equally as possible over the course of the season.

5. **Ejections:**

Any coach and or player ejected from a game as a result of their conduct must leave the ball park within five minutes. Failure to leave within 5 minutes will result in the disqualification of the entire team. If a coach or player is ejected they must seek the Tournament Convenors approval after serving a one game suspension in order to coach or play the balance of the Tournament.

Fans may or may not be allowed to be ejected by an umpire (depending on the Assoc.'s policy) If fans are not allowed to be ejected they are the responsibility of the Head Coach. Harassment and / or misconduct by fans will result in a warning followed by the ejection of the Head Coach, if the warning is not heeded. If a coach is ejected they must seek the Tournament Convenors approval in order to coach the next scheduled game.

6. Game

- The plate umpire will keep the official time and will call out the official start time with the first pitch.
- **Round Robin Game duration:** No new inning after 90 Minutes or 7 innings, whichever comes first for Novice thru Midget.
- **Round Robin games for Mite and Squirts duration:** No new inning after 90 Minutes or 6 innings, whichever comes first
- A game suspended by the umpire because of rain or darkness will be considered a regulation game if 3 innings (or 2 ½ if the Home Team is ahead) have been completed in round robin play. For semi-final, championship or consolation games a regulation game will be 4 complete innings (or 3 ½ if the Home Team is ahead).
- **All championship games will be No new inning after 90 Minutes or 7 innings for Novice thru Midget and no new inning after 90 minutes or 6 innings for Mite and Squirt, whichever comes first .**
- Pitching and baseline distances will be as published in the 2017 Softball Canada Rulebook.
- No infield practice prior to games starting
- An infield ball is permitted only while the pitcher is warming up.
- Home teams are to be decided by a flip of a coin with the umpire presiding. The team that is the farthest away will make the call.
- The official score will be that of the home team and the score sheet turned into the tournament convenor at the end of each game.
- Each team is responsible for supplying a score keeper for each game.
- Blood Rule: All cuts must be covered and a change of clothes made if necessary.
- **The mercy rule is in effect for all games in all divisions (25 runs after 3 complete innings, 15 runs after 4 complete innings, 10 runs after 5 complete innings).**
- Mite and Squirt Only - A team can only score a maximum of 5 runs per half inning, for the first 4 innings. All innings after the 4th inning, will be open.
- Novice Only - A team can only score a maximum of 7 runs per half inning, for the first 4 innings. All innings after the 4th inning, will be open.
- The Tiebreaker rule is in effect if the Championship game is tied at the end of 7 innings or after the time limit has expired

6. Pitching Rule

- No hopping, both feet must start on the rubber.
 - Mite & Squirt Division Only – 4 innings or 12 outs max. per pitcher.
 - For the Mite Division a pitcher will not be replaced by the hitter's Coach or designate at any time.
 - Pitchers will not be removed for hitting batters

7. Stealing

- Stealing is allowed, after the ball leaves the hand of the pitcher in Squirt and up.
- **MITE ONLY** - Stealing is allowed after the ball crosses the plate in Mite. Runners are NOT allowed to steal Home on a passed ball, wild pitch or a ball thrown back to the pitcher. However, if the catcher tries to make a play at 3rd, 2nd or 1st the ball is considered live and all base runners can advance at their own risk.

8. Lead Off Rule

- Runners may leave the base when the ball leaves the pitcher's hand for Squirt and up.
- Runners may leave the base when the ball crosses the plate for the Mite Division.

9. Dropped third strike

- Mite and Squirt divisions: no dropped 3rd strike, the batter is out and the ball remains alive.
- Novice and up – dropped 3rd strike, the ball is alive and the batter can run to 1st

10. Infield Fly Rule

- Rule is in effect for Novice Divisions and up.

11. Charged Conferences

- A Team is permitted 2 defensive conferences per inning. Upon the second defensive conference the pitcher must be removed from the pitching position for the balance of that inning.

12. Equipment / Batting Helmets / Ball / Home Plate

- All batters will wear a batting helmet with straps done up while at bat and on base.
- All teams must adhere to their Insurance Carriers policy regarding Batting Helmets with Cages.
 - **All bats must meet Softball Canada requirements. All illegal bats will be removed from the game and given to the convener until the end of the tournament.**
- Tournament will use the 11" Ball – Rawlings Red Dot for the Mite and Squirt Divisions and the 12" Ball – Rawlings Red Dot for the Novice, Bantam and Midget Divisions.
- The regular 17 inch Home Plate will be used.

13. Bunting

- Bunting is allowed in all Divisions.

14. Base Runner Advancement

- After a fairly hit ball, the advancing of runners is not considered over when the ball returns to the infield.

15. Overthrows - Out of Play

- All runners, including the batter-runner, will be award 2 bases based on the position of the runners when the ball is thrown.

16. Scores / Standings

- Scores / Standings will be kept for each game for all divisions.
- 2 points per win. 1point for a tie
- Plus / Minus run differential to a maximum of 7 runs.
- If the Home team is leading or goes ahead in the bottom of the 7th the inning or the last inning the game is over. (Take visitors for the plus/minus run differential of 7).
- Tournament standings will be determined by points. Ties will be broken based on head to head (in a full round robin), then run differential and then. Runs against divided by innings played, and then Runs for divided by innings played and then if necessary, the Tiebreaker rule will be in effect.

17. Awards

- MITE & SQUIRT ONLY - All team members will receive an award. A maximum of 15 awards will be provided per team.

18. Cheering

- Positive cheering only. The conduct of the team, its spectators and the coaches are the responsibility of the team coaches. In the event of harassment or derogatory remarks originating from the players, coaches or fans, the umpires will issue warnings. If these warnings are not heeded, it will lead to the ejection of the individual(s) involved, and the umpire may call the game awarding the non-offending team with a default win.