



OFFICIAL RULE BOOK

Revised May 8, 2018

The Dollard Executive Softball League (www.ddosoftball.com/) uses official Canadian slo-pitch softball rule (www.slo-pitch.com/) with the exception of the following regulations, which take precedence over those rules.

1. EQUIPMENT

A. Players are not permitted to wear shoes with metal spikes or cleats. A player may use any baseball glove at any position.

B. Players are not permitted to use personal bats. They must use a bat supplied by the league. Failure to comply will result in the batter being called out and being ejected from the game. Bats used are to be ASA rated and balls are to be **375 compression/40 core**.

C. Team jerseys must be worn during each game by all players on the field. Spares are expected, but not required to wear an extra team jersey or a shirt colour that is close to the team colour. Any alterations to team jerseys must be approved by the executive.

2. REGULAR SEASON GAME REGULATIONS

A. All early games must start promptly at 6:30pm

B. TIME LIMITS

i. **Early Games (all games other than 8:30pm games, even if there is no game scheduled immediately after it). Does not include Super Sundays.**

- a. No inning can start past the 2 hour mark from scheduled game time start. An inning that has begun prior to the two hour mark shall be played to its completion. Upon completion, the game will be declared over regardless of how many innings have been played. A game can end in a tie.
- b. Where the early game has had weather or field issues, or a major injury stoppage longer than 15 minutes in duration, then that game must call last pitch at the 2:15 mark and the game will be suspended and completed at a later date if a minimum of 7 innings (or 6.5 if home team is leading) have not been completed.

ii. **Late Game**

The late game shall be played to its completion except under the following conditions.

- a. No new inning shall begin after 11pm.
- b. An inning under way may continue until "lights out"
- c. Where the home team has not completed their at bat and the lights go out, the score of that game shall revert back to the **LAST complete inning** and that score shall be considered final. In this

event stats for the **entire incomplete inning** will **not count** in the official record. A game can end in a tie.

- d. Where the late game has had weather or field issues, or a major injury stoppage longer than 15 minutes in duration, then the game will be suspended and completed at a later date if a minimum of 7 innings (or 6.5 if home team is leading) have not been completed.

iii. Time Caveat:

An inning is considered started as soon as the last out of the previous inning is made. Official time is based on the time on the home plate umpire's cell phone, or the base umpire's cell phone if plate umpire does not have a phone with him.

iv. Unreasonable Delay Tactics:

If in the umpire's judgment either team engages in what is deemed as unreasonable delays as the time limit approaches (excess time on/off field, time outs etc...) then he will issue a warning to the offending captains. Should the warning be ignored & delays continue than the offending team will then forfeit the game no matter the score.

C. MERCY RULE: If one team is leading by 18 or more runs after the completion of 7 innings, the game will be considered completed and no statistics will be recorded past this point.

- D. At the Umpires discretion,** throwing the ball "around the horn" will not be permitted after the 5th inning. Once the pitcher completes his warm-up, the umpire will instruct the catcher to return the ball immediately to the pitcher and "batter up" is called. The defense will also not be permitted to throw the ball "around the horn" after an out. The ball should immediately be returned to the pitcher.

E. INCLEMENT WEATHER

- i. The Scheduler may cancel a game up to 1 hour prior to the scheduled game time if in his opinion weather or field conditions may make the game unplayable.
- ii. Before starting any game where playing conditions dictate that a game may be postponed, the captains will make the decision. Should the captains be unable to agree, the umpire's decision will be final. The scheduler will reschedule the game.
- iii. In all cases where rain delays occur, during a game, no postponement may be called without a delay of at least 30 minutes. The Umpires will make the final decision.

F. GAME PROTESTS WILL NOT BE PERMITTED.

G. APPEAL OF A CALL:

- i. In the interest of getting the call right on a disputed play, **captains**, not players may request that the Umpire who made the call ask for "help" from the other Umpire. The Umpire who made the call may reject the request and stand by his original call or he may ask his fellow umpire for his opinion at which point the original umpire may reverse the call or stand by his original decision.

- H. EXPLANATION OF A CALL:** On a rule call, the captain or designated captain may ask for an explanation from the umpire who made the call. Once an explanation has been provided, any further argument may result in a captain or designated captain being ejected from the game.
- I. CLARIFICATION OF A RULE:** If an umpire requires the clarification of a “rule”, he may ask anyone for the **reading** of the applicable rule from this rule book, but not their opinion or interpretation. During a game, only the umpires can interpret the rule.
- J. FACE MASK:** All catchers, pitchers and umpires must wear a face mask. Failure to comply will result in the player not being allowed to play that position.
- K. NUMBER OF PLAYERS IN THE FIELD:** In each inning, the defensive team will use a maximum of 11 players in the field. In the event that the defensive team accidentally uses 12 men in the field, the **offensive team** has two options once the infraction is pointed out. They may accept the result of the last at-bat, or they can choose a “do-over”, but this only applies to the last batter. Any at-bats prior to that will be deemed legal and official and cannot be changed.
- L. SITTING OF DEFENSIVE PLAYERS:** No player is to sit out a second inning until each player has sat out one inning, and similarly a player may not sit out a third inning before each player has sat out twice. No player may sit out two consecutive innings, except if the game goes into extra innings.
- M. SUBSTITUTION ERROR:** If a team is found to have made an error substituting its players defensively, (e.g.: a player has sat out a second inning before all players have sat out one inning; a player sits out two consecutive innings, etc.) the offending team must remove one player from the field for the remainder of that inning. The player removed must be a player who has the least amount of sits at that point. If there is more than one player who can be removed, the offensive team captain will decide. This will not be counted as a sit for the removed player

3. OFFICIAL TEAMS

- A. ALL PLAYERS PRESENT MUST BE INCLUDED IN THE BATTING ORDER AND MUST BAT IN TURN.**
- B. A PLAYER IS CONSIDERED ARRIVED WHEN:** he is physically on the park grounds (not on the street) and has been seen by one of the umpires.
- C. BATTING OUT OF ORDER:** A player is batting out of order when he fails to bat in the proper sequence as listed on the official line-up card.

Batting out of order is an appeal play that may be made only by the defensive team. The defensive team forfeits its right to appeal batting out of order when one legal or illegal pitch has been made to the following batter or when the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory.

Penalties for batting out of order:

- a. The penalty for batting out of order varies depending on when the infraction is reported to the plate umpire.

- b. If the error is reported while the incorrect batter is at bat, the correct batter may take his rightful turn and legally assumes any balls and strikes.

Note: The offensive team may correct a wrong batter at the plate under the same circumstances.

- c. If the error is reported after the incorrect batter has completed his turn at bat and before a legal or illegal pitch has been delivered to the following batter or before the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory: (a) the player turn who should have batted is declared out: (b) any base runner advance or score made on account of a ball batted by the improper batter or on account of the improper batter's advance to first base through a hit, walk, error or interference shall be nullified: (c) the next batter of the inning or the following inning is the player whose name follows that of the player called out for failing to bat.
- d. If the error is reported after the first legal or illegal pitch has been delivered to the following batter or after the pitcher and all infielders have clearly vacated their normal fielding positions and have left fair territory: (a) the turn at bat of the incorrect batter will be declared legal, (b) all runs scored and bases run are legal and (c) the next batter is the player whose name follows that of the player who had been scheduled but failed to appear at bat.

D. IN THE EVENT OF EXTRA INNINGS THE FOLLOWING SHAL APPLY:

Defensive rotation for the tenth inning shall revert to that of the first inning except in the event of the team having only twelve players present. In this circumstance, a player who has not sat out shall be required to do so.

E. MINIMUM NUMBER OF PLAYERS IN REGULAR SEASON:

A team must have a minimum of nine (9) players including (6) roster players in order to start a game. Teams without the minimum number of players will be permitted 15 minutes to field a team. If a team cannot field the minimum number of 9 players (including 6 roster players) within 15 minutes, it will forfeit the game. The game must begin as soon as the minimum number of players required is present and the scheduled game time has been reached.

F. PLAYERS ARRIVING LATE DURING REGULAR SEASON:

A player who arrives after the first pitch of the 4th inning of a game will not be allowed to play in that game. Exception: If a team has less than 11 players, the late arriving player will be allowed to play regardless of the inning he shows up. If he arrives prior to the start of the 4th inning he will be deemed to have NOT sat out and will take his regular turn to sit out from that point. A player who arrives after the first pitch of the 1st inning must be placed at the bottom of the batting order. If his team is in the field and is playing with less than 11 fielders he may go out to his defensive position immediately.

G. A PLAYER WHO HAS PREVIOUSLY LEFT THE GAME may not re-enter even if his team has less than eleven players or if the game is a continuation of a previously interrupted game.

H. BASE RUNNING SUBSTITUTIONS: A batter/runner must reach at least first base without help or assistance. If he suffers an injury, he may then be replaced by either a Courtesy Runner or a Strategic Runner as defined below.

i. **COURTESY RUNNER:** A Courtesy Runner can be used by a team on a maximum of two occasions per game, for any roster player at any point in the game. (This includes replacing a Strategic Runner, who can be replaced right up until the time he is due up at bat. It is **not** mandatory that he be in the on-deck circle so long as the defensive team is aware he is the next batter). A Courtesy Runner used for the same player on two occasions counts as two separate uses.

The Courtesy Runner must be the player who recorded the most recent out for the team (whether at bat or on the base paths). Should a team require 2 Courtesy Runners at the same time, they must use the players who recorded the last 2 outs.

The Courtesy Runner can only advance one base at a time, except if an over the fence home run or ground rule double is hit, in which case all runners may advance according to normal softball rules.

Should a courtesy runner overrun his allowed base, and the defensive team returns the ball to that base before the Courtesy Runner, he will be called out (no tag is required as it is a force out).

If the Courtesy Runner who is entitled to 2nd base, advances and touches 3rd base, he will be called out automatically.

Similarly, should a Courtesy Runner who is entitled to 3rd base, advances and crosses the commit line, he will be called out automatically. The batter / runner may advance to 2nd base at his own risk, so long as 2nd base is considered "open", meaning there was no runner at 1st base when the play began.

No baserunner will be permitted to take the base vacated by the Courtesy runner due to an above mentioned infraction. If any other baserunner touches the base which the Courtesy Runner was entitled to, that runner is deemed to have passed the Courtesy Runner and will be called out automatically. If this runner realizes his mistake before touching the base, he may return to his entitled base, but can be forced out should the defense return the ball to that base before the runner returns (no tag required).

Although any of these outs are considered "force outs", if the out is the 3rd out of the inning, runs that have crossed the plate prior to the automatic out being called shall be counted.

ii. **STRATEGIC RUNNER:** A Strategic Runner is a runner that can replace any other runner on base (including a player who has already taken a Courtesy Runner, or a Courtesy Runner) at any time during the game, without any running restrictions. A Strategic Runner can be used only once during a game at the captain's discretion. If a

strategic runner's turn at bat comes while he is still on base, then his at bat will be considered an out, unless he can be replaced by a Courtesy runner.

If an injury occurs after the Courtesy Runners & Strategic Runner have been used and the player is unable to advance on his own, then the injured player will be removed from the game and his place on base deemed abandoned and 1 out will be levied. No other running substitutions are permitted in a game, other than those designated as one of the allotted Courtesy Runners or Strategic Runner.

Should a team require a pinch runner in the 1st inning and nobody out, they must use their Strategic Runner. If the player must come out of the game and the team chooses **not** to use their Strategic Runner, then an automatic out will be called.

I. INJURIES:

- i. A player who misses a turn at bat because of illness or injury must leave the game.
- ii. A player leaving the game due to injury or other reason while their team is in the field, must be replaced by a player on the bench (sit) who was picked in a lower round of the draft. If there is nobody on the bench that was drafted in a lower round then they have to play short one player in the field for that inning, and then they can adjust their sits before the next inning if that player cannot come back and play.
- iii. A player leaving the game due to injury must declare his intention before appearing in the on-deck circle and before the first pitch is thrown to the batter who precedes him in the batting order. Once a player appears in the on-deck circle, he has committed himself to taking his at-bat.
- iii. If a player is taken out of the game due to injury, and is unable to return to the field the following inning, or the inning after he took a legal sit, or he is unable to take his next scheduled turn at bat, he must be removed from game at that time and the umpires and other captains are notified.
- iv. Team Captains and individual players are **REQUIRED** to inform the spare convener if a player will be missing 5 games or more due to injury.
- v. Replacement Player: A replacement player will be provided to a team missing a player due to injury for 5 or more scheduled games (not games played).
- vi. The last day a team can get a replacement is August 1st after which the replacement player is not eligible for the playoffs.

J. THE HOME TEAM WILL OCCUPY THE FIRST (1ST) BASE DUGOUT for all regular season and playoff games. The team occupying the 3rd base dugout for the late game will be responsible for raking the field.

K. PLAYERS ELIGIBLE TO BE IN THE TEAM DUGOUT AND/OR COACH BASES DURING A GAME:

- i. Only players drafted by the team including injured players or players not playing in that particular game may be on the bench.
- ii. Players under suspension may not sit on the team bench and injured players under suspension may not sit on the team bench until the completion of his suspension.
- iii. Any player drafted by the team or designated by the league as a member of the team including injured players or players not playing in that particular game may coach 1st or 3rd base but must wear the current team jersey when doing so.

4. SPARES (regular season)

- A.** Captains are responsible for securing their own spares. All secured spares must be approved by the spare convener who will then confirm and advise the captains of the opposing team. No spare may be used in a game unless approved by the spare convener. (Exception: A **valid** spare from the stands can be used to avoid a forfeit. In other words, a captain may only pull a valid spare from the stands in order to go from 8 players to 9 players, thus avoiding a forfeit. In this case only, the spare need only be approved by one of the opposing captains).
- B.** Teams playing with spares must have a maximum of 11 players (including spares). All spares must play.
- C.** If a roster player who was not expected to play appears for the game, the spare that was called must play and the roster player who was not expected does not play.
 - i. Where a team has requested and has been assigned only one spare and the spare fails to show up for the game, any roster player not expected to play in that game who was part of the spare calculation may enter the game at any time. If another roster player expected to be in the game fails to show up and a spare is being used, only an additional spare equal to or lower in ranking than the missing player may be added before the game or called before the start of the game (see point 3 below for clarification). If an injury occurs during the game and a roster player included in the spare calculation is present, he may only enter the game if his ranking is equal to or lower than the injured player he would be replacing.
 - ii. Where multiple spares are in use by one team and any spare fails to show up for the game, another spare may be called of the same or lower ranking. A roster player who was used in the spare calculation can only enter the game if one spare fails to show up or there is an injury and where his ranking is equal to or lower than the missing spare or injured player.
 - iii. Where a player fails to show up before the start of the game and the game is scheduled to begin, the captains may call the spare conveners first or, if unavailable, any executive, and request that they attempt to find an 11th player on short notice.
- D.** Spares are subject to all league rules during games in which they participate.

E. Spares will be selected by the following method:

i. The player's category is determined by the draft and or any reclassification done by the executive committee

ii. Spare formula:

Sum of rounds picked of all missing players, divided by number of missing players.

Example: Missing 6th, 8th, 9th and 12th round picks

$$6+8+9+12 = 35$$

$$35/4 = 8.75$$

Spare average always rounds down not up. In this case, even though 8.75 is closer to a 9, the team is entitled to an 8.

Eligible to receive replacement player(s) of average round value of 8. So in this case, if a team needs 4 players, they could find four 8's, or two 7's and two 9's, or two 6's and two 10's, etc.

iii. No individual spare selection can exceed your highest ranked missing player. i.e., if you are missing a 3rd rounder you cannot take a 2nd rounder.

iv. When needing one spare only, captains choosing to select their spare from the outside spare list (Sub Zone) may choose a player whose rating is one round lower than their calculated spare number (i.e., if an 8 is needed then a 7 may be selected). On the other hand, if the captains choose to select their spare from the league, they must choose a player whose rating is one round higher in number than their calculated spare number (if an 8 is needed then a 9 or higher must be selected).

v. When needing more than one spare the following shall apply:
For every spare that is selected from the Sub Zone it lowers the total spare calculation by 1. For every spare that is selected from the league it raises the total spare calculation by 1

Example:

Average calculation for missing players = 8

Two spares are needed

Total spare calculation then equals 16

Picking the 1st spare from the Sub Zone lowers this number by 1 to 15

Picking the 2nd spare from the league raises this number by 1 to 16

Picking the 1st spare from the Sub Zone lowers this number by 1 to 15

Picking the 2nd spare from the Sub Zone lowers this number by 1 to 14

Picking the 1st spare from the league raises this number by 1 to 17

Picking the 2nd spare from the league raises this number by 1 to 18

vi. Suspended players are not to be included in any spare calculation.

- vii. Any player who will miss a minimum of 5 games due to injury may be placed on the Disabled List (DL). Every effort must be made to find a replacement from the Sub Zone. This player must be from an equal or lower designated round. The captains will be responsible for submitting names to the Spare Convenor for his approval. Replacement players will be deemed eligible if they are able to play 3 of the 5 games that he is needed, at which point a league spare may be used. If, after a reasonable effort by the captains, no suitable spare can be found from the Sub Zone, a league player may be used. After the 5-game threshold has passed (including cancelled games), the status of the injured player can be made on a game-by-game basis.

5. PITCHING REGULATIONS

A. START OF THE PITCH: The pitcher must start with one (1) foot on the rubber. The pivot foot must be on the rubber during the wind-up and in contact with the rubber when the ball is released.

B. PITCH CHARACTERISTICS:

- i. The pitch must be released with slow to moderate speed.
- ii. The pitch must have a perceptible arc of at least 3 feet from the point of release but may only reach a maximum of 10 feet above the ground.
- iii. The ball must be pitched with one single continuous back-and-forth underhand motion.
- iv. No sidearm motion is allowed.

C. THE BALL: The pitcher may not use tape or other substances on the ball, pitching hand or fingers; nor shall any player apply any foreign substance to the ball. The pitcher may not deliberately drop, roll or bounce the ball or deface the ball in any manner.

NOTE: Any infraction of 5A, 5B or 5C is an illegal pitch.

D. ILLEGAL PITCH:

- i. A pitch is illegal only if ruled as such by either umpire.
- ii. Either umpire may call an illegal pitch. An umpire will immediately call any illegal pitch a ball. If either umpire calls an illegal pitch late or after the ball has been hit, the hit ball does not count, the pitch will be called a ball. On the 3rd illegal pitch thrown in the same game, he will be removed from pitching for the remainder of that game.

E. PITCHER WARM-UP: When a pitcher first appears in the game, he will be allowed a maximum of five warm-up pitches. For all other appearances he will be allowed only two warm-up pitches.

6. BATTING REGULATIONS:

A. BATTERS BOX is considered to be the artificial surface (grass) of the home plate area.

- B. THE BATTER MUST HAVE BOTH FEET IN THE BATTER'S BOX** when the ball is delivered and must have at least one (1) foot in the box when the ball is hit. A foot is considered to be "in the box" if it touches the line designating the batter's box. A batter shall not be called out if one foot is on the plate when contact is made so long as one foot is in the box.
- C. BUNTING AND / OR CHOPPING A FAIR BALL** without breaking the wrists or following through will result in the batter being called out automatically. Any base runners will return to the base they occupied at the time.
- D. AUTOMATIC STRIKE-OUT:** Two foul balls after strike two and the batter is out.

7. **BASE RUNNING**

- A. LEADING:** Any form of Leading is not permitted. Leading is defined as the runner breaking contact with the bag any time from when the pitcher first steps on the pitching rubber to start a pitch, until one of the following has occurred:
 - i. The ball makes contact with the bat
 - ii. The ball makes contact with the catcher, or if missed by catcher, the ball first makes contact with either the ground or fence beyond the catcher

If in the judgment of any umpire, the runner breaks contact with the bag within the above context defined as leading, the runner shall be called out.

Although a runner is permitted to break contact with the bag outside of the above context defined as leading, he must return directly to the bag once the ball is returned to the pitcher inside the pitching circle. If, in the judgment of an umpire a base runner deliberately stalls or delays his return to the bag, or attempts to deceive the opposition in any way while off the bag, he shall be called out.

- B. IF A BASE RUNNER NEEDS ADDITIONAL TIME** before the start of the next pitch before he can return to his base, he must request 'time out' from an umpire.
- C. AFTER A "TIMEOUT"** is called, all base runners must return to their proper bases before "time in" is called.
- D. RUNNER ON THIRD (3RD).**
 - i. With less than two outs and runner(s) on third, second and third, or first and second and third base: No tagging is allowed.
 - ii. With runners on first and third, the runner on first may tag and attempt to advance to second base.
 - iii. If any runner tags up and crosses the commit line, he will be called out immediately.
- E. IF A DEFENSIVE PLAYER THROWS THE BALL OUT OF PLAY**, the ball is dead and all runners on base advance two bases from the base they are currently running to.

Explanation: When the ball is in play and is overthrown beyond the boundary lines

(Over the fence or into the dugout) all runners shall be awarded two bases from the base they are running to and the award will be governed by the position of the runners when the ball left the playing field. Runners may return to touch a base left too soon on a caught ball, or a missed base. If two runners are between the same bases, the award is based on the position of the lead runner.

EXCEPTION:

- i. When a fielder loses possession of the ball such as on an attempted tag, and the ball enters the dead ball area or became blocked. Each runner is awarded one base from the last base touched at the time the ball entered the dead ball area or became blocked.
- ii. If a runner touches the next base and returns to his original base, the original base he left is considered "last base touched" for purposes of an overthrow award.

F. BODILY CONTACT: Where there is a man on 1st base and a ball is hit in the infield with a play at 2nd, the base runner **must** slide OR get out of the way or it will be an automatic double play. The onus is on the base runner to make sure there is no interference.

G. HOME PLATE SAFETY / COMMIT LINES

- i. Once the player has crossed the commit line (Break the plane) he must continue on and touch the **safety plate**. The safety plate is located 8' from home plate, along an imaginary extension of the first base line.
- ii. If he re-crosses the commit line (back towards third base), he will be called out immediately.
- iii. If this is not third out of the inning any other base runners may advance at their own risk.
- iv. The base runner must touch the safety plate but must not touch home plate itself.
- v. If a base runner touches home plate he will be called out immediately.
- vi. The defensive player, with the ball in his possession, must not tag the runner between the commit line and safety plate but must touch home plate before the runner has touched the safety plate in order for the base runner to be called out. A tagged runner, in this case, will be declared safe and awarded home plate. The ball will become dead at the time of the tag and any other runners will only be given the base that they were going to.
- vii. After hitting an over-the-fence home run, the batter, as well as the base runners, will be allowed to touch the true home plate.

H. SAFETY BAG AT FIRST BASE

- i. The safety bag is attached to the regular first base bag, but lies completely in foul territory.

- ii. The batter / runner must touch the safety bag if a play is being made on him at first base from an infielder. If the batter / runner does not touch the orange bag, he is not called out automatically, the defense must make a play on him before he returns to the bag, or he will be called safe. If the batter / runner touches any part of the white bag, while a play is being made and interferes in any way whatsoever, he will be called out for interference.
- iii. The fielder must touch the regular first base bag if he is making a play on a batter / runner. If the fielder touches any part of the orange bag while a play is being made and interferes in any way whatsoever, the batter / runner will be called safe. The fielder must not risk injury to himself or another player by crossing the base line into the path of the batter runner.
- iv. The batter /runner may touch either the safety bag or the regular bag if no play is being made on him and his intention is to continue on to second base.
- v. Once the initial play at first base has been completed on the batter / runner, the batter / runner and fielder must use only the regular first base bag (white).

I. RUNNER HIT BY BATTED BALL:

- i. A base runner is out if he is struck by a batted ball that is in fair play while the runner is off his base and before it passes a fielder, excluding the pitcher.

The ball is immediately dead and the batter is entitled to first base without liability to be put out and is credited with a hit in the box score. All other runners advance accordingly.

- ii. A base runner is not out when, while in contact with the base, he is hit with a fair batted ball, unless the umpire rules that the ball was intentionally interfered with, or a fielder was interfered with, while attempting to field a ball. EFFECT: The ball remains alive with all baserunners continuing to be in jeopardy. If the ball struck the baserunner while it was in foul territory then it is a foul ball (and called strike)

J. LOOK BACK RULE: When the pitcher or any other defensive player has the ball in the pitcher's circle (8-foot radius from pitching rubber) a base runner may stop once, but must immediately return to the previous base, or attempt to advance to the next base. Failure to immediately return or proceed will result in the runner being called out. EXCEPTION: The runner will not be called out if a play is made (a fake throw is considered a play).

EXPLANATION: The look-back rule refers to the requirement that a runner on base not "dance around" while the pitcher or any other defensive player is inside the circle with possession of the ball. For example, when a batter gets a hit and rounds first base, if the pitcher or any other defensive player is in possession of the ball within the circle, the runner may stop once and then immediately must either advance towards second base or immediately return to first. He cannot juke back and forth in order to draw a throw. If the runner continues to change direction towards first, then second, the umpire may call him out.

8. OFFENSIVE INTERFERENCE

A. THE RUNNER MUST AVOID A FIELDER ATTEMPTING TO FIELD A BATTED

BALL. It is the runner's responsibility to avoid the fielder who is attempting to make a play on a batted ball. Regardless if the contact was intentional or not, the runner can be called out.

Penalty for interference: The runner is out and the ball is dead and the batter is awarded first base (and credited with a hit in the box score).

B. RUNNING ON THE FAIR SIDE OF THE 1ST BASE LINE: On a batted ball, the batter/runner should run on the foul side of the 1st base line and in the event he is running on the fair side of the 1st base line and interferes with the play at 1st then he would be called out.

9. PLAYER CONDUCT (for suspension & appeal details see section 9 below)

Only captains (in good faith) may send a letter to the chairman of the Disciplinary Committee (DC) to initiate a review into player conduct. It is up to the DC to decide if anything more than a review is necessary. Any letter sent to the chairman of the disciplinary committee for further disciplinary action must be sent and received within a maximum of 48 hours after the completion of the game or incident.

Any ejection from a game must be reported in writing by either game umpire to the Umpire in Chief and to the chairman of the disciplinary committee. The rule drawn upon for ejecting the player must be included as well as all pertinent information regarding the ejection.

Note: All ejections from a regular season game or playoff game may, at the sole discretion of the disciplinary committee, be reviewed for further disciplinary action above and beyond the penalties mentioned below.

There will be no appeals for penalties handed out. Refer to the penalties below for consequences to players illegal actions

A player's second ejection / suspension in the same season can result in a stiffer penalty including the suspension for the balance of the season (plus playoffs) and may result in the permanent expulsion from the league.

A. EJECTED PLAYER: Ejected players must leave the playing field without delay. Play will only resume once the player has left the playing field. Failure to do so will result in:

Penalty: The player receiving an additional two (2) game suspension (over and above the penalty from his original action).

Note: The playing field includes the playing diamond and dugout areas.

B. CONTINUED HARASSMENT by an ejected player towards the umpires, opposing players, bystanders or anyone else in the park after ejection will result in:

Penalty: The player receiving an additional two (2) game suspension (over and above the penalty from his original action).

Note: For the infractions listed below, penalties are as follows, unless otherwise stated:

First occurrence: A warning

Second occurrence: Ejection for remainder of the game and 1 game extra.

C. PERSISTANT ARGUING BY CAPTAINS: Only the Captains or the Captain's designate (as announced to the umpires) may ask the umpire for an explanation following a call.

Persistent arguing by any Captain or designate with the Umpire(s) is not allowed.

D. ARGUING BY PLAYERS: Players (non-captains) are not to argue with the Umpires

E. UNSPORTSMANLIKE CONDUCT: As a league member you are required to conduct yourself in a sportsmanlike manner, including but not limited to:

- Taunting or degrading, verbally harassing, verbal abuse, heckling, insulting, jeering, or using verbal tactics to embarrass or insult, obscene or threatening gestures or behavior directed towards umpires, spectators, fellow players or league officials.
- Poking fun at or doing anything that in the opinion of the umpire distracts the opposing team.
- Using chatter for anything other than encouraging your own team,

F. ABUSIVE LANGUAGE: Never direct abusive or profane language at officials or players

The use of profane or abusive language in general, or the use of profane or abusive language directed towards anyone (player, umpire, fans).

Penalty: First occurrence: Warning
Second occurrence: Ejection from game + additional 1 game suspension

G. ILLEGAL EQUIPMENT: (shoes, bats, sweaters etc.)

H. AVOID BODILY CONTACT: that may cause injury to others or yourself. At no time will an avoidable collision be tolerated. Hard slides can also be deemed as intent to injure.

Intentional collision with a player. (As interpreted by the Umpire)

Penalty: Ejection from the game plus additional 1 game suspension

I. SERIOUS DISPLAYS OF ANGER: including but not limited to throwing of equipment

i. **SERIOUS DISPLAYS OF TEMPER** (throwing objects, etc.).

Penalty: Ejection from the game plus additional 1 game suspension

ii. **FIGHTING:**

Penalty: All participants will be ejected from the game and will receive a 2-game suspension. The instigator(s) will receive an additional 10 game suspension and possible expulsion from the league. The incident will not be reviewed by the disciplinary committee unless a written demand for review (in good faith) is submitted by the captains of the respective teams

iii. **STRIKING AN UMPIRE OR AN UMPIRE STRIKING A PLAYER:**

Penalty: Ejection from the game plus an additional 10 game suspension. The incident will not be reviewed by the Disciplinary Committee unless a written demand for review (in good faith) is submitted by the captain representing the player or any executive member, committee member or second umpire (for that game) representing the umpire.

J. SUCKER PLAY: Any infielder who attempts to decoy a runner into thinking there is a play being made on the runner when in fact there is not.

K. SMOKING / ALCOHOL: Smoking, vaping and alcohol are not permitted on the field of play or in the dugout areas. Roster players are not permitted to consume alcohol anywhere in the park while their team is playing.

Penalty: 1st occurrence: Warning
2nd occurrence: Ejection from the game plus additional 1 game suspension

L. MANIPULATING RULES: Any attempt to manipulate any rules may result in disciplinary action or forfeiture of the game.

10. SUSPENSION DETAILS, APPEALS, MINIMUM PENALTIES:

A. THERE WILL BE NO APPEALS OF EJECTIONS OR 1 GAME SUSPENSIONS DUE TO LEAGUE RULES VIOLATIONS.

B. After receiving a suspension, the player will miss the next regularly scheduled or rescheduled (make up) game(s) and must sit out that game and the following games if applicable.

C. Suspended players may not play in the completion of suspended games that occur during the course of their suspension even after the suspension has been completed. The incomplete game portion does however count toward the fulfillment of their suspension.

- D. Suspended players may not resume play in a game being completed of an interrupted game they participated in before he was suspended while having not completed the required number of full games after being suspended.
- E. If a suspended player plays in a game he was supposed to miss, his team will forfeit that game and his captain will be suspended for the next 2 games.
- F. All uncompleted suspensions are carried forward to next season.
- G. Disciplinary reviews must be completed before the end of a regular season and playoffs.
- H. All disciplinary actions will be documented and records will be kept by the League Secretary.

11. REGULAR SEASON STANDINGS

The team with the best weighted winning percentage (1 point for a win & ½ point for a tie) is seeded higher.

12. TIE BREAKING FORMULA FOR REGULAR SEASON STANDINGS & PLAYOFF SEEDING

A. 1st Tie Breaker:

The team with more wins during the regular season gets the higher seed.

B. 2nd Tie Breaker:

In the event more than one team is tied and one of the tied teams has a winning record against **ALL** the other teams it is tied with, they get the higher seed.

If 2 teams are tied, the team with the better head to head record gets the higher seed.

C. 3rd Tie Breaker:

The team with the lower runs against total over the entire season in all their games gets the higher seed.

D. 4th Tie Breaker:

If all other tie breakers do not resolve the ties then a coin flip is used to determine the higher seed.

13. PLAYOFF FORMAT

A. TO QUALIFY FOR PLAYOFFS

Top 12 of 14 ranked teams qualify for playoffs and are seeded from 1-12, with the two division winners getting the top two seeds.

B. PLAYOFF MATCHUPS

i. **ROUND 1** (1 game knockout)

9 vs 12 and 10 vs 11

- ii. **ROUND 2** (1 game knockout)
7 vs lowest ranked round 1 knockout winner (i.e., if 12 and 10 win their games, then they would play team 12)
8 vs highest ranked round 1 knockout winner
- iii. **ROUND 3** (2 out of 3)
1 (Division Winner with the highest record) vs lowest ranked round 2 knockout winner
2 (Division Winner) vs highest ranked round 2 knockout winner
3 vs 6
4 vs 5
- iv. **ROUND 4** (3 out of 5)
Seed the four winners from round three based on regular-season ranking, with division winners getting top seeds even if a team had a better regular-season record than them. Highest ranked team from regular season plays the lowest ranked team from regular season. Other two teams play each other.
- v. **ROUND 5** (3 out of 5)
Finals. If a division winner makes it here against a non-division winner who has a better regular season record, the division winner would be seeded higher.

C. PLAYOFF SCHEDULING:

- i. The playoff schedule may fluctuate depending on elimination of teams and weather.
- ii. A team cannot play 3 days in a row.
- iii. We are shut down exclusively on the Friday, Saturday, Sunday and Monday of Labor Day weekend. Also, we shut down on the Jewish holidays of Rosh Hashanah and Yom Kippur and Saturday's.
- iv. Sunday night games begin at 6:00 (or possibly earlier later in September depending on weather). If there is only 1 game scheduled game on any night, then it begins at 7:30.

14. PLAYOFF RULES:

- a) **MINIMUM NUMBER OF PLAYERS:** For all playoff games, teams must field a minimum of 14 players. A minimum of 8 players must be from the team roster (7 or under = forfeiture); permanent replacement players are considered roster players. Spares may be added in order to meet the 14-man requirement. Each missing roster player must be replaced by a spare rated in the same round or lower. In the event a team fails to start the game with the

minimum requirement of 14 players, than a batting line-up spot for each of these missing players will be assigned at the bottom of the order and these line-up spot(s) will be considered automatic outs on every occasion their batting turn occurs. Should a player be ejected from the game, his spot in the batting order will become an automatic out.

b) **PLAYERS ARRIVING LATE:**

During the playoffs, in the event a team starts with 13 players (or less) and a missing roster player(s) who has not been replaced by a spare arrives then the missing roster player will be permitted to enter the game at any point.

c) **REPLACEMENT PLAYERS:**

Teams cannot use players from the spare list – only league players can be used. Only players from the escalating list of teams eliminated from playoff can be chosen. The following criteria must be followed when choosing replacement players:

FOR ROUND 1 & 2 (KNOCKOUT GAMES ONLY)

For a 1st round pick, the Spare Convenor will choose a player of comparable value.

For picks 2-13, Captains must choose a player who was **drafted after** their missing player (s).

A 14th round pick can be replaced by another 14th round pick

FOR ROUNDS 3,4 & 5 (Best of series)

14th rounder must be replaced by a 14th rounder.

For rounds 10 to 13, captains must choose a player who was **drafted after** their missing player(s).

For rounds 2 to 9, captains must choose a player drafted a minimum of 7 picks lower than their missing player(s).

For a 1st rounder, the Spare Convenor will choose a player of comparable value.

d) **PLAYER RECLASSIFICATIONS:**

A reclassified regular season player is counted in the round he was drafted if he needs to be replaced by his team for any playoff game. For example, Player X was drafted in the 9th round but reclassified as a 7 during the regular season. If he needs to be replaced in playoffs then he counts as a 9. Having said that, the Spare Convenor, President, and Past President will work together to create a playoff reclassification list that will be sent to the captains after each team is eliminated, since some player rankings will go up and some will go down to keep the number of available players fairly equal in each round.

e) **SPARE ELIGIBILITY:**

- i. If a team requires a spare during the playoffs he must be chosen from a team who has been eliminated from the playoffs. Due to potential injury to the spare, he cannot be chosen from a team still playing as an injury to that player would hurt his regular season team that is still playing. All other spare conditions apply.
- ii. If a team scheduled to play in Round 2 of the knockout round foresees the need for a spare, they may pick a player from Round 1, provided that player's team was eliminated. In order to pick a player in advance, they must choose a player from both teams in Round 1 who are playing each other, since only one team will be eliminated. All other spare conditions apply.
- iii. For all playoff games, in the unforeseen event that a player pulls a no-show, his team may take a player from the stands including someone who has been eliminated in the early game. Should the team be unable to find a spare, then an automatic out will be called every time that spot comes up in the batting order. If a spare is eventually found, he can enter the game at any time. All other spare conditions apply.

f) **PLAYOFF CURFEW**

- i. There are no playoff curfews. Rounds 1 + 2 (2 knockout games each day): The early game will begin at 6:15pm using Super Sunday Speed-up rules throughout the entire game to help ensure the game is played in its entirety. There will be no curfew and the game will be played until its full conclusion. The late game will begin at its usual time of 8:30pm, or as soon as possible after the early game is completed. Players from both teams must be at the park and ready to play for 8:00pm (no

game can start earlier than 8:00). The late game will also use Super Sunday Speed-up rules throughout the entire game. No new inning can start after 11:00pm. If the last inning is not completed, or if the game is tied, it will be called a suspended game and will be completed on the next game day beginning at 6:00pm.

- ii. There will be no other curfews the rest of the playoffs. However, Super Sunday Speed-Up rules should be implemented from the start of the 3rd inning to the end for game 3 in Round 3, and in all games in Round 4. As is the case in the regular season, if in the umpire's judgment either team engages in what is deemed as unreasonable delays as the time limit approaches (excess time on/off field, time outs etc...) then he will issue a warning to the offending captains. Should the warning be ignored and delays continue than the offending team will then forfeit the game no matter the score.