



Est. 1926

2008

PLAYING RULES

OCDAL

**Oshawa City & District
Fastball League**

1. All teams must pay applicable bonds, assessments and fees to the League Treasurer by the final affiliation deadline. Any balance in the teams Performance Bond account will be returned if requested after the end of the season or may be applied to the following year deposit.
2. The signed League Certificates (available from Secretary) or OASA Registration form must be filed with the League Secretary by July 1 and must be available at all times for review at the request of team representatives. A late filing penalty of \$50 (July 1 -15) increasing to \$100 July 16th will be levied. Failure to file may result in suspension from play in the league. To set up League rosters for statistical reporting, a preliminary team roster with first and last names and player numbers should be sent to league statistician by May 1st of each playing year.
3. Payment of umpires (2 per game) is the responsibility of the Home team. The fee will vary according to arrangements with the various umpiring associations or organizations.
4. Cancelled games must be due to inclement weather or poor diamond conditions. Extenuating circumstances (determined by League e.g. player injury on previous night) will be allowed a 12 hour notice with Executive approval. **Arrangements to play a cancelled game must be made within two (2) weeks of the missed date.**
5. The HOME team is responsible for telephoning the visiting team in time to avoid the trip if weather or playing conditions warrant such action or for other unforeseeable cancellations. The home team must also notify the league secretary, either by phone or e-mail.
6. Protests must be presented to the President or Secretary in writing within 24 hours of the game. A \$25.00 fee must accompany the protest, which is refundable if the protest is upheld. The initial protest will be reviewed by the Executive Committee according to By-Law 5.1.
7. Teams, by mutual agreement, may play scheduled games prior to the date shown on the schedule. The League Secretary must be notified of changes before the game is played. The score sheets submitted by the home team must indicate which scheduled game is being replaced.
8. All games shall be 7 innings. **In the event of a tie after 7 innings of play, both teams must either mutually agree to play 2 extra innings or agree to a tie. This must be done in good faith and in the presence of the umpires. If the teams choose to play, the game will be continued under the international tie-breaker rule up to a maximum of 9 innings, field curfew, or a winner is decided. If a team walks away after 7 or 8 innings without there being a resolution, the default rule will apply.** Should a game end in a tie due to curfew, it shall remain a tie and each team will receive 1 point in the standings. Four and one-half innings will constitute a complete game, if the home team is ahead.
9. MERCY RULE: If a team is ahead by 8 or more runs at the end of 5 or 6 innings it will be called a complete game.
10. RAIN OUT GAMES are to be rescheduled by the teams. If the game cannot be rescheduled, the next game the teams play will be a 4 point game. If the 4 point game is also rained out, it must be rescheduled as a 4 point game. If the game cannot be re-scheduled each team will receive 0 points. If one team refuses to re-schedule or play a rescheduled game, the League default rules will apply against the team refusing. The HOME team will pay the costs for the re-scheduled game. However, if the League re-schedules a game to be played on a neutral diamond, the teams will split the costs and a coin toss will be made to determine HOME game. Games cancelled for OASA or Park special events will follow the rain out rules. For statistical purposes, a four point game will be entered as an additional game with a score of 1 to 0. No player statistics will be entered for the additional game. (Note that the statistics program allows for the sorting and reporting of four point games separately from the player requirement for six season games.)

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OC&DFL Playing Rules

11. A maximum of 20 players, in addition to Coaches and Managers, may be signed to the League Certificate. Player coaches must sign in both areas. Players may not play for more than one team after July 1st.
12. Coaches and players must be signed to a League Certificate to be eligible for League play. Teams will be allowed to start and play with eight (8) players and/or coaches. The missing ninth player will be an automatic out.

When teams are short players, the team will be allowed to add another available player for that game to meet the required starting complement of eight players or as the ninth player. The additional player must sign a Supplementary League Certificate prior to participating in the game. The team must provide the League Secretary with a copy. This will ensure all games are played, are competitive and will also assist in avoiding defaults.

13. A signed player's name must appear on the team original League Certificate and must play in six games, for one team, in order to qualify for League Championship Play. The League statistician will provide a team list of players who qualify for the league playoffs. Players not included in the list will not be allowed to play in the playoffs.
14. League Line-up cards must be completed for each game. Starting player's last name, uniform number and position along with last name and uniform number of all alternate players must be included. Copies must be provided to the home plate umpire and opposing team's coach prior to the start of the game.
15. ANY OFFENSIVE LANGUAGE, ACTION OR GESTURE BY ANY PLAYER OR COACH PARTICIPATING IN A GAME WILL RESULT IN THE AUTOMATIC EJECTION OF THE INDIVIDUAL(S) FROM THAT GAME BY THE UMPIRES. UMPIRES MUST NOTIFY THE LEAGUE SECRETARY OF THE CIRCUMSTANCES AND REASONS FOR ANY EJECTIONS. THE LEAGUE EXECUTIVE MAY APPLY ADDITIONAL DISCIPLINARY ACTION AS DEEMED NECESSARY.
16. Two, official COR .47 leather balls must be provided for League and Championship play. Both balls must be the same manufacturer.
17. All other OASA/Softball Canada rules will apply.
18. DEFAULTS: The defaulting team is responsible for the following costs:

A \$50.00 fine, from the Performance Bond, will be forfeited for the first defaulted game to the defaulted team. A \$50.00 fine, from the bond, will be forfeited to the defaulted team for the second defaulted game, at which time the full bond must be replenished. In the event of a third default, the complete bond will be forfeited and the offending team will be suspended from further league play pending an Executive Committee review.

The defaulted team will be awarded two (2) points for a win by forfeit. The wins and losses by forfeit will be identified separately in the official statistics..
19. LEAGUE CHAMPIONSHIP OR TOURNAMENT to be determined annually at the final affiliation meeting. Championship rules will be developed. Final team standing or team seeding will be determined from official League statistics.
20. MID-SEASON MEETING will be held in July each year. All teams must have a representative present.

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21. SCORE SHEET REPORTING is the responsibility of the home team. Score sheets for both teams must be completed using the ScoreIt League approved scorekeeping software for the personal computer.

Game files created by the program must be e-mailed to John Mather within 24 hours at:

john.mather@durhamcollege.ca

Refer to the League instruction on "Scorekeeping and Game Reporting" for additional details.

22. MESSAGING: EMAIL or PHONE the League President and leave a message for rain outs and re-scheduled games. Include team name, date of game and date game is re-scheduled.

TELEPHONE (905 432 3272) FAX (905) 432- 3721

E-MAIL: sylvia.ryan@rogers.com

The League President will inform Jim Spiers, League Scheduler and John Mather, League Web Site Coordinator of the changes.

23. TIE BREAKING: The following criteria, in descending order, will be used to break any ties in League standings at the end of the regular season:

1. Points (including default wins and losses)
2. Games Played (includes defaults)
3. Head-to-Head competition
4. Winning Percent
5. The greater Runs Scored
6. The fewer Runs Given Up"

The above criteria will be applied by the Executive based on the "official" statistics as compiled by the League Statistician.

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