



Whitby Girls Softball 2017 Rules of Play

1. The **Softball Canada rules** and the **Host 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.
- No Jewellery,
- 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 80 Minutes or 7 innings, whichever comes first for Novice thru Midget.
- **Round Robin games for Mite and Squirts duration: No new inning after 75 Minutes or 7 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 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, whichever comes first.**
- Pitching and baseline distances will be as published in the 2015 Softball Canada Rulebook.
- 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 (25 runs after 3 complete innings, 15 runs after 4 complete innings, 10 runs after 5 complete innings).**
- **A mercy rule will apply to Mite and Squirt games where 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.**
- **A mercy rule will apply to Novice games where 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.
- No limit to the number of innings pitched or batters pitched to by a pitcher in any division..
- 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.
 - 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 throwback to the pitcher.** However, if the catcher tries to make a play at 3rd, 2nd or 1st the ball is considered live and the base runner at 3rd can advance at their own.

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: dropped 3rd strike, the batter is out and the ball remains alive.

10. Infield Fly Rule

- Rule is in effect for Squirt 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.
- OSSTA Tournaments will use the 11" Ball - Softball Canada Standard (Cor .47) for the Mite and Squirt Divisions and the 12" Ball - Softball Canada Standard (Cor .47) 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. 1 point 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 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

- All team members will receive an award. A maximum of 13-14 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.