



GUERNSEY SOFTBALL ASSOCIATION

2016 CO-ED SLOWPITCH TOURNAMENT

23rd – 24th JULY 2016

PLAYING RULES

As per current ISF rules with the exception of:-

1. BATTING HELMETS.

The wearing of batting helmets is optional. However, if a batter chooses to wear a helmet for their turn at bat, then he/she must continue to wear the helmet until his/her turn at bat is complete. If the batter intentionally removes his/her helmet whilst base running he/she will be out as per the ISF Rule.

NOTE: Players classified as juniors under the GSA Rules must wear batting helmets (who has not reached 16 years of age by May 1st of this year).

TOURNAMENT RULES

1. The tournament will take the format of a 6 TEAM ROUND ROBIN, SEMI FINALS and MAIN FINAL GAME.
2. MVP awards shall be voted on by each team captain for every game and recorded with the scorer at the completion of each game. It is required that one male and one female from each team (of each game) shall be voted on. Score sheets are required to be returned to an Organising Committee Member immediately on completion.
3. All entered teams are required to complete the tournament schedule. Any team unable to complete the tournament schedule will not be eligible for award(s). This also applies should the tournament be incomplete due to adverse weather conditions or events beyond the Organising Committee's control.
4. In the event of two teams finishing the game in the round robin tied, the following (Rule 6.) will determine the position of those teams in the table of results.
5. Tie-break for equal round robin position:
 - 1) Head to Head (Win/Loss).
 - 2) If still level refer to the win (or wins) against the highest placed team in the table of results following completion of the round robin. Should this not resolve tie then the second highest placed team in the table of results following completion of the round robin and so on.
 - 3) If still level (i.e. beat the same teams in the round robin) their position will be decided on a coin flip.
6. In case of a tied game after seven innings OR TIME LIMIT, the 'Tie-Breaker' will be used, as per the ISF Rules. (last **out** onto 2nd)
7. The Organising Committee reserves the right to make changes to the tournament schedule if necessary.
8. The umpire in charge of a game (plate umpire) shall decide whether to interrupt a game because of adverse weather or field conditions. He/she will also decide when to resume play. However, if the game has been interrupted for a consecutive thirty (30) minutes, the score at the time of interruption will stand and the game is over.
9. All games shall be played until completion/result or by time limit (NO NEW INNINGS @ **50 MINS**) unless deemed unsafe to continue by the umpire in charge.
10. All teams shall face their opponents in uniform colours that differ from their opponents wherever possible.
11. A suspension of play for a maximum 10 minute period may be used in order to determine a rule, should an appeal be made by either team on a ruling. The organiser's decision is final and no other appeals shall be received. No appeals against a rule of judgement will be received.
12. **The Pitch Count shall start at 1 & 1 for every game EXCEPT the Final.**



GROUND RULES - PITCH ONE/TOP.

Any batted fair ball that travels over or down the sloped field area at the left field corner of the pitch will continue to be a live ball.

If spectators on the left field side of the pitch deflect a batted fair ball, the ball shall also remain live.

Any batted fair ball that travels to left field and bounces over the parameter fence shall be considered a dead ball providing that the ball was not previously touched by a defensive player. Result: the batter-runner shall be awarded 3rd base and any base runners will be advanced to home without liability to be put out (subject to other rules being adhered to).

Any batted fair ball which travels over the parameter fencing, without having first touched the ground, shall be considered a dead ball. The batter-runner shall be awarded a home-run and any base runners will be advanced to home without liability to be put out (subject to other rules being adhered to).

GROUND RULES - PITCH TWO/BOTTOM.

Any batted fair ball that rolls and/or bounds over the edge of the level playing field area at the right field side of the pitch shall be considered a dead ball, providing that the ball passed the clearly visible tree stump on its right hand side and it was also not previously touched by a defensive player.

Result: The batter-runner shall be awarded 3rd base and any base-runners will be advanced to home without liability to be put out (subject to all other rules being adhered to).

Any batted fair ball which travels over the edge of the level playing field area at the right field side of the pitch, without having first touched the ground, shall be considered a dead ball, providing that the ball passed the clearly visible tree stump on its right hand side or hit the afore-mentioned tree stump without having previously touched the ground.

Result: The batter-runner shall be awarded a home-run and any base-runners will be advanced to home without liability to be put out (subject to all other rules being adhered to).

GAME BALLS.

Please return all game balls to Organising Committee member or leave them on the diamond after use.

SCORERS.

Please can all scorers ensure that they take players names (MVP) at the end of the game - as per a normal game (refer to Rule 2.).

WINNING TEAM.

Notify Sue Fish of game result immediately (text: 07781 112914).

Any matter that should arise that is NOT provided for within these Rules shall be referred to the event organisers in the first instance for their deliberation and resolution.