

Rules

Softball Tournament Rules

Where not mentioned specifically, Al-Wahda softball tournament games will be governed by the rules of [Slo-Pitch Ontario](#) (SPO).

1.00 – Playing Procedures

1.01 – Dimensions of the diamond will be as governed by the SPO. Pitching distance will be between 50 feet and 60 feet.

1.02 – A commit line of 28 feet will be added, players crossing the commit line and returning will be called out

1.03 – A mercy rule of 6 runs per inning will be in effect for the first 6 innings of the game. The 7th or last (as declared by the umpire) inning shall be unlimited

1.04 – Unless otherwise stated, the home team will be the team listed first in the schedule and will be the defensive team at the start of each inning

1.05 – Warm up prior to games must be restricted to the outfield. No infield warm up may take place.

1.06 – An injured player may be removed from the game, and will be skipped in the batting order without resulting in an out.

1.07 – A time limit of 70 minutes will be imposed, no new inning may begin after 70 minutes has elapsed.

1.08 – A team shall be declared winner if they are 12 or more runs ahead of the opposition after 5 complete innings (4½ if the home team is leading).

2.00 – Equipment

2.01 – All bats must have the USSSA thumbprint and be certified to be used. Final ruling is judgement of the umpire.

2.02 – Pitchers and catchers and any defensive players may wear a face mask if so desired. This is optional and at the discretion of the fielder.

2.03 – Players should refrain from wearing any metal jewellery. For all other types of jewellery, if distracting the umpire may ask the player to remove it.

2.04 – Players that do not have the minimum uniform will not be eligible to play in the game. Minimum uniform consists of matching shirt with numbers on the back.

3.00 – Extra Players

3.01 – A minimum of 8 players is required to start a game. A 10 minute grace period will be given, after which the offending team will forfeit.

3.02 – A team having 8 players may request a NON-fielding catcher from their opponent. The opponent MUST provide this player.

3.03 – Failure to field 8 players will result in a forfeit.

4.00 – Running

4.01 – There is a limit of 5 courtesy runners per game. Any player can act as a courtesy runner for any other player.

4.02 – A courtesy runner replaces the batter after the batter has safely reached a base.

4.03 – Sliding is permitted at all bases, except home plate

4.04 – Stepping on the strike mat by a runner shall be ruled an automatic out

4.05 – Except in the case of rounding the base, stepping on the white portion of first base, and not the orange safety portion, shall be ruled an automatic out.

4.06 – Leading off is not permitted. Runners may only leave once the ball is contacted. Any player leaving early shall be declared out.

4.07 – In the event of an intentional walk, as in 6.05, the batter will not touch the bases in sequence and can proceed directly to their awarded base. This is a dead ball award and runners can only advance if forced. The defensive team cannot appeal a missed base in this scenario.

5.00 – Batting

5.01 – A foul ball on second strike will be deemed an out

5.02 – There is no home run limit in effect

5.03 – Bunting is illegal. Any player ruled to have bunted be it fair or foul shall be declared out.

6.00 – Pitching

6.01 – The pitcher must start with both feet inside the pitching circle and end with at least one foot in the pitching circle

6.02 – A pitch must be thrown between 6 feet to 12 feet high, failure to do so will result in an illegal pitch

6.03 – An illegal pitch is a live ball that can be hit or swung at. When not swung at the pitch will be automatically called a ball, regardless of where it lands

6.04 – A strike is a ball that either lands legally on home plate or the strike mat, offered at by the batter, or is fouled off.

6.05 – A designated player (2 per team indicated on the lineup card prior to start of game) issued 4 straight balls to start an at bat will automatically be awarded 2nd base. If a strike is thrown then the walk rule does not apply. Any designated player being intentionally walked without seeing a pitch is awarded 2nd base (as in 6.06). All other players will receive only 1st base.

6.06 – If a team wishes to intentionally walk a player, they do not need to throw a pitch. They can simply indicate their desire to walk the player. The provisions of rule 6.05 would still apply.

7.00 – Umpires

7.01 – Any rule not covered by these rules will be at the discretion of the umpire

7.02 – Any intent to injure shall be ruled an automatic ejection and is subject to suspension and/or fine.

7.03 – Any ejection will result in an automatic next game suspension. Additional suspension and fine is at the discretion of Sports Coordinator.

7.04 – An ejected player must leave the park and cannot remain on the bench, bleachers, or vicinity of the diamond.

7.05 – The umpire will monitor the timing of the game on his clock and will declare the last inning when appropriate. See 1.07.

7.06 – The umpire is the ultimate authority on the field.

8.00 – Fines & Suspensions

8.01 – Any inappropriate behavior on the field can result in a suspension issued by the Sports Coordinator this suspension is independent of any action taken by the umpire at the game.

9.00 – Scoring

9.01 – Managers should submit their lineup to the scorekeeper at least 5 minutes prior to the start of the game.

9.02 – A forfeit will be ruled as a 12-0 loss (equivalent to a mercy).

9.03 – Wins will be 2 points, Ties will be 1 point, and Losses are 0 points.

9.04 – Tie breakers are as follows: Points, Wins, Fewest Losses, Run Differential (RF-RA), Runs For, Head to Head, Coin Toss

9.05 – A complete game is the completion of 4 innings (3.5 with the home team ahead)