



2011 SLO-PITCH CITY LEAGUE RULES

CO-ED EDITION

GENERAL PLAYING RULES

1. Alcoholic beverages consumed outside of the licensed area (i.e. parking lot and players' benches) could result, in the suspension of the player and/or team involved, from any league play.
2. All Slo-Pitch Ontario Rules will apply unless otherwise stated.
3. All leagues will use the standard mat. (2' x 3')
4. Home team is decided by coin flip at the start of all games.
5. No metal cleats are allowed in any slo-pitch division. Detachable cleats are legal but, if there are any exposed fasteners, the shoes must be removed from the game.
6. **For 2011, Slo-Pitch City will follow the USSSA Bat Certification Program. To be legal they must be marked USSSA BPF 1.20 or for bats manufactured prior to 2004, marked BPF 1.20. Please check website for approved bats:**

www.asasoftball.com/about/certified_equipment.asp

8. **JEWELLERY**
The player is solely responsible for any injury caused by his/her wearing any jewellery. The umpire may request any exposed jewellery be removed. Refusal to comply is an immediate suspension. Knee braces must be covered.
9. Abusive behaviour toward officials, team-mates, opposing players, or spectators will not be tolerated. Anyone who exhibits any kind of abusive behaviour toward any other person will be removed from the property, and may be subject to further sanctions, suspension, or prosecution, depending on the nature of the abusive activity. **NO WARNINGS, ZERO TOLERANCE.**
11. **The 9 inning game MERCY rule applies to all divisions. A 15 run mercy rule is in effect after 6 1/2 innings, if the losing team agrees to quit. If not the game will continue with a 1 1/2 hour time limit (from start of game) or 9 innings. No NEW inning may start after 85 minutes.**



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12. If teams are tied at the end of seven/nine innings, the last legal batter of the previous inning will start at second base. Limit two (2) extra innings, after which the game remains tied.
13. Re-entry is allowed in all divisions of play.

CONTRACTS AND ROSTERS

1. The Slo-Pitch City Team Roster must be completed, filed with and approved by the league executive prior to the first scheduled game. The league executive reserves the right to rule on player eligibility and the players effects on team classification. Any team is subject to re-classification based on the ability of the team and the ability level of the players approved on the roster. Teams that add player(s) to their roster may cause re-classification based on the ability of the new player(s). Teams will be permitted to add players up to the maximum 20 (30 co-ed) until the final signing date of: **Co-ed – June 19, 2011**
2. Players are not permitted to play unless they have been approved to a team roster. Players may not sign additional rosters until they have obtained a release. Players and the team manager who violate this rule are subject to a three game suspension.
3. Team Managers are responsible for ensuring that all roster sheets are completed properly with all player information. When additional players are signed, it is the duty of the Team Manager to sign the player and bring the updated rosters to the League Executive for approval. Players may not participate in any game prior to signing the roster and receiving approval from the League Executive.
4. Players are eligible to compete in one co-ed division of play and are eligible to compete in one only single sex division of play.

PLAYER ELIGIBILITY

1. Teams may sign a maximum of 30 players and have until June 19, 2011 to add to their roster.
2. Players must be at least 19 years of age to be eligible to play, or must obtain parental authorization if younger than 19 years old.
3. Players are not eligible to play until they have been added to a team roster and it has been approved by the League Executive.



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4. All managers and coaches who wish to be active players, must also sign the roster in one of the 30 allotted roster positions.
5. Suspended players are not eligible to play under any circumstances until the suspension has been completely served. Teams using a suspended player will be charged a forfeit and the suspension of the player will be doubled.
6. Players not appearing on the approved roster of a team are not eligible to play at any time for that team. If a team uses an ineligible player they will be charged a forfeit and the player and the team manger will be suspended for 3 games.
7. Team managers or their designate must have their approved official roster at all games. When the eligibility of a player is questioned, that player must show identification to the umpire. Refusal to show identification will result in the loss of the game for the offending team and suspension of the team manger and the offending player for 3 games.
8. Suspensions issued from a surrounding complex and/or a Slo-Pitch Ontario and/or Slo-Pitch National sanctioned event shall be upheld by the Slo-Pitch City League upon review.

FORFEITS

1. **If a team forfeits a game, the team is charged \$50.00 and this taken from performance bond of \$100.00. After two (2) forfeits, the \$100.00 performance bond must be replaced or team forfeits remaining games.**
2. Teams will be given a 10 minute grace period from the official starting time before a forfeiture is awarded. A forfeiture results in a loss for the offending team and a win for the opposing team.
3. **If neither scheduled team has enough players to begin a game following the 10 minute grace period, both teams are assessed a forfeit and the \$50.00 is deducted from each team's performance bond.**



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PROTESTS

1. A protest must be filed with the umpire at the time of the alleged infraction and prior to the next pitch. This is for all situations excluding the question of player eligibility. The protest must then be filed in writing with the League Executive along with a \$100.00 protest fee in cash. If the protest is upheld the \$100.00 will be refunded. Protests are only accepted for clear rule violations and will **N O T** be accepted in the case of judgment calls made by the umpires.

SPECIAL RULES

1. League tournament games, including play-offs will be seven (7) innings in length.
2. **Home run limit is in effect for league play:**

In all categories: Max 5 Homeruns per Team per Game.

Where an over the fence home run is hit that is in excess of the number allowed, the batter will be called out.

4. All players in attendance who are on the approved rosters of the teams competing with each other are eligible to be in the batting order. Only 10 players are allowed on the field at any one time in a defensive role. Players on the game line-up sheets can be moved in or out of the defensive line-up throughout the game, however the batting order must remain the same.
5. Anyone not in the starting line-up must be substituted into the game, and the substituted player may re-enter. Teams will be allowed a maximum of 3 courtesy runners per game and the umpire must be notified when the courtesy runner is entering the game. A courtesy runner must be an approved player for the team.
6. Due to the wide potential variance of weather in the Southwestern Ontario region, cancellation or postponement of games well in advance of game times will only occur in rare situations. Sunday co-ed:
It is the responsibility of the team manger or one designate to call Slo-Pitch City after 3:00 p.m. on Sunday's for a decision as to cancelled games. [(519) 268-7976.]
7. Any decision to cancel or postpone scheduled games will be made by Slo-Pitch City due to inclement weather conditions prior to the start of the games and by the umpire-in-chief following the start of a game.



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HOW TO RE-SCHEDULE GAMES:

If you require a game to be re-scheduled, it is the responsibility of the team manager of the team requesting a change to:

- review the division schedule to see which teams you can exchange a date.
- must contact all teams involved re: change of dates to ensure that they are willing to make a switch.
- must contact league to confirm change. mike_guiler@hotmail.com or (519) 868 - 2398.

DO NOT CALL SLO-PITCH CITY AND ASK TO CANCEL GAMES, IT IS YOUR RESPONSIBILITY TO ARRANGE A RE-SCHEDULE. A \$25.00 CHARGE WILL APPLY IF THE LEAGUE EXECUTIVE HAS TO RE-SCHEDULE YOUR GAME. THE \$25.00 FEE IS DUE AND PAYABLE PRIOR TO A RE-SCHEDULED GAME.

SCORE-KEEPING AND GAME LINE-UP SHEETS

1. The home team is the official scorer of each game.
2. Game line-up sheets must be completed by both teams and turned into the umpire prior to the start of the game. The player's first and last name are required on the line-up sheet. All players who are intending to play must appear on the game line-up sheet. Players not on line-up sheet will not be permitted to enter the game. Players may be added at the umpire's discretion throughout the game.

PLEASE PRINT -- PLEASE PRINT -- PLEASE PRINT

REGULAR SEASON STANDINGS

1. Division standings will be based on points, 2 for a win, 1 for a tie. In the event of a tie for first place, SPOA tie-breaking rules will be used.
2. All other ties in the standings will be broken using the following tie-breaker formulas:
 - (1) win/loss record of the teams involved with each other
 - (2) most victories.
 - (3) coin toss.
3. Standings will be updated and posted in a timely fashion on the bulletin board at the entrance to the Slo-Pitch City Sports Bar.



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4. Any apparent discrepancies in the posted standings should be brought to the attention of the league executive immediately.

REGULAR SEASON GAMES AND TIMES - CO-ED:

- 1 Game times: (2011) **4:30 p.m. *****
6:00 p.m.

or on designated weekends: 5:00 PM and/or 6:30 PM

NO new inning will start after 85 minutes

Sunday afternoons and evenings.

PLAY-OFFS

1. All teams will qualify for the play-offs. To be eligible all players must participate in a minimum number of games.

Co-ed division - 6 games

The league tournament is counted toward player play-off eligibility.

2. **Play-off tournament date:** **Co-ed: SEPTEMBER 17 - 18, 2011.**

ADDITIONAL CO-ED LEAGUE RULES

(The following are rules in addition to the general rules for all of League play).

1. All Slo-Pitch Ontario rules and Slo-Pitch City rules apply unless otherwise stated.
- 2 **The official line-up must consist of a minimum of 5 males and 5 females. The *** batting order must alternate (ie: male, female, male, female etc.). The team must be able to finish the game with a minimum of 5 males and 5 females.**

Unequal Batting Order: The following procedure is recommended to use when there are



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unequal numbers of males/females: List the males (M1, M2, M3, M4, M5, M6) and females (F1, F2, F3, F4) separately in two lists. The batting order is followed by rotating through each list as you alternate between the two lists.

Example: (Male bats first) M1, F1, M2, F2, M3, F3, M4, F4, M5, F1, M6, F2, M1, F3, M2, etc.
(Female bats first) F1, M1, F2, M2, F3, M3, F4, M4, F1, M5, F2, M6, F3, M1, F4, M2, F1, etc.

Extra Players: Additional pairs of extra players (one male, one female) up to a maximum of 20 players may be used. If more than 10 players are on the batting order, any 5 males and 5 females may play defence.

3. If a player is unable to continue the game and no legal substitution is available when he/she is due up to bat, the batter is declared out. Play continues with the next same sex player in the batting order coming to bat. Note: The team would now use the unequal batting order procedure as described above. If, with 2 out, the batter before the missing player is walked (intentional or unintentional), the automatic out is waived and the next same sex batter will bat. (This does not apply if the player is declared unable to continue just prior to the team's offensive half of the inning.)

If a player is ejected from the game for any reason leaving the team with less than ten players, the ejected player's team must have a substitute available to replace the ejected player or that team will forfeit the game.

Exception: A player, who has left the game under the blood rule, may return.

Blood Rule

If a player is removed from the game, the following male/female is also skipped in the batting order until the removed player returns. The additionally removed player may continue to play defence.

- 4 The co-ed division will use the Commitment Line - a line in foul territory drawn 21 ft from the back of home plate and perpendicular to the third base line. When a runner crosses this line by touching the ground beyond the line but does not reach home plate, he/she shall be called out when the ball is legally held by a defensive player in contact with home plate. Once the player has touched or crossed the commitment line, any attempt to return to third base, he (she) will be called out. A base runner may be tagged out between the commitment line and scoring line.



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- 5 The co-ed division will use the Scoring (Safe) Line - a line drawn in foul territory starting at the top left-hand corner of home plate perpendicular to the third base line. A runner attempting to reach home must do so by touching the ground in foul territory on or beyond this line. Sliding into home plate is N O T allowed. The runner is out if he/she touches home plate whether or not a play is being made. A runner is not out if the plate is touched in an attempt to avoid a collision.
- 6 The co-ed division will use the Worth RIF ball.
- 7 When a male batter receives A N Y walk, he is awarded second base and the female batter must hit for her turn at bat.
- 8 Courtesy runners - It must be male for male or female for female, or female for a male.
- 9 In an effort to complete games within the time allotted, the 7 run rule will be used in co-ed play. Each team will be restricted to either 3 outs per inning or a maximum of 7 runs scored per inning, whichever occurs first.
EXCEPTION: ONLY the last inning is an open inning.
10. **No batter can be thrown out at first base from an outfield position, minimum 4 fielders, standing beyond infield markings.**

(The fielder can not relay ball to infielder to make out at first base.)