

Oakville Mixed Slo-Pitch League

Rules

(March 2011 v2.3)

Rules for Participation:

1. The only players allowed to participate are League Members who are on a Registered Roster Form with name, age, and signature, submitted to the League before Opening Day. A League Member may only appear on one (1) Roster Form.
2. All players must be eighteen (18) years of age or older to play in the League.
3. A maximum of twenty (20) players may be registered per each team.
4. If a team has not registered with the League, that team will not be scheduled to play.
5. Any team using an illegal player (a player not listed on the roster) during a Regular Season Game will lose that game by way of forfeit. Any team using an illegal player during a Playoff Game will forfeit the entire playoffs.
6. Two (2) roster changes can be completed per season (by adding and dropping players). This must be completed in writing to League Executives up until the end of the 2nd weekend in July. Rosters are considered Final after this point. Maximum of two players per roster change.

Rules for the Players on the Field and Batting Order:

7. All players must appear in a game for at least one (1) inning or one (1) at bat to be counted as played in that game.
8. It is the expectation that the batting order be submitted to the opposing team before the start of each game. The submitted batting order must include the players' names and their numbers.
9. Each team can only field a maximum of ten (10) players, three (3) minimum being female. Teams may play with a minimum of eight (8) players, two (2) being female. Anything less and the team will lose by default.
10. The batting order will consist of the maximum ten (10) fielded players (see Rule 9 above). If less than the maximum ten (10) but greater than (or equal to) the minimum eight (8) players are present, an **automatic out** will be taken for any missing players (male or female) in the batting order.
11. If a team has less than seven (7) males available to start a game and more than three (3) females on the bench, the team, at their discretion, can field all players available to a maximum of ten (10). If they choose not to, then Rule 10 above applies.
12. Females cannot bat back-to-back in the batting order. This must be called by the opposing team when the batting orders are being exchanged before the start of each game. If this is not called before the start and is realized during the game, **play will continue**. The exception to this rule is in situations where a surplus of females to males may be present to start a game, and it is impossible not to have females bat back-to-back. In which case, the batting order must still be structured in a way that the least amount of females are not batting back-to-back. Again, this must be called by opposing teams before the start of each game.

- 13 .** Players cannot change their position in the batting order sequence at any time. If a single pitch is thrown to an incorrect batter, any batter that was supposed to bat beforehand will be counted as an automatic out. Play and batting order will continue from the incorrect batter. (See Rule 19 below and Rules 22 / 23 below for the only exceptions to this rule).
- 14 .** Any player may enter the game **twice**. A male player may enter the game for any male player in the batting order to a maximum of two (2) entries. A female player may enter the game for any female player in the batting order to a maximum of two (2) entries. Should a player be re-entering after coming out of the game already, the player is to re-enter to the original spot in the batting order. Should the player be entering for the 1st time in the game, the player enters into the position in the batting order for the person he or she is replacing.
- 15 .** For each player entry / re-entry, the player entering must announce themselves and who they are replacing to the Umpire and to the other team prior to stepping into the batters box. **Failure to announce will cause the batter to be out.**
- 16 .** Any person entering the game (defensively or batting) must play a minimum of one (1) full inning.
- 17 .** Male players do not substitute for female players even if you are missing three (3) or less females. Rule 10 above applies.
- 18 .** Players who arrive late may enter the game into any of the missing spots in the batting order, provided he or she arrives before the end of the 3rd inning. Late arrivals must still abide by Batting Order Rules.
- 19 .** If a team does not have enough males to start a game but has a male player (or players) arriving late, a female player (or players) can act as a “placeholder” for the late male(s) in the batting order and on the field provided that the team still has three (3) other females in play. If the late male arrives before the end of the 3rd inning, he can displace the female “placeholder” and take his rightful spot in the batting order and on the field. The displaced female can now be substituted in for another female in the line-up and will not be considered to be in the game until done so. If the late male arrives after the 3rd inning he can not play in the game (unless substituted in for another male) and the female is now considered to be in the game in that spot in the batting order and on the field. Teams must inform opposing teams before the start of each game if female “placeholders” are being used for male players arriving late. Rule 12 above still applies.
- 20 .** No borrowing of players, be it male or female, from other teams, from outside the League, or those who have not been sanctioned to play. (See Rule 5 above regarding illegal players).

Rules for Injured Players:

- 21.** If a player is injured the Umpire and the opposing team's coach must be informed. The player can discontinue play at his or her discretion or choose to become a Declared Runner (see Rule 46 below regarding Declared Runners), again, at his or her discretion. If a player chooses to discontinue play then he or she may not return to the game. If a player chooses to become a Declared Runner then he or she is a Declared Runner for the rest of the game.
- 22.** When a male player is injured and discontinues play:
- If there is a male player on the bench, then the player on the bench can replace the injured male in the batting order and on the field regardless if he has already been in the game twice. However, if the injured male was a substitute for another player already, then the injured male must be replaced by the original player, (again, regardless if the original player has been in the game twice).
 - If there is not a male player on the bench but an extra female, then the female will replace the injured male in the batting order and on the field regardless if she has already been in the game twice.
 - If there is not a player on the bench, **it is not an automatic out.** Instead the last male to be called out will bat for the injured male. However, the team will be forced to play a player less on defense.
- 23.** When a female player is injured and discontinues play:
- If there is a female player on the bench, then the player on the bench can replace the injured female in the batting order and on the field regardless if she has already been in the game twice. However, if the injured female was a substitute for another player already, then the injured female must be replaced by the original player, (again, regardless if the original player has been in the game twice).
 - If there is not another female player on the bench, **it is not an automatic out.** Instead the last female to be called out will bat for the injured player. The team will however be forced to play a player less on defense.
- 24.** If the team is scheduled for a double header and an injury occurs in the first game that day, whereas, the team was forced to abide by Rule 22 and / or Rule 23 above, then, in the second game, Rule 22 and / or Rule 23 will apply from the start of the game. However, by the next game day, the team must have the mandatory number of players or must abide by the Batting Order and Fielding Rules.
- 25.** If the minimum requirement of eight (8) players, two (2) being female, is not satisfied because of injury during play, then the game will be a loss by forfeit.
- 26.** Any serious injury that will sideline a player for more than two (2) games must be submitted in written form to the League Executives. By doing this, the games missed by the player, will count towards playoff eligibility. (See Rule 37 below regarding Playoff Eligibility).

General League Rules:

27 . Both teams must keep score of the game. The winning team is responsible for submitting the score to the "League Official of Scores" at the following email address: scores@OMSPL.com within seven (7) days from the end of each game. Game day counts as day one (1). If the team fails to submit scores by 11:59 pm of the 7th day, then the team will not receive the points for that game. Both teams are responsible for submitting scores for a tie game to the same email address within the allotted time frame. The information required in the email should include:

- The date the game was played
- The game number (1st or 2nd game of the day)
- The Visiting Team and their score
- The Home Team and their score

Any disputes to the scores are to be handled as per the Constitution.

28 . All games start as scheduled. **No Grace-Period will be given.** If teams are not ready to play, they will have to default.

29 . All games will be nine (9) innings or a one (1) hour and forty-five (45) minute time limit. **No new inning shall start after one (1) hour and thirty-five (35) minutes.**

30 . League President, Vice President, or Convenor can cancel games with an hour notice because of weather. After the hour mark has passed the decision will be in the hands of the Umpire.

31 . A game must consist of five (5) complete innings to be considered an official game.

32 . Once an inning starts, it must be completed. If the inning cannot be completed for whatever reason and the game must stop, all scores will revert back to the last complete inning regardless if the incomplete inning in question is an open inning (see Rule 45 below).

33 . Tie games are possible during a Regular Season Game. If the game is within time limit, extra innings will be allowed to break the tie.

34 . There are no tie games in the playoffs. When a Playoff Game ends in a tie, the Texas (or International) Tiebreaker Rule is used.

Texas (or International) Tiebreaker Rule:

At the beginning of each teams' at-bat the last batter from the previous inning is placed on 2nd-base. It is not sudden death. Each team has the opportunity to bat in each inning. The game ends when one team is ahead at the end of an inning.

35 . A point system will be in effect for all regular season games in order to execute the playoff format. A win is worth two (2) points. A tie is worth one (1) point. A loss is worth zero (0) points.

36 . If teams are tied by season's end, their placement will be determined using the SPO Tiebreaking Formula.

SPO Tiebreaking Formula:

- If two (2) teams are tied in the Standings by season's end then:
 - 1) *Head-to-head, if applicable* will break the tie. If still tied—
 - 2) *Best won / loss in common games involving common opponents* will break the tie. If still tied—
 - 3) *Best run differential involving common opponents* will break the tie. If still tied—
 - 4) *Least runs against between all common opponents* will break the tie. If still tied—
 - 5) *Most runs for between all common opponents* will break the tie. If still tied—
 - 6) *Least runs against between common opponents excluding highest and lowest* will break the tie. If still tied—
 - 7) *Most runs for between all common opponents excluding highest and lowest* will break the tie. If still tied—
 - 8) *One (1) game playoff between the two teams.*
- If three (3) or more teams are tied in the Standings by season's end then:
 - 1) *Best won / loss record between tied teams* will break the tie. If still tied—
 - 2) *Best run differential between tied teams* will break the tie. If still tied—
 - 3) *Best run differential between all common opponents* will break the tie. If still tied—
 - 4) *Best run differential between all common opponents excluding the highest and lowest differential* will break the tie. If still tied—
 - 5) *Least runs against between tied teams only* will break the tie. If still tied—
 - 6) *Most runs for between tied teams only* will break the tie. If still tied—
 - 7) *Least runs against between all common opponents* will break the tie. If still tied—
 - 8) *Most runs for between all common opponents* will break the tie. If still tied—
 - 9) *Repeat 5), 6), 7), 8) excluding highest and lowest* will break the tie. If still tied—
 - 10) *Sum of the square root of the absolute value of a run differential between all common opponents* will break the tie. If still tied—
 - 11) *Playoff between tied teams* (determined by the League).

37 . A player must play at least six (6) games in order to qualify and play in the Playoffs.

38 . If no umpire shows up for a game, then both teams must call the Umpires Committee and explain the situation. If still no umpire shows, then both teams must call the game themselves in a civil manner. Teams should notify the League Executive Committee that they did not have an umpire when scores are being emailed.

- 39 . Rain Games:** A game can be called for rain at the discretion of the Umpire. (So please show up to the park unless contacted by a League Official). A game will be considered complete if five (5) full innings were played. Any games stopped before this will be rescheduled. Any games that do not complete the minimum five (5) innings and can not be rescheduled will be considered a tie.
- 40 .** If a team forfeits before a game has started, the team will be fined seventy dollars (\$70.00). This is to cover the operating cost of the field and for paying the Umpire. This fine may increase for a Playoff Game.

Specific League Rules:

- 41 .** For the first game of the day, the home team, as identified on the schedule, is responsible for setting up home plate and the bases seventy (70) feet apart (as marked by painted lines on the fences) or by the discretion of the Umpire.
- 42 .** For the last game of the day, the home team, as identified on the schedule, is responsible for removing home plate and the bases and placing them in the League's storage box.
- 43 .** Balls being pitched must make the minimum height requirement of six (6) feet to a maximum height requirement of sixteen (16) feet at the highest apex. As per SPO, the Pitching Box (is an imaginary box) two (2) feet wide by five (5) feet long. The front edge of this box will be centred in a direct line from home plate to 2nd-base and fifty (50) feet from the rear of home plate. This will be determined at the discretion of the Umpire.
- 44 . The Mercy Rule:** Each team may score a maximum of seven (7) runs per inning. (See Rule 45 below for the exception to this rule).
- 45 .** The last inning is an open inning. In the event of not having enough time to play a complete game, the umpire will declare "last inning", and it will be considered an open inning. There is no limit as to how many runs that can be scored by either team during an open inning. (Rule 44 above does not apply).
- 46 . Declared Runner:** Any team at the start of the game must advise the umpire and the other team's coach if they have any Declared Runners. A Declared Runner is one that after any hit **must stop at first base**, no matter what type of fair hit (even a home run). This runner will be replaced on 1st-base by the last out but it must be of the same gender as the Declared Runner. (Males to replace males and females to replace females). If runners are on base when a Declared Runner hits the ball, the runners may advance as many bases at their discretion. However, if the Declared Runner hits a home run that falls under the Two Home Run Rule (Rule 47 below), the runners may only advance in accordance to that rule.
- 47 . Two Home Run Rule:** A team may only have a two (2) home run differential. Any home run(s) the team hit after the second home run will be considered as ground rule single(s) for the hitter and any base runners. This will continue until the opposing team responds with a home run(s).
- 48 .** Inside-the-park home runs are considered home runs but do not count toward the Two Home Run Rule (Rule 47 above).
- 49 .** Any ball touched by a defensive player which goes over the fence in fair territory is a four (4) base award and not considered a home run.
- 50 .** Sliding and diving is allowed at the discretion of the player with the exception of batters running to 1st-base, or runners running from 3rd-base to home.

- 51 .** No bunting. There must be a full swing, otherwise it is a strike.
- 52 .** No anticipation, no base stealing or lead-offs. The runner will be called out if they leave the base prior to the ball being hit, **whether the hit is fair or foul.**
- 53 . Foul Third Strike Rule:** A third strike can and will be called on a foul ball. The batter is out.
- 54 .** If a male runner is walked, intentionally or not, and a female batter follows him in the batting order, the male batter is awarded 2nd-base automatically. Any runners on base will move up one (1) or two (2) base(s) only if forced to do so. The female batter must then bat.
- 55 .** If a team chooses to intentionally walk a batter, the pitcher does not have to pitch to him or her. Notify the umpire and the batter will be placed at 1st-base. (Exception Rule 54 above).
- 56 . 1st-base Rule:** On a batter's first attempt at reaching 1st-base, he or she **must use the orange portion** of the double base to be declared safe. As the batter runs toward the base, he or she may overrun 1st-base and safely return to the base provided he or she does not make a motion toward 2nd-base (as determined by the Umpire). Once the batter safely reaches 1st-base, he or she must now use the white portion. **All defensive players must always use the white portion** of the double base or the batter may be declared safe.
- 57 . Commitment Line Rule:** A Commitment Line is drawn half way between home plate and 3rd-base (as decided by the Umpire). Once a runner crosses the Commitment Line (as seen by the Umpire) he or she may not return to 3rd-base. (Batted foul ball is the only exception). Consequently, the catcher or any defensive team player cannot tag out the runner after he or she crosses the Commitment Line.
- 58 .** Once the runner crosses the Commitment Line (as seen by the Umpire), it is an automatic force play at home plate. Defensive players must have clean possession of the ball and touch home plate in an attempt to get the runner out.
- 59 . Safety Line Rule:** A Safety Line is drawn from the back of home plate to the fence. All base runners must make contact with the ground either on the line or across it in order to be declared safe. A runner touching home plate will be called out. It is always a force play at home plate.
- 60 .** Outfielders cannot move onto the infield until the ball is pitched. This is a delayed call by the Umpire and the opposing coach has the following choices:
- Take the result of the play
 - Have the whole play called dead and re-pitch. All runners must return to the bases held at the time of the pitch
- 61 .** Outfielders, at their discretion, can attempt to get any runners out at any base.

Rules for Equipment:

- 62 .** During the Regular Season and the Playoffs, the League will provide the balls as required. These balls are to be considered Game Balls.
- 63 .** No metal spikes on cleats are allowed. If a player is caught with metal spikes, he or she will be told to remove them or the player must discontinue play. If he or she is forced to discontinue play, Batting Order Rules still apply. (Specifically, Rule 10 above).

- 64 .** A player may wear any style of glove anywhere on the field.
- 65 .** Only bats approved by Slo-Pitch Ontario (SPO) can be used in the League. Umpires can check bats prior to or during the game. A team may also ask the Umpire to check the opposing team's bats. If a team is using an illegal bat the League Executives are to be notified and disciplinary action will be taken. As per SPO: **Only bats on the USSSA Licensed / Approved bat list are legal. To be legal they must be marked "USSSA BPF 1.20" or for bats manufactured prior to 2004, marked "BPF 1.20".** Please refer to the SPO website at <http://www.slopitch.info/news/approvedbats.htm> for more information and the USSSA website at <http://www.ussa.com/ussa/ussa-general/LegalBats.asp> for the Licensed / Approved bat list.
- 66 .** Uniforms must be worn. Minimum uniform shall be identical shirts with identifiable ten (10) cm high numbers on the back. Exceptions are to be made for player(s) who do not have uniform(s) as long as the League and all teams were notified prior to Opening Day. By doing this, said player(s) can be identified and the League is protected from illegal players.

Rules of Conduct:

- 67 . NO ALCOHOL OR ILLEGAL DRUGS** of any kind are to be allowed on the field or in the dugout.
- 68 .** If the Umpire ejects a player, that player will be under review by the League, will receive an additional game suspension, and may receive further disciplinary action. In terms of replacing an ejected player in the line-up, Batting Order Rules still apply. Specifically, Rule 10 (regarding automatic outs) and Rule 14 (regarding legal substitutions).
- 69 .** The Umpire will immediately eject any player for fighting.
- 70 .** All players ejected from a game must leave the playing and bench area. If an ejected player(s) do not leave, **the game will be forfeited.** The Umpire will provide the coach (or intern coach) with one (1) warning to have the player(s) leave.
- 71 .** Protesting Infractions: If a coach is going to protest for whatever reason, they must inform the Umpire at the time of the infraction. A Grievance Form is to be filled with appropriate details, signed by a witness, and initialled by the Umpire(s). The protest must be issued to the League President within three (3) days of when the game is played. A ruling will be made by the League.
- 72 .** At the end of each game, teams must cleanup any garbage.
- 73 .** No inappropriate language is to be used by players while within ear-shot of spectators or children, whether on the field or in the dugout.
- 74 .** No player is to intentionally cause injury to another player or person under any circumstance.

Miscellaneous Rules:

- 75 .** If any of the above rules are broken, a ruling will be made by the League Executive Committee as to what actions should be taken towards players / teams / game results.
- 76 .** Slo-Pitch Ontario rules will cover any rules not noted above.