

## 2010 OSSTA Rules of Play

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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 photocopies of birth certificates must be available upon request.
- The penalty for ineligible players is expulsion of the team from the tournament.
- Unlimited defensive substitution, including the pitcher, is allowed.
- **No Jewellery, No Taping.**
- 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.**
- In the event of an injury 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.
- 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 at the time of the play.

### 5. Game

- A team **roster must be submitted 30 minutes prior** to the first game.
- Game duration: No new inning after **(Time period specified by Host )** or 7 innings, which ever comes first
- In the event of rain, 3 complete innings will constitute a complete game.
- **There Maybe a run Mercy in each inning except for the last Inning. The last Inning will remain open. (Check with Host)**
- All championship games will be 7 innings or **(specified time period by Host)**, which ever comes first.
- Pitching and baseline distances will be as published in the 2009 Softball Canada Rulebook.
- No infield warm-ups are permitted: 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 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 (15 runs after 4 complete innings, 10 runs after 5 complete innings). **(Confirm with Host)**
- **The International Tiebreaker rule is in effect if the Championship game is tied at the end of 7 innings or after the time limit has expired. (Confirm with Host)**

## 6. Pitching Rule

- No hopping, both feet must start on the rubber.
- No limit to the number of innings pitched by a pitcher

## 7. Stealing

- Stealing is allowed, after the ball leaves the hand of the pitcher.

## 8. Dropped third strike

- **Mite and Squirt divisions: dropped 3<sup>rd</sup> strike, the batter is out and the ball remains alive.**

## 9. Infield Fly Rule

- **Rule is in effect for Squirt divisions and up.**

## 10. 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.

## 11. Equipment

- All bats must meet Softball Canada requirements.

## 12. Awards **(Confirm with Host)**

- Squirt and below: All team members will receive a trophy or medallion. A maximum of 15 awards will be provided per team.

## 13. Scoring **(Confirm with Host)**

- **2 points per win.**
- **Plus minus run differential to maximum 7 runs.**
- Teams will only be allowed last bats if they have less than the 7 run differentials.
- If the winning team has their last bats, they will be stopped when the maximum differential is reached.
- Tournament standings will be determined by points and run differential. Ties will be broken based on head to head and then, if necessary, the International Tiebreaker rule will be in effect.
- **Top 2 teams from each division will move onto the Championship round.**

**(1<sup>st</sup> place A div. Vs 1<sup>st</sup> place B div.)**

**And**

**(2<sup>nd</sup> place A div. Vs 2<sup>nd</sup> place B div.)**

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**WARNING: Check with the host prior to the tournament to confirm what their Select Rules are so that you are not surprised in the middle of a tournament game.**