

2018 Masters Indigenous Games
Sport Technical Package

Fast Pitch Softball

Event:

The Masters Indigenous Games Fast Pitch Softball competition consists of both male and female team competitions.

The competition will have the following two age categories:

- JR Masters- 40 and under (1978-1998)
- SR Masters- 41 and over (≤ 1977)

For teams, the category you compete in is based on the age of the youngest team member.

Participants:

Each team may enter a minimum number of eleven (11) athletes and a maximum number of sixteen (16) athletes.

Participants are permitted to compete outside of their age group, however they may only choose to compete in a younger age group they are not allowed to move into an older group.

General Rules:

The most recent International Softball Federation (ISF) Technical Code will apply, unless otherwise stated in this package.

Competition Format:

The number of entries per age category will determine the competition format. The Organizing Committee will make every effort to maximize the number of games each team receives. The minimum number of games each team will be three (3).

Officials:

An Umpire-in-Chief will be designated and approved by Organizing Committee. For all semi-final and finals games, three umpires per game will be utilized.

Field of Play/ Equipment Requirements:

Ball size and pitching distance will coincide with ISF rules.

Safe base will be implemented.

Competitors must supply their own bats, helmets, gloves and catcher must supply their own special additional equipment. Offensive and Defensive player may wear an ISF approved face mask. Absolutely no metal spikes will be allowed. All equipment must comply with the ISF standards.

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Competition Rules:

- The teams will warm-up off the competition diamond and will be allowed only 10 minutes on the competition diamond prior to game time.
- An entire game for the MIG fast pitch softball tournament shall consist of seven (7) innings, with the only exceptions being the “15/10/7/ Run Ahead rule” or a delay/postponement.
 - o “15/10/7 Rule” --A game must be called a regulation game if one team leads the other by fifteen (15) runs or more after three (3) innings, ten (10) runs or more after four (4) innings, or seven (7) runs or more after five (5) innings. Both the visiting team and home team must complete the same number of innings at bat unless the home team leads by the required number of runs and the game is called at that point
- The pitcher must deliver the ball for a walk; there will be no automatic walks.
- In the case of a tie game during the round robin play and/or play offs, the International tie breaking rule shall be followed:
 - o Starting with the top of the eighth inning, and each half inning thereafter, the offensive team shall begin its turn at bat with the player who is scheduled to bat ninth (tenth in SP, or eleventh in SP with an EP) in that respective half inning being placed on second base. The player who is running can be substituted in accordance with the substitution rules.

Tie breaking procedures

Final Standings in the Qualifying Round (Round Robin) shall use the following criteria to determine the order of finish.

- Note 1. No games will finish in a tie.
- Note 2. If a game is tied after seven (7) complete innings, the teams will revert to the international tie breaking rule starting in the top of the eighth (8th) inning.
- Note 3. When using all the criteria below full team records of the entire Round Robin are used and only 4, 5, 6, etc. complete innings in 4½, 5½, 6½ etc. inning games are to be used.
- Note 4. If the home team is ahead after 6½ innings of play, they will NOT bat in the seventh(7th) inning. This rule will also be in effect if the mercy rule comes into play after 4½ or 5½ innings.

A tie shall be resolved by following, in order, the procedure set out below (7.02 of the ISF Technical Code)

a. Within Section Round Robins

1. With two teams tied on wins/losses, rank them by the results of their game in the round robin; the winner is placed ahead of the loser.
 - 2.
- With more than two teams tied on wins/losses, rank them in order:
 - (a) By the results of their games among themselves in the round robin games. With two teams tied on wins/losses, rank them by the results of their games in the round robin; the inner is placed ahead of the loser. If still tied on wins/losses, by their runs against record in the games among themselves; the team with the lowest runs against is placed ahead of the

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others, the team with the second lowest runs against is placed ahead of the others, etc., until two team remain and then rank them by the results of their game(s) in the round robin; the winner is placed ahead of the loser.

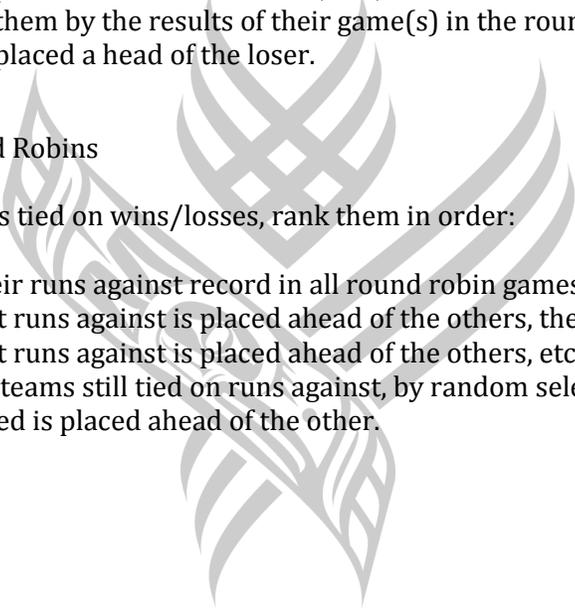
(c) If any teams tied by their runs against record in the games amongst themselves –

- (1) two teams –by the results of their games amongst themselves in the round robin games
- (2) more than two teams –by their runs against record in all the round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc., until two team remain and then rank them by the results of their game(s) in the round robin; the winner is placed a head of the loser.

b. Across Section Round Robins

With two or more teams tied on wins/losses, rank them in order:

1. By their runs against record in all round robin games; the team with the lowest runs against is placed ahead of the others, the team with the second lowest runs against is placed ahead of the others, etc.
2. If any teams still tied on runs against, by random selection; the first team selected is placed ahead of the other.



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