

## **Rules**

### **All Divisions**

- 1.1 All rules/principals not specifically addressed in the Glen Abbey Slo-Pitch Constitution, By-Laws or in the following rules and amendments will be as is specified in the Slo-Pitch National Association current year Slo-Pitch Rule Book. Any situations/incidents etc. not covered will be decided by the League Executive.
- 1.2 Appeals, protests, etc. will be submitted in writing to the Executive within three (3) days. The meeting and the decision will be made within fourteen (14) days of receiving the written protest.
- 1.3 Rules will not be updated during the course of the season, unless absolutely necessary.
- 1.4 Rule additions, changes, deletions and amendments must be proposed to the League Executive in writing and must have the signed approval of at least one (1) other member of the League in good standing prior to the date specified by the League Executive in order to be considered at the Annual General Meeting.
- 1.5 All players must bat. Additionally, all players must field a minimum of 2 innings per game. Who plays what position is the responsibility of the team manager.
- 1.6 Wearing jewellery is up to the umpire. If the umpire declares the jewellery as unsafe, it must be removed immediately, without complaint. The league strongly urges players not to wear any "metallic" jewellery.
- 1.7 Current year "league jerseys" are to be worn during all League games by players on the official team roster unless stipulated by the Executive. The umpire is to state if jerseys may be covered due to inclement weather. Temporary players (from the spare lists) need not wear "league jerseys".
- 1.8 There is a 5 minute grace period at the start of every game (i.e., games scheduled for 1pm will be able to start up to 1:05). If they have not started by 5 minutes after the posted start time they will be called a forfeit. To ensure all games start on time the umpire should call both coaches together five minutes before game time to go over rules etc. The home team should be taking the field at official game time.
- 1.9 Any player arriving after the official game start time must play a full inning defensively before batting. Additionally, no player may enter the game after the 5th inning.
- 1.10 Games are nine (9) innings in length (time permitting). No inning shall start after 1 hour and 40 minutes of play.

- 1.11 Five (5) courtesy runners per game. If a runner is injured to the extent that he/she can not continue in the game, the team will not be penalized for the use of a courtesy runner at that time. This only applies if the injured runner is removed from the game at the time of the injury, and does not return to the game. If the player does in fact continue playing the game, then a courtesy runner would be deemed used.
- 1.12 If any injured player is removed from the game, their spot in the lineup is skipped and they are not considered an automatic out.
- 1.13 Anticipation step or lead offs. All runners may lead off any base upon the ball crossing the plane of the plate. All runners must return to occupied base if ball is not put into play.
- 1.14 Commitment Line is twenty (20) feet from home plate. Once a runner touches the line he/she is committed to go home.
- 1.15 After crossing the Commitment Line, a runner can not be "tagged out". The out must be made with the defensive player, in control of the ball, touching home plate before the runner crosses the Safe Line. A runner who has been "tagged" after crossing the Commitment Line is considered safe at the plate. A runner may be "tagged" prior to crossing the Commitment Line. Any base runner that touches the plate or mat or attempts to slide across the Scoring Line will be called out. Catchers play the plate, not the runner. The base runner should avoid all collisions or be subject to ejection, based on the umpire's' judgment.
- 1.16 No fake tags.
- 1.17 Safety Base Rules: Runners must touch orange safety base when a play is going to be made otherwise the runner is out. Fielder must play the white bag otherwise the runner is safe. Once the play is made the white base is the only base in play.
- 1.18 On deck batter must be in position when the batter steps into the box or an automatic strike will be called.
- 1.19 If a defensive player has the ball and is waiting for the runner and the runner deliberately, with great force, crashes into the defensive player, the offensive player is out and ejected from the game. The ball is dead and no runners may advance.
- 1.20 Managers who allow a player on the field who is neither on their team roster nor on the League approved spare list will forfeit the game and face possible suspension.
- 1.21 Male players can not spare for another team if the player plays within the same division. Female players may spare for another team in the same division to a maximum of 3 times per season.

- 1.22 Coaches should be able to have access to the spare list. Additional players should not be allowed on the spare list until the Convener notifies all coaches that they are available.
- 1.23 Under no circumstances should a player who is not on the spare list have the opportunity to play. Before playing, all spares must have registered with SPN and filled out the waiver, as well as the spare player registration form on the league website. Spare players must be registered on the team roster, and all spares must be reported to the league secretary, opposing team manager and umpire before the first pitch. Any team using a spare that has not registered or filled out the appropriate SPN forms will forfeit their game. No exceptions.
- 1.24 A non-league player cannot spare more than 5 games for the same team during the regular season. Both captains are required to call in and report the spare usage in order for this regulation to be correctly tracked.
- 1.25 If a spare is used, he or she must be placed at the bottom of the batting order.
- 1.26 Spares may not be used during the playoffs
- 1.27 It is the Manager's responsibility to notify the Divisional Conveners of any player with injuries that require professional medical attention.
- 1.28 If someone volunteers to umpire the games in which an umpire is not present, that person will be paid within thirty (30) days after notification to the league.
- 1.29 During the final series of all leagues there will be a home plate umpire and a base umpire.
- 1.30 If a game is delayed or called due to time limits because of an injury or inclement weather, the game will be deemed complete if the minimum five (5) innings have been played. If the minimum innings have not been played then the game will be played at a later date.
- 1.31 Mercy Rule: A maximum of seven (7) runs per team can be scored in any inning except the eighth (8th) inning, ninth (9th) or the last inning of the game as called by the umpire. In these innings there shall be unlimited runs. If a team is leading by twenty-five (25) runs or more at the end of the seventh (7th) inning, or any inning thereafter, the game is deemed to be complete.
- 1.32 Home Runs: all home runs will be walked off. Following hitting a home run, the batter will advance to first base and then exit the diamond. Any players who are on base at the time, will advance to the next base and also exit the diamond.

- 1.33 Strike Zone: In place of an umpire-called strike zone, a wooden board measuring 2' x 3' will be implemented. Any contact with the board will result in a strike call. Contact with the board must occur prior to the ball striking the ground.
- 1.34 If a team is faced with a permanent roster vacancy due to a player moving, withdrawing, or injury, the League Executive must be notified and replacement will be at the discretion of the executive. Male replacement players cannot be added to any roster after August 1st of the current year. Female replacement players can be added at any time up to the start of playoffs. New players added to a team must sign a registration form and complete a SPN waiver.
- 1.35 If a team captain or acting representative has been made aware of possession of an illegal bat - either in writing or verbally by the umpire - and then any player on that team brings the illegal bat into the batter's box, that player and manager shall be removed from the game.
- 1.36 Any member found to be knowingly using an illegal bat would be removed from the league and face a lifetime ban from the Glen Abbey Slo Pitch League. Players will have the opportunity to have the illegal bat tested to see if it is the result of usage or as the result of tampering. If the bat is deemed illegal as the result of usage the bat will be removed from the league, and the player will be allowed to remain in the league.
- 1.37 A player must participate in a minimum of 50% of regular season games, (calculation based on when player joins the team), to be eligible to play in the playoffs.
- 1.38 Playoff Tie Breaker: Run differential will be used to calculate ties in the playoffs
- 1.39 A team shall consist of a minimum of thirteen (13) and a maximum of sixteen (16). The league recommends that teams consist of fourteen (14) players.

### **Men's Division Additional Rules**

- 2.1 The minimum number of players to start a game is eight (8). Teams must field a minimum of eight (8) players during the course of the game and finish with a minimum of eight (8) players. No automatic out is incurred. If at any time during the course of the game the number of fielders and/or batters on a team falls below the minimum of eight (8), the game shall be declared a forfeit by that team at that time.
- 2.2 Spares can come from either a roster from the Glen Abbey Slo Pitch League, as long it is the other division, (eg. Men's Teams could use a player from a Co Ed Team), or can also be used from the league supplied "spare list". Please note: All spares must be added to your SPN team roster before playing in a game. If a player is not on your SPN roster, they will be deemed ineligible.

2.3 Statistics: Team managers will be required to keep statistics for each player on the roster. The only thing that MUST be entered on a weekly basis is whether the player played the game. This will assist in determining if the player plays 50% of their regular season games

2.6 Homerun rule: Match plus four. No team shall have more than four (4) home runs more than their opponent. If team "A" hits their fifth home run before team "B" hits their first, the batter will be called out.

### **Co-Ed Division Additional Rules**

3.1 The minimum number of players to start a game is eight (8). Teams must field a minimum of eight (8) players during the course of the game and finish with a minimum of eight (8) players. No automatic out is incurred. If at any time during the course of the game the number of fielders and/or batters on a team falls below the minimum of eight (8), the game shall be declared a forfeit by that team at that time. A maximum of 6 males can be on the field defensively at any time during a coed game. If a team is playing with 3 females defensively the maximum number of players on the field is to be 9. If you have more than 6 male hitters, the female players would rotate through the batting order... with no more than two male batters hitting in a row.

3.2 Minimum number of players to start or continue a game is 8. If at any time during the course of the game the number of fielders and/or batters on a team falls below the minimum eight (8) or three (3) female/males, the game shall be declared a forfeit by that team at the time.

3.3 At no point in the batting order should there be more than 2 males batting in a row

3.4 It is the responsibility of the player to notify the League Executive and team manager about a pregnancy and the expected due date. No player can play in the Glen Abbey Slo-Pitch League six (6) months prior to a pregnancy due date. In addition, if the pregnancy is noticeable, the player may not participate in any further games until after the pregnancy. This rule will be enforced by the umpire and the League Executive and is for the safety of the individual teams and the League as a whole.

3.5 If a male batter is walked intentionally or otherwise, he will be awarded first base. If followed in the batting order by a female, the male batter will be awarded first and second bases. The female MUST bat.

3.6 Spares shall not be called if the team knows in advance that it can field six (6) men and six (6) women out of its own roster. If a spare is called and unexpected team members do show up, the spare is still entitled to play in the game.

- 3.7 Players who were not placed on a team due to divisions having more registrants than spots should get priority as spares, then members who were in the league in the past.
- 3.8 A defensive line consisting of an arc of 175 feet from home plate shall be used. No outfielder (maximum of four) is allowed in front of this line until the ball is hit. If this is violated, the offense has the option of taking the result of the play or an award of one base to the batter and all runners. This line is to be marked on each sideline and at 2 places along the arc.
- 3.9 150 foot line rule (16 Hollow Park Only): No outfielder (maximum of 4) is allowed in front of this line until the ball is hit. If this is violated the offensive team has the option of taking the result of the play or an award of 1 base to the batter and all runners. Glenashton East & West Diamonds, the edge of the infield will be used as the boundary for outfielders before the ball is hit.
- 3.10 An outfielder may not make a force out on the batter/base runner at first base.
- 3.11 Homerun Rule: : Match plus four. No team shall have more than four (4) home runs more than their opponent. If team "A" hits their fifth home run before team "B" hits their first, the batter will be called out.