

2022
Ontario Summer
Indigenous Games

SPORT TECHNICAL PACKAGE



SOFTBALL

The following chart contains age category and years of birth information for the 2022 Ontario Summer Indigenous Games (2022 OSIG) sport program. The sports and age categories have been previously approved by the OSIG Organizing Committee, in consultation with national and provincial sport organizations. Each sport will have male and female participants each allowed the corresponding age categories.

Updates are necessary from time to time and any changes will be shared with OSIG Council representatives.

SPORT	AGE CATEGORY	YEARS OF BIRTH
Athletics	16U, 19U	2006 & later, 2003 & later
Badminton	16U, 19U	2006 & later, 2003 & later
Baseball	16U, 19U	2006 & later, 2003 & later
Basketball	16U, 19U	2006 & later, 2003 & later
Canoe/Kayak	16U, 19U	2006 & later, 2003 & later
Lacrosse - Box	16U, 19U	2006 & later, 2003 & later
Softball	16U, 19U	2006 & later, 2003 & later
Soccer	16U, 19U	2006 & later, 2003 & later
Swimming	16U, 19U	2006 & later, 2003 & later
Volleyball	16U, 19U	2006 & later, 2003 & later
Wrestling	19U	2003–2007

1. EVENT

The 2022 OSIG Softball competition consists of male and female teams for 16U (born 2006 & later) and 19U (born 2003 & later) age categories.

2. GENERAL RULES

The most recent World Baseball Softball Confederation (WBSC) Technical Code will apply, unless otherwise stated in this package.

3. COMPETITION FORMAT

The competition format will be determined by the number of entries per age category. The Organizing Committee will make every effort to maximize the number of games each team receives. The minimum number of games each team will play will be three.

4. OFFICIALS

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

5. FIELD OF PLAY / EQUIPMENT REQUIREMENTS

Ball size and pitching distance between the home plate and pitcher's mound:

Age category	Ball size	Pitching distance
Male: 16U	30.5 cm (12")	12.8m (42')
Male: 19U	30.5 cm (12")	14.0m (46')
Female: 16U	30.5 cm (12")	12.2m (40')
Female: 19U	30.5 cm (12")	13.1m (43')

Safe base will be implemented.

Competitors must supply their own bats, helmets, gloves, and catchers must supply their own special additional equipment. Offensive and Defensive players may wear an WBSC approved face mask. Absolutely no metal spikes will be allowed. Bats may have certification from ISF 2005, WBSC, USA Softball, ASA 2000, ASA 2005. All equipment must comply with the WBSC standards. Covered dugouts are preferred.

6. COMPETITION RULES

- a) The teams will warm---up off the competition diamond and will be allowed only 10 minutes on the competition diamond prior to game time.

- b) An entire game for the OSIG softball tournament shall consist of seven (7) innings, with the only exceptions being the “15/10/7/ Run Ahead rule” or a delay/postponement.
- c) “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
- d) In the case of a tie game during the round robin play and/or play offs, the International tie breaking rule shall be followed:
- e) 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.

7. TIE BREAKING PROCEDURES

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

- a) No games will finish in a tie.
- b) 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.
- c) 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, 5 ½, 6 ½ etc. inning games are to be used.
- d) If the home team is ahead after 6 ½ 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 4 ½ or 5 ½ innings.

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

7.2.1. Within Section Round Robins

- a. 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.
- b. With more than two teams tied on wins/losses, rank them in order:
 - i. 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 winner 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 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.

- ii. If any teams tied by their runs against record in the games amongst themselves:
 - a) two teams – by the results of their games amongst themselves in the round robin games.
 - b) 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.***

7.2.2. Across Section Round Robins

- a. With two or more teams tied on wins/losses, rank them in order:
 - i. 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.
 - ii. If any teams still tied on runs against, by random selection; the first team selected is placed ahead of the others.

8. GAME ABANDONMENT RULE

8.3. In the event that a tournament is cancelled, halted or delayed due to weather conditions, etc. the tournament must be resumed during the event. If a game was in play, it will be resumed from the point the game was halted.

8.4. Failure of a team to completely participate in any game in which they are scheduled shall result in that team being suspended for the remainder of the competition.