



GUERNSEY SOFTBALL ASSOCIATION

2019 OPEN CO-ED SLOWPITCH TOURNAMENT

24th – 25th August 2019

PLAYING RULES

As per current ISF rules with the exception of:-

1. BATTING HELMETS & GUM SHIELDS

Helmets (when batting) and Gum Shields (when fielding) are compulsory to all under the age of 18 years, Youth and School players of Co-ed Slow-pitch during offensive play, whilst a Batter, Batter-Runner, Runner, On-deck and whilst occupying the first and third base Coaches Box(es) during games organised by the GSA.

2. PROTECTIVE EQUIPMENT.

The wearing of a catcher's mask is compulsory to all catchers under the age of 18.

3. No metal cleats are allowed to be used for any game.

TOURNAMENT RULES

- 1. The tournament will take the format which is clearly marked on the schedule. A Round Robin, followed by knockout/placing games.**
- 2. Game times are set. If you do not have a minimum of 9 players at that time, your team forfeits and the other team will be awarded a 10-0 win.**
- 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. Players that are guests and have not signed a GSA signing on form during the season must do so for Insurance purposes before playing any game. Players cannot play for more than one team over the course of the weekend.**
- 5. Game balls will be provided the day of the event.**
- 6. The Pitch Count shall start at 0 & 10 for every game.**
- 7. Coin toss for every game to decide home/away team. The only exception to this will be Semi Finals and 5th/6th place play off, where the highest ranked team will be 'Home'.**
- 8. All games (EXCEPT the final) will be 'no new inning' after 60 minutes. The Inning will be played out to completion. The only exception to the 'no new inning' rule being reversed will be in the event of a tied match.**
- 9. In the event of two teams finishing equal in any round robin stage -
A) Head to Head (Win/Loss) will be used to determine the higher finishing team.
B) If still equal, least runs conceded will determine the higher finishing team
C) If still equal, positions will be decided on the flip of a coin!**
- 10. In case of a tied game after seven innings or Time Expiring the 'Tie-Breaker' will be used, as per the ISF Rules. (last batter onto 2nd). There are to be no tied matches at any stage of the tournament. Tied Matches at any stage of the competition will go to an extra innings.**
- 11. The Organising Committee reserves the right to make changes to the tournament schedule if necessary.**
- 12. The umpire in charge of a game 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 last completed innings will stand and the game is over.**
- 13. All teams shall face their opponents in uniform colours that differ from their opponents wherever possible.**

14. 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, with the help of the umpiring crew, is final and no other appeals shall be received. No appeals against a rule of judgement will be received.
15. MVP awards shall be voted on by the Scorer (with the help of the plate umpire) for every game and recorded on the score sheet 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 the food van located on pitch 1 immediately on completion.
16. Teams scheduled to score must provide a scorer for every game they are scheduled to do so. Plate Umpires operating a one man system will be provided for every game.

GROUND RULES - PITCH ONE/TOP.

Any batted fair ball that clears the hedge/fence (or whatever boundary is in place at the time) and lands beyond the boundary will be deemed a dead ball and the batter awarded a home run.

Any batted fair ball that rolls, bounces or gets touched by an outfielder and lands beyond the boundary will be deemed a dead ball and the batter awarded 2 bases.

This is to ensure the safety of all outfielders.

GROUND RULES – PITCH TWO/BOTTOM

Any batted fair ball that lands in the road or clearly bounces into the road will be deemed a dead ball and the batter awarded a home run.

Any batted fair ball that rolls, bounces or gets touched by an outfielder (regardless of the side of the tree trunk it goes) and remains on the park side of the boundary wall shall remain live and should be fielded accordingly.

GAME BALLS.

Please leave them on the diamond after use. After the final game of the day please can the plate umpire return them to the Catering van.

SCORERS.

Please can all scorers ensure that they write down players names (MVP) one male one female from each team at the end of the game (refer to Rule 15.).

WINNING TEAM.

Please update the large copy of the fixtures outside the food van.

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.