

**34<sup>th</sup> Annual  
Muskoka Paramedics Softball Tournament  
2019 Rules**

1. Bringing in outside alcohol or, consuming alcohol in the parking lot may result in the team's removal from the tournament and/or not being welcomed back to the tournament next year. Furthermore, any liquor licence violations brought forth against the organizers of the tournament may result in the cancellation of future tournaments.
2. All Slo-Pitch Ontario (SPO) Rules will apply with the following exceptions.
3. Team line-ups will be exchanged prior to the start of each game between teams.
4. Each team will be responsible for keeping their own score. At the beginning of the **5th inning**, the umpire will approach each team scorekeeper and compare scores. Any discrepancies will be solved at that time. The UMPIRE will record the agreed to final score and submit to the scoring desk for statistical purposes.
5. A player may only play for one team throughout the tournament. This is at the discretion of the tournament organizers, and team additions will be **considered** if the team is in a forfeit position due to low or injured players.
6. To allow some of the smaller services to participate, **(2) two** or more services can go together to form one team.
7. Rubber spikes only!!
8. The home team will be decided by a coin toss prior to each game with the team traveling the furthest making the call.
9. Games will be **(7) seven** innings in length or **(1) one** hour. No new innings will start after **(10) ten** minutes to the hour.
10. Tie games will be broken. Each team will start its half of the inning with a runner on second base (the last out of the previous inning). If the tie still remains, the team with the last lead wins.  
*NOTE:* All play-off (semi or final) games will be played out.
11. Teams should be ready to play **(15) fifteen** minutes prior to game time.
12. If a team fails to show within **(5) five** minutes of the scheduled start time, a forfeit will be awarded.
13. Forfeited games will be scored 7-0.
14. Each team will field a **minimum** of **(7) seven** players and a **maximum** of **(10) ten**. **In all divisions, a minimum of 3 females must be fielded at all times with the females equally dispersed in the batting lineup.** The pitcher is not included in fielded players.
15. All players on a team roster must play a minimum of **(2) two** innings defensively.
16. The pitcher will deliver a maximum of **(2) two** pitches to each batter. The pitcher will pitch to their own team and may not field the ball. If the ball hits the pitcher, the batter is automatically called out.
17. The pitcher will deliver their pitch underhand.

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18. No bunting will be permitted. A bunt is considered an intentionally tapped ball not swung at but met with the bat. A batter must take a full swing. The batter will be called out and the ball is considered "dead", base runners cannot advance.

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19. A batter who steps on the home plate while batting **will be called out**.

20. A batter may not change sides once he/she has stepped into the batter's box.

21. **Double Base:** A double base (safety bag) will be used on first base. On an infield hit, the runner is required to touch the orange side, which will be located in foul territory. On an outfield hit, the runner is allowed to touch either bag.

22. **Courtesy Runner:** A team may use a maximum of three (3) courtesy runners per game. The courtesy runner must be of the same sex (male for male, female for female) and can only run once per game. In the event of tie breaking innings, the runner must be the last recorded out.

23. The base runner must stay in contact with the base until the ball has been hit. Anyone leaving the base prior to the ball being hit **will be called out**. There is no base stealing.

24. "**Sliding**" is permitted at **2nd (second)** and **3rd (third)** Base. You may also slide back to **1st (first)** base if necessary. No sliding is permitted into first, or at home.

25. **Commitment Line:** Will be drawn perpendicular to the 3rd base line 21 feet from home plate. Runners crossing this line will be obligated to continue to home plate.

26. As a result of the "**commitment line**", all plays at home plate will be considered force plays and a tag will not be required. A "**Safe Line**" will be marked perpendicular to home plate to prevent injury. Runners must cross or touch this line in foul territory. Runners touching home plate will be called out.

27. The ball will be returned into play by an infielder only.

28. The "**On Deck**" hitter is responsible for his/her own teams bat to be taken out of play.

29. "**Mercy Rule**": If a team leads by (10) ten or more runs after (5) five innings of play the game will be called and plus (7) seven awarded to the winning team. **NOTE:** All play-off (semi or final) games will be played out.

30. Late player arrivals are permitted, but the player must be added to the bottom of the batting order. If the team is on the field with less than 10 fielders, the player may be added to the field immediately.

31. In order to make the tournament fairer for weaker teams we have decided to reduce the big bat. The **first** home run hit in each game counts as a home run. Each home run hit after that will only score as a single. Any base runners will be advanced (1) one base. This base will be awarded to all base runners regardless of their position.

**Example:** There are base runners on first and third when the second home run is hit. All base runners will advance (1) one base. This will score the person on third, even without the force play.

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32. **NO PROTESTS!! UMPIRES DECISIONS ARE FINAL!** Please see “Player Conduct” on page 3 of these rules.
33. **Rainouts:** When there is a problem with adverse weather conditions or unplayable field conditions, the Umpire in Chief and Tournament Organizers are responsible to decide whether a game is to be played. It will be decided the method of tournament play at that time by Tournament Organizers. Failing time left, games that have already begun and are less than 5 innings will result in both teams will be awarded plus (7) seven. The game will be considered complete if played more than 5 innings and the plus/minus will be awarded as such.
34. If after the regular schedule, two teams are tied with identical records, the following will be used to determine the playoff ranking:
- a. Win-loss record
  - b. If necessary, win-loss record between tied teams (if all tied teams have played each other).
- NOTE: If one team has defeated all the other tied teams, that team will automatically be placed highest of the tied teams. If one team has been defeated by all the other teams, that team will be placed lowest of the tied teams.
- c. If all tied teams have not played each other, plus-minus determines finish.
  - d. If necessary, plus-minus record between tied teams (if all teams have played each other).
  - e. If necessary, plus-minus record for elimination or championship round if applicable.
  - f. If necessary, actual score plus-minus differential.
  - g. If necessary, total runs scored.
  - h. If necessary, total runs allowed.
  - i. Revert back in order (Ex.: if 4 game round robin go to 3rd game, 2nd game, 1st game).
  - j. If still tied, flip a coin

**PLAYER CONDUCT**

1. **Captains are Spokesmen.** Only the team captain, or their designate in their absence, are to speak to the umpire regarding substitutions, a play call or ejection.
2. **Player Ejection.** This is a fun, family orientated tournament. Saying this the following is grounds for ejection:
  - a. Profane or abusive language
  - b. Displays of temper (throwing bats, etc.)
  - c. Intentional and/or violent collisions with an opposing player/fan
  - d. Fighting
  - e. Continued arguing or displays of poor sportsmanship

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If ejected, the player may no longer participate in the game AND must leave the area immediately. If the player refuses to leave the area, his team is eligible for forfeit of the game. At the conclusion of the game the player and captain must report to one of the Tournament Organizers for a review of the situation to ensure further disruptions do not occur.

3. **Fan Ejection.** For the same reasons as stated above in player ejection the fans are expected to conduct themselves appropriately and will be asked to leave the area for the following reasons:
- a. Profane or abusive language
  - b. Displays of temper
  - c. Fighting
  - d. Continued harassment of any player, umpire or other fan

If asked to leave the area and the fan refuses the team that the fan is associated with will be warned by the umpire that if the fan does not conduct themselves properly and leave the park that team will forfeit the game.