

OASA 2007 PROVINCIAL SELECT TOURNAMENT RULES OF PLAY

Governing Rules

- The Softball Canada Rules govern this tournament, except where specified differently below.
- By entering this tournament all teams release the OASA and the host association from any and all liability and responsibility in the event of injuries or damages that occur while participating in an OASA Select Provincial Tournament. All teams must provide proof of insurance along with their registration information.
- No protests are allowed; the umpires' decision is final.
- Umpire's watch is the official time.
- No rulebooks or rule papers allowed on the field during the game.
- Ejections: **Zero tolerance**. Any coach or player ejected in this tournament will not be allowed to continue in the tournament and must leave the park. Ejected players will be ineligible for any awards. Failure to leave the park within five minutes will result in the disqualification of the entire team. Fans cannot be ejected by the umpires but 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.
- Team placement will be by a blind draw held approximately 2 weeks prior to the tournament date. Ideally this draw will be held in the presence of one or more of the coaches of teams participating.
- Tournament rules will be distributed to all teams at least one week prior to the tournament date.

Equipment

- Shoes: Metal spikes are not allowed at all and steel toecaps are **only** allowed while pitching.
- Bats: Must be clearly marked Official Softball or Official T-Ball and meet standards.
- Jewellery: Must be removed. EXCEPTIONS: Medical Alert Bracelets only.
- Helmets: Must remain on with chin straps done up until batters/runners have left the field– exception Midget where chin straps are optional – helmet must still remain on though.

Player Eligibility

- A complete team roster (including birth dates) must be submitted at least one week prior to the tournament date. Minimum of 9 players is required to avoid forfeiture. No players may be added to the roster after the start of the first game.
- All divisions will only allow players in their actual age group or younger to play. No over age players are allowed in any division.
- Players who are OASA or PWSA carded are not eligible to play.
- All players must be registered and participating within the House League organization or Interlocking Loop, which they are representing. Proof of age must be available upon request.
- The penalty for ineligible players is expulsion of the player from the tournament and forfeiture of all games in which the ineligible player has participated.
- All team members, who participate in at least one game will receive an award (max 15 per team).

Cheering

- POSITIVE CHEERING ONLY: Conduct of their team and spectators is the responsibility of the team coaches. In the event of harassment or derogatory remarks originating from players, coaches or fans, the umpires will issue warnings, which if not heeded will lead to ejection of the individual(s) involved or calling the game and awarding the non-offending team with a win by default (7-0).

Playing Rules

- Home team to be decided by a flip of a coin with the umpire presiding (team travelling the furthest to make the call). For Championship and Consolation games, the team that finished higher in the round robin will be the home team. If there are 2 divisions, then a flip of the coin will take place.
- The official score will be that of the home team, if the host does not supply a score keeper. If it is the home team, the official score sheet must be shown to the tournament control centre at the end of each game. Visiting team scorekeeper should check score after each inning in order to avoid disputes.
- **Defensive Line Up:** Free defensive substitutions are allowed throughout the game. A player injured while on defence can be removed from the game completely without penalty.
- For all divisions a pitcher removed after the 2nd defensive conference in an inning may return to pitch in the next inning.
- **Offensive Line Up:** All players on the roster must bat in rotation, except in the case of an injury, whereby the injured player has been removed from the game completely without penalty to the team.
- A batter/runner who has been injured while at bat or base running may be substituted **at the time of the occurrence**, with a pinch runner (the last scheduled batter at that time) who is not on base.
- An injured player may be skipped in the batting line up once. If at the player's next at bat he/she is still unable to bat/run; the player is to be removed from the game completely without penalty. If an injured player remains in the defensive line up, but is not able to bat/run, then this player will be an automatic out.
- **Game Duration:** For all **round robin games**, no new inning may commence after **1 hour & 15 minutes** or 7 innings, whichever comes first. Should the home team be winning and batting when the time limit ("no new inning time limit" = 1 hour & 15 minutes) is reached, the game will be called over. In the **Championship and Consolation games** there will be no new inning after **1 hour & 30 minutes**, or 7 innings. Coaches may want to consider taking 'Visitors' if they win the coin toss in order to ensure that they get to complete their at bats in the final inning.
- In the event of rain, 3 complete innings will constitute a complete game (2½ if the home team leads).
- **Inning Mercy:** Maximum of 7 runs per inning for the first 3 innings. From the 4th inning on there is no maximum.
- **Game Mercy:** Is in effect for **all** games (20 runs after 3 complete innings, 15 runs after 4 complete innings, 10 runs after 5 complete innings or more).
- **International Tie Breaker Rule** is in effect only if the Championship or Consolation or Playoff game is tied at the end of the time limit. All innings starting after 90 minutes in the Championship or Consolation or Playoff will be played using the International Tie Breaker rule (inning starts with runner on 2nd base - last batter from previous inning – none out).
- **Blood Rule:** All cuts must be covered and a change of clothes must be made, should the clothes be soiled by blood.
- **Pitcher:** No hopping allowed in any division, including Midget.
- **Batter:** Infield fly rule: In effect for Squirt and older.
Dropped third strike rule: In effect for Peewee and older.
- **Stealing:** Mite: After the ball crosses the plate
Squirt and older: After the ball leaves the pitcher's hand

Tournament Format

- In round robin games the winning team gets 2 points. In the event of a tie each team receives 1 point.
- If 1 division, then 1st and 2nd advance to the Championship, 3rd and 4th go to the Consolation.
- If 2 divisions, then 1st in each division go to the Championship and 2nd in each go to the Consolation.
Tie Breaker: If two or more teams are tied (total points) then seeding will be determined by:
 - 1) Head to head round robin game result
 - 2) Best overall plus/minus (maximum of 10 per game)
 - 3) Fewest runs allowed
 - 4) Most runs scored
 - 5) Ratio of runs scored per inning batted