



Scarborough Softball Association

2008 INTERLOCK PLAYOFF RULES

1. It is the responsibility of the head coach to confirm that all players are eligible to be playing
EFFECT: Any team found to be utilizing an ineligible player will immediately be assessed two losses and be eliminated from the Tournament
 2. All Teams qualify
 3. All playoffs will be tournament style, double knockout format.
 4. First round position will be determined by Season standings or by random selection. In the event of an odd number division, the first place team will have a bye.
 5. Home team will be determined by the flip of a coin and home team will be official scorekeeper.
 6. Each team will supply 2 new game balls, cor 47 at the Coaches meeting
EFFECT: Failure to supply 2 new balls will result in the loss of home team advantage through the playoffs.
 7. Protests will be ruled on by the convenor immediately. Protests will only be accepted with a \$25.00 deposit. If the protest is upheld, the money will be refunded. The decision of the convenor is final. Time will be suspended until the protest is ruled on.
 8. All current Interlock rules not contained herein apply.
- MERCY RULE**
9. A game will be complete if a team leads by 14 runs anytime after 3 complete innings or more than 10 runs anytime after 5 innings (4 ½ if the home team is winning)
INCLUDING CHAMPIONSHIP GAMES.
 10. The per inning mercy rule is 5 runs except in the last inning which will be unlimited runs.
 11. Any game in progress that is called due to weather conditions will be continued from where it was called at the earliest possible time.

WHEN THE GAME ENDS

12. All games will be considered complete if:
- (a) it completes 7 innings (6 1/2 if the home team is winning)
 - (b) the game has progressed to curfew time
 - (c) the mercy rule takes effect
 - (d) when playing on a diamond without lights, in the opinion of the umpire, it is too dark to safely proceed with the game
- EFFECT:** If the home team is at bat and leading, the score will stand at that time, otherwise the final score will revert back to the last complete inning.
13. No new inning will start after one hour and 20 minutes. Innings started will be completed. If the Home team is winning, the bottom of the inning will not be played. Curfew will apply to all games **EXCLUDING CHAMPIONSHIP GAMES** which will play 7 innings. The mercy rule will apply in the Championship games. The umpire will, in all cases, be responsible for keeping time.
14. The designation of the last inning is the responsibility of the coaches. If coaches cannot agree on the last inning, the Umpire will make the decision and his/her decision will be final.
15. It is the responsibility of the victorious team to hand in the score sheet to the convenor at the end of each game.
16. Coaches are responsible for payment of the umpire prior to the start of the game. **EFFECT:** Failure to have sufficient funds to pay the umpire will result in forfeit by the team unable to pay. The umpire is still entitled to payment of the forfeited game.
17. If at the end of the game the score is tied, the International tie breaker rule will be invoked immediately and will continue until a winner is determined (last out to second base, continue in batting order where left off last inning)
- PLAYER ELIGIBILITY**
18. A maximum of 3 players may be called up. The call up cannot be more than 2 birth years younger than the division they are being called to in order to allow the team to meet a maximum of 10 players and the called up player(s) must play. Call-ups are still subject to all rules of sitting innings out. The called up player(s) must be indicated as such on the score sheet and cannot play more innings than the regular team members.
19. All games are free re-entry and all players must be in the batting order. A game can start and end minimum of 8 players and a maximum of 16 players.
20. Teams unable to start 8 players at the designated time may have up to 5 minutes to await the arrival of the additional players required. The waiting time is included in the 1 hour and 20 minutes.

21. Players arriving after the start of the game may be added to the bottom of the batting order provided the position has not passed in the batting order
22. Players signed to OASA and PWSA certificated are not eligible to play.
23. A maximum of 2 overage players are permitted on each team not exceeding 1 birth year older than the division, on each Team provided the league they represent does not have a team registered in the next older age division. The overage players may not play in the pitching position.

EXCEPTION: Overage players are not permitted in the Midget Division

24. A coach may have one defensive/pitcher conference per inning. On the second visit to the pitcher, pitcher must be removed from the pitching position for the remainder of that inning.

SPORTSMANSHIP

25. Players, coaches, managers and team fans are expected to behave in a sportsmanlike manner. If in the opinion of the Umpire, the principles of sportsmanship are not being adhered to the umpire has the authority to eject these individuals from the game and or park. Teams are responsible for the removal of ejected fans.

EFFECT: If after a fair period of time, eject players coaches or fans refuse to leave the park as directed by the umpire, the team to which they belong will forfeit the game. The umpire's decision is final.

26. Any team players, coaches or managers ejected from a game will automatically be suspended for one additional game. A second ejection will carry with it a suspension for the balance of the tournament. This also applies to individuals ejected from a completed game.

27. The umpires' decision on ejections are final.

28. Cast (plaster, metal or other hard substances in its final form) may not be worn in the games. Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains or any other items judged dangerous by the Umpire may not be worn during games. Medic alert bracelets or chains are not considered jewelry (CASA RULE 3-9) Players are not permitted to wear shorts or pants that do not completely cover the leg.

EFFECT: If a player is requested by the umpire to remove jewelry, illegal shoes or illegal parts of the uniform and they refuse, the player will be removed from the game and ruled ineligible.