

# PICKERING MEN'S SLO-PITCH LEAGUE

## 2017 LEAGUE RULES

(changes for current season are denoted in green font)

<i>Conduct</i>	Members must abide with all <u>City of Pickering</u> and <u>League By-Laws</u> , including but not limited to: "While in any park, no person shall consume, serve or sell alcoholic beverages unless authorized by permit and with the approval of the Liquor Licence Control Board of Ontario." Members are expected to conduct themselves in a manner that reflects positively upon the community. Unsportsmanlike conduct, or conduct that is detrimental to the objectives of the League, will be dealt with by the Executive Committee. If warranted, temporary or permanent suspensions will be issued.
<i>Eligibility</i>	The minimum age to join the League is eighteen (18) years of age by December 31st of the current year. Members are allowed to register and play for only one team within the League (including tournaments). To participate in the league playoffs, members must play a minimum of four regular season games. <b>Eligibility exception: Applies to "F" Division, please refer to Division specific rules.</b>
<i>Waiting List</i>	<b>Teams</b> Any team wishing to join the league must meet the following conditions: <ul style="list-style-type: none"><li>• Advise the registrar of their intention to submit an entry prior to the league payment dues meeting</li><li>• Complete an electronic roster and submit their roster to the convener for the division to which they would prefer to compete in</li><li>• Make payment of dues in accordance with league policy at the league payment dues meeting</li></ul> Providing there are sufficient openings, teams applying will be accepted Should there not be any openings (as returning teams have first priority), league membership dues will be fully refunded. <b>Individuals</b> The League will maintain a "first come, first served" list of available players, from which vacancies in the League will be filled.
<i>Structure</i>	The League is divided into six divisions. The first five divisions are open divisions. The sixth division is a Masters division, where an age restriction applies. To be eligible to compete within the Masters division, members must be forty (40) years of age as of December 31st of the current year.
<i>Divisional Assignments</i>	The League will assign teams to each division including but not solely based on prior years performance. At the annual registration night, teams in the following categories, whom believe they should not be promoted or demoted, must provide their rationale in writing. <ul style="list-style-type: none"><li>• Finished 1st to 3rd in their division the previous year, and/or</li><li>• Finished 1st to 3rd in the playoffs the previous year and/or-</li><li>• Won one of the league tournaments</li><li>• Finished in the bottom 2 within their Division the previous year</li></ul> If no such representation is made by a team in these categories, it will be assumed they have no concerns with promotion/demotion. The league will make decisions based on League/Divisional needs, prior years performance and any input provided by teams. These decisions are final. Teams affected will be advised as soon as possible thereafter.
<i>Umpiring</i>	The League utilizes Softball Canada carded Slow Pitch umpires to officiate all league games. League members are eligible to provide their services as an umpire however they are prohibited from umpiring games within their own division.
<i>Sponsorship</i>	Each team is responsible for their own sponsorship.

Roster

**Key dates**

Annual Team Dues Payment Day:

An initial team roster (hard copy) must be submitted along with league entry payment before team will be accepted for the upcoming season.

July 1st (Prior to): A team may add players to their roster by electronically submitting a revised roster to the division convener. Player may participate in games immediately.

July 2nd (and after): A team may request additions to their roster by electronically submitting the revised roster to the division convener. These additions are subject to Executive approval and player cannot participate in a game until approval is granted.

Each team **roster** must be comprised of a minimum of 14 players with no maximum. Should a team roster not be in compliance with the required minimum, the League reserves the right to assign players to meet the minimum

Should any team repeatedly be short players, the League will add players from the player waiting list. Players participating in a league game for a team must be on the team roster. Any team found using a player not on their team roster will forfeit game points earned in each game where the ineligible player participated. The forfeited points will be awarded to the opponents in the game.

A team found to be utilizing an ineligible player in a tournament or league playoff game will be disqualified from the event and any prize monies won will be forfeited.

The league disciplinary committee will further review all roster violations and will impose additional suspensions to both the team representative and the offending player.

Lineup Cards

It is the responsibility of the coach (or appointed designate) of each team to complete a lineup card for every game played.

A copy of the lineup card is to be given to both the opposing team and the umpire at the pre-game plate conference. Lineup cards must be completed in full before the game will commence.

**Lineup Cards exception: Applies to "F" Division, please refer to Division specific rules.**

Score Sheets

It is the responsibility of the coach (or appointed designate) of each team to maintain a detailed score sheet for each game played,

Score sheets must be retained as these score sheets may be requested by the League at any time during the season for review.

The following information must be clearly documented on every score sheet:

- Players last name and first initial as well as uniform number, where available.
- Full names of both teams and league assigned team number.
- Division, date, game time and location.
- Name and signature of umpire (on winning teams score sheet)
- Detailed scoring clearly indicating all runs scored and outs recorded.

Field Conditions

The City of Pickering has stringent guidelines for the usage of fields and has the authority to close all fields when necessary. Field closures are clearly communicated to all Leagues (adult and youth) and all Leagues are expected to comply with park closures as a condition of the field permits. Once the City has closed a field, the use of the facility (infield or outfield) is strictly prohibited until such time that the City rescinds the closure announcement. Failing to abide with City instructions could result in the revoking of all permits.

The City has also provided general guidelines to determine field suitability should inclement weather occur in close proximity to game time. (Example, if walking on an infield clearly shows footprints being left, the diamond should not be used until the ground has dried out.)

The City also prohibits the use of rakes, squeegees and any other similar items by League members to remove standing water from the field surface.

In the event of inclement weather, the League will attempt to post a game day status on the web site ([www.pickeringmensslowpitch.ca](http://www.pickeringmensslowpitch.ca)).

Unless advised otherwise by the divisional convener or via a web site posting, teams are expected to report to the diamond and be ready to play at the scheduled start time of each of their games. Should a team not have enough eligible players to commence a game, they will forfeit the game, regardless of field condition.

If the City has not closed the fields, umpires, who have been briefed regarding both City and safety requirements for games to be contested, have the final decision in declaring rainouts. Under no circumstances are teams to practice on a field that has been declared unsuitable or unsafe by an umpire.

Reporting Scores

All scheduled regular season and playoff games must be submitted using the **electronic report-a-score form**. An e-mail confirmation of submission will be sent to the address provided by the submitter. Should confirmation not be received within an hour of submission, the submitter should advise the league webmaster via email at [webmaster@pickeringmensslowpitch.ca](mailto:webmaster@pickeringmensslowpitch.ca).

It is the responsibility of the winning team (or in the case of a tie, both teams) to report the result prior to the deadline (**the following Wednesday**). Should a game be postponed for any reason, one or both teams must report the cancellation.

A replay of a postponed game will only be considered, if either team makes a request for rescheduling on the electronic report-a-score submission prior to the submission deadline.

When a result is not reported by the deadline, no points are awarded.

Points

The winning team will be awarded two (2) points. Should the game be tied, then one (1) point will be awarded to each team.

# PICKERING MEN'S SLO-PITCH LEAGUE

## 2017 PLAYING RULES

(changes for current season are denoted in green)

<i>Governing Rules</i>	Canadian Amateur Softball Association (Softball Canada) rules will apply except where overruled by League rules.
<i>Field Set Up</i>	It is the responsibility of the home team to set out the bases using the measuring tape, hammer and "T" spike provided by the League.
<i>Default</i>	Any team unable to field a team of eight (8) players ten (10) minutes after the scheduled start of the game will default. If both teams fail to meet the minimum requirement, a double default will apply.
<i>Game Length</i>	A new inning cannot commence seventy-five (75) minutes after the start time of the game. Should nine (9) innings be played in less than seventy-five (75) minutes, the game is over.
<i>Equipment</i>	<b>Uniforms</b> All participating players on each team must wear similar uniforms with unique numbers. <b>Equipment/Uniform exception: Applies to "F" Division, please refer to Division specific rules.</b> <b>Shoes</b> Metal spikes are not permitted. <b>Jewelry</b> It is strongly recommended that no jewelry of any type be worn in league play. If worn, each player is solely responsible for any injury/damage that may be caused by his wearing of jewelry. Should an umpire deem a player's jewelry to be dangerous, he will ask that the offending jewelry be removed. Should a player refuse to comply, the player will be immediately removed from the game. In this situation, any time the removed player is due up to bat an automatic out will be recorded, unless there are two out. Medical Alert bracelets or necklaces are exempt from the dangerous jewelry guidelines. <b>Knee Braces</b> Knee braces must be covered. <b>Game Balls</b> Only game balls authorized by the league may be used. All game balls will be provided by the umpires. It is the responsibility of the offensive team to retrieve any ball that is hit out of play. A reasonable effort in locating the ball is expected. All game balls must be returned to the umpires at the conclusion of each game.
<i>Offense</i>	All players at the game are to be placed in a continuous batting order. A player, listed on the team roster, can be added to the bottom of the batting order at any time during the game without penalty.
<i>Defense</i>	Free substitution in the field is permitted. The League strongly recommends regular rotation to provide maximum involvement for all participants.
<i>Courtesy Runners</i>	Those players who require a runner from the plate (backstop) because of their inability to run can have a "courtesy runner" from the backstop. The intent of utilizing a courtesy runner must be made known to the opposing team and the plate umpire prior to an at-bat. Once a player utilizes a "courtesy runner" then that player must use a "courtesy runner" every time they are at-bat thereafter in the game. The courtesy runner will be the last player declared out as marked on the score sheet, or the last batter in the batting order should there be no outs in the first inning. If a "courtesy runner" is still on base when he is due up to bat, skip him in the batting order with no penalty, and go to the next batter in the batting order. <b>Courtesy runner exceptions: Applies to "A" and "F" Division, please refer to Division specific rules.</b>
<i>Pinch Runners</i>	Each team will be allowed three "pinch runners" throughout the game. A "pinch runner" is a team player who replaces a base runner after attaining a base, subsequent to an at-bat. i.e. – a batter hits the ball and is now on base. He may be replaced by a "pinch runner". The base runner being replaced by the "pinch runner" may be a "courtesy runner" who ran from the backstop for a player unable to run. If a base runner becomes injured during the game and the team has already utilized their three "pinch runners" then the injured player may use a "courtesy runner" and must use a "courtesy runner" from the backstop for the remainder of the game. If a "pinch runner" is on base when it is his turn to bat he may be replaced by another "pinch runner" to take his turn at bat. If the team has already used their allotted three "pinch runners" then the batter will be declared out and go to the next batter in the batting order. <b>Pinch runner exceptions: Applies to "A" Division, please refer to Division specific rules.</b>

<i>Anticipation</i>	Base runners may leave their base when a pitched ball is batted or reaches the mat. The base runner must immediately return to the base if the batter fails to make contact with the ball.
<i>Pitch</i>	An illegal pitch will be called if, in the judgment of the umpire, the delivered ball fails to obtain a minimum height of six (6) or exceeds a maximum height of twelve (12) feet.
<i>Home Plate</i>	Home plate will be a board with a length of forty-eight (48) inches and a width of twenty-four (24) inches. A pitch will be a called strike, providing it meets the rules of delivery and hits a portion of the board prior to contacting the ground.
<i>Walks</i>	Intentional walks are permitted in all divisions. At any time during a player's at bat, the pitcher may point towards first base and the runner will proceed directly to first base. Pitches do not need to be delivered.
<i>Home Runs</i>	No team can have more than three (3) over the fence home runs than the other team has at any time during the game. Should a batter hit an over the fence home run when his team is three (3) home runs ahead of the other team, he will be out. Any player hitting an over the fence home run has the option of walking off the field without touching the bases. Home Runs exception: Applies to "F" Division, please refer to Division specific rules.
<i>Commit Line</i>	Once a runner crosses the commitment line he must continue toward the safe line in an attempt to score a run. Should a runner re-cross the commitment line by retreating to third base he will be ruled out. Exceptions: A base runner returning to tag following a caught fly ball or returning to touch third base after failing to touch the base while running the bases. Commit Line exception: Applies to "A" Division, please refer to Division specific rules.
<i>Safe Line</i>	A play at home (board) is treated the same as a force play at first base. The fielder must have control of the ball while touching the board prior to the runner touching or crossing the safe line for an out to be recorded otherwise a run will be recorded.
<i>Offensive / Defensive Contact Base Running</i>	In the interest of injury prevention (in and around home plate): Should a runner be tagged by a fielder between the commitment line and the safe line the runner will be ruled safe at home and a run will be scored. Should a runner touch any portion of the board, or run or jump over the board while attempting to score, he will be ruled out, unless the runner was attempting to avoid a collision.
<i>Ejections</i>	Any player who is ejected from the game must leave the playing area within two minutes. Failure to do so will result in the offending team forfeiting the game. Should any ejected player be due to bat at any time following the ejection, an automatic out will be recorded. Exception: The automatic out cannot end an inning and therefore the rule is waived should there be two out. Further review of all ejections will be conducted by the League disciplinary committee and additional penalties may result.
<i>Open Inning(s)</i>	"Open inning(s)" will be declared by the umpire when a full inning ends after one hour of regular play. Should there be time remaining after the conclusion of an open inning, an additional open inning will be played.
<i>Scoring</i>	A maximum of ten (10) runs may be scored in any inning with the exception of the open inning(s), in which an unlimited number of runs can be scored. An open inning must be played to conclusion where warranted even if it means the time will be overrun.
<i>Protests</i>	Any coach who wishes to register a protest must advise the umpire at the time of the occurrence. The coach then has forty-eight (48) hours to formally advise his division convenor that a protest has been filed.

## "A" Division Specific Rules

### LEAGUE RULES

None

### PLAYING RULES

(changes for current season are denoted in green)

*Courtesy Runners*

Courtesy runners are not permitted.

*Pinch Runners*

Each team will be allowed five "pinch runners" throughout the game. A "pinch runner" is a team player who replaces a base runner after attaining a base, subsequent to an at-bat. i.e. – a batter hits the ball and is now on base. He may be replaced by a "pinch runner". If a base runner becomes injured during the game and the team has already utilized their five "pinch runners" and the injured player is unable to continue, he will be declared out. If a "pinch runner" is on base when it is his turn to bat he may be replaced by another "pinch runner" to take his turn at bat. If the team has already used their allotted five "pinch runners" then the batter will be declared out and go to the next batter in the batting order.

*Commit Line*

The commitment line is not used. Tagging is permitted for plays at home.

**"B", "C", "D", "E" Division Specific Rules**

**LEAGUE/PLAYING RULES**

None

## "F" Division Specific Rules

### LEAGUE RULES

<i>Eligibility</i>	<p>The minimum age to participate in this division is forty (40) years of age by December 31st of the current year. Members are allowed to register and play for only one team within the League (including tournaments). All players listed on a team roster are eligible to participate in the league playoffs</p>
<i>Lineup Cards</i>	<p>Lineup cards are not used.</p>

### PLAYING RULES

<i>Equipment</i>	<p><b>Uniforms</b> Similar uniforms with unique numbers are not required</p>
<i>Courtesy Runners</i>	<p>Those players who require a runner from the plate (backstop) because of their inability to run can have a "courtesy runner" from the backstop. The intent of utilizing a courtesy runner must be made known to the opposing team and the plate umpire prior to an at-bat. Once a player utilizes a "courtesy runner" then that player must use a "courtesy runner" every time they are at-bat thereafter in the game. The courtesy runner may be any player marked on the score sheet. If a "courtesy runner" is still on base when he is due up to bat, skip him in the batting order with no penalty, and go to the next batter in the batting order.</p>
<i>Home Runs</i>	<p>No team can have more than three (3) over the fence home runs than the other team has at any time during the game. Should a batter hit an over the fence home run when his team is three (3) home runs ahead of the other team, he will be out. Any player hitting an over the fence home run must touch all the bases, including passing the safe line.</p>