

PICKERING SOFTBALL ASSOCIATION
5 PITCH CO-ED SELECT TOURNAMENT RULES OF PLAY

Governing Rules

- The Softball Canada Rules and the Ontario Select Tournament Association (OSTA) Rules of Play govern this tournament, except where specified differently below.
- 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 30 minutes prior to the start of the tournament at the coaches meeting.

Equipment

- **Shoes:** Metal spikes and steel toecaps are not allowed.
- **Bats:** Must be clearly marked Official Softball or Official T-Ball and meet standards.
- **Jewellery:** Not allowed nor is taping of jewellery (exception: Medical Alert Bracelets).

Player Eligibility

- A complete team roster (including birth dates) must be submitted 20 minutes prior to the team's first game.
- Players who are OASA carded or play for a representative team are not eligible to play.
- All players must be registered and participating within the House League organization, 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.

Team Composition

- Team must be comprised of a minimum of 11 players and maximum of 15 players. There must be at least two female and three male players on each team. Each sex must be represented by at least two players on the field in each inning.
- All registered players will bat in rotation in every game – no penalty if a player is removed from the game due to injury or illness (Note: An injured player will be allowed to re-enter later in the game in same batting position). Otherwise, player not batting in rotation will be declared out.
- Free defensive substitution of all players is permitted, however no player will be allowed to sit out defensively for two consecutive innings to ensure that all players receive equitable playing time.
- Eleven defensive players are permitted on the field each inning (maximum of six players in the infield). A team must field at least nine 9 players defensively.

Playing Field and Player Positioning

- **Bases:** Bases will be positioned 45 feet apart.
- **Pitching rubber:** Will be positioned 28 feet from home plate.
- **Pitching circle:** Eight foot pitching circle to be used.
- **Infield warm ups:** Not permitted before or during the game.

Playing Field and Player Positioning (continued)

- **Infielders:** Only six infielders permitted and must assume reasonably normal defensive positions.
- **Outfielders:** Five outfielders will be permitted. The outfielders cannot carry the ball to the infield to record outs. The ball must be thrown in to an infielder.
- **Team Coaches:** Two offensive coaches are permitted on the field near first and third base. Defensive coaches must remain in close proximity to the team bench and off the playing field.

Game

- 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.
- The official score will be that of the home team and the official PSA score sheet must be turned into tournament control centre at the end of each game. Visiting team Scorekeeper should check score and outs recorded after each inning in order to avoid disputes.
- Home team will be responsible for completing the game sheet summary, which will include summary of runs scored per inning, outs recorded per inning and total runs and outs recorded by each team. Both coaches must sign game sheet summary.
- **Game duration:** For all games, no new inning may commence after 1 hour and 15 minutes or 7 innings, whichever comes first. Note: If home team is coming to bat with the lead after 1 hour and 15 minutes, the game will be declared as over. Should the home team take the lead after the time limit (one hour and 15 minutes) is reached, the game will be declared over.
- The International Tiebreaker rule is in effect if the Championship or Consolation games are tied at the end of the time limit.
- The mercy rule 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).
- Maximum of seven runs per inning may be scored.
- In the event of rain, 3 complete innings will constitute a complete game (2 ½ should the home team be leading).
- **Infield warm-ups:** Not permitted (before or during the game).
- **Blood Rule:** All cuts must be covered and a change of clothes must be made, should the clothes be soiled by blood.

Pitcher

- Both the offensive and defensive pitchers must be wearing helmets with chinstraps.
- Offensive pitcher must deliver ball within the front half of the pitching circle and must deliver the ball while still within the circle.
- Defensive pitcher must remain in back half of the pitching circle until after the ball is hit.
- Offensive pitcher cannot touch a batted ball. Should s/he accidentally touch the ball, the ball will be declared dead. No pitch will be called and the batter will resume the batting position with the same pitch count (as before the pitch). Intentional interference will result in the batter being called out and the base runners returning to the bases that they occupied at the time of the pitch.
- To stop the play, the defensive pitcher must have control of the ball with both feet inside the eight-foot pitching circle. The umpire will then call time and the base runners will be positioned at the next base that they were advancing towards providing they have travelled at least fifteen feet towards that base when the umpire calls Time. Should the runner not have advanced fifteen feet towards the next base, the umpire will position the runner on the last base touched.

Batter

- There are no strikes or balls, the batter is allowed a maximum of five pitches in which to hit the ball into fair territory.
- Failure to hit a fair ball within five legally delivered pitches will result in the batter being called out.
- **Bunting:** Not allowed. All bunted balls will be declared as a foul ball.
- **Infield fly rule:** Not in effect.
- **Dropped third strike rule:** Not in effect.

Base Runners

- **Stealing:** Not permitted.
- **Lead offs:** Not permitted. The base runner may not leave the base until the batter swings at a pitch. Violation of the lead off rule will result in the play being dead, the offending runner will be called out and the batter will resume batting with the same pitch count as before the infraction.
- **Overthrows:** All base runners will be awarded two bases from the time of the throw should a thrown ball leave the playing field.
- **Tag Rule:** The catcher or defensive pitcher can only tag a base runner advancing to first base if the runner has not advanced at least fifteen feet towards first base. Once the runner has advanced fifteen feet, the ball must be thrown to first base by the pitcher or catcher to record the out.
- **Advance:** Base runners may only advance on a ball that is hit legally and which is a fair ball.

Format

- Four team full round robin with the winning team awarded two points. Each team receives one point in the event of a tie. Top two teams based on final standing (total points) advance to Championship Game. Remaining two teams to play for Consolation Championship.

Division tie breaker:

If two teams tied (total points) then head to head game will determine seeding

If three or four teams tied, seeding will be determined by:

- 1) best plus minus runs/outs differential (vs. all opponents)
- 2) best plus minus runs/outs differential (vs. tied teams)
- 3) runs against (all opponents)
- 4) runs against (involving tied teams)

Awards

- All team members, who participate in at least one game, will receive an award at the conclusion of the tournament. A light pizza lunch will be served to all players around noon.

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 rewarding the non-offending team with a win by default.