

# Slo-Pitch City - 2012 Tournament Rules

(Rev. 4.04.2012)

Absolutely no one shall be allowed to consume any alcoholic beverages outside of the licensed areas or in **the parking lot** at Slo-Pitch City. Any player, coach or team representative caught drinking outside of the designated areas, in the parking lot, or on the player's bench, may have their team suspended for the remainder of the tournament.

**All team managers and coaches should impress this rule upon your team and fans.**

1. **All games** will have a time limit of 1 hour, 15 minutes. No new inning will start after 1 hour 5 minutes. (All divisions).
2. Teams must be prepared to play 10 minutes prior to scheduled game time. All teams will be allowed a **5**-minute grace period from the scheduled starting time. **Coaches and Managers** – it is your duty to have your players on time and at the proper diamond.
3. Teams may start a game with a minimum of nine (9) players. However, an out shall be declared when the tenth position in the line-up is scheduled to bat. A tenth player may be added to the tenth position any time before the end of the game. Any team that starts a game with ten or more players may drop to the minimum of nine players to finish the game. All vacant spot(s) in the line-up will be declared an out every time that line-up position is due to bat. A team may not add extra player(s) at a later time. **If a player is ejected from the game for any reason leaving the team with less than ten players, the ejected player's team must have a substitute available to replace the ejected player or that team will forfeit the game.** If, with 2 out, the batter before the missing player is walked, the automatic out is waived and the next batter will bat.
4. Any player or team representative that has been ejected from a game **must sit out** the next game of the tournament. If the infraction or behaviour is deemed to be flagrant, the player or team representative may be out for the remainder of the tournament pending further review and sanctions by Slo Pitch Ontario and Slo Pitch National.
5. The catcher, pitcher and first baseman **may** wear trappers only.
6. No re-entry rule. Teams may bat more than 10 players with free substitution, in and out of the playing field. (**Exception:** If tournament convenor supplies line-up cards, re-entry is allowed.)
7. Home team will be decided by a coin toss. Home teams **will not** bat in the 7<sup>th</sup> inning if a head in round robin games. If a team wants to ensure maximum at bats, they should bat first.
8. Pitching arc will be a minimum height of 6 feet and a maximum height of 12 feet. The pitching distance will be a zone 24" wide from 50 – 65 feet.
9. Home plate will be a 2-foot by 3-foot mat. Any legal pitch making contact with the mat will be called a "strike". **Exception:** All SPN Qualifier tournaments will use the normal five-sided plate with a called strike zone.
10. A foul ball on the third strike is an out.
11. No lead-offs will be allowed, however, a relaxed or courtesy step is allowed.
12. There will be 3 courtesy runners allowed per game – anytime, anywhere, but must be on the playing roster submitted to the convenor. For co-ed teams – see co-ed rules.

13. In all **D, E** divisions (Mens, Ladies and Co-ed) a **6** run rule will be used in each inning except when an inning is declared an “open inning” by the umpire.
14. Mercy Rule: 10 runs in effect if the losing team has had 5 at bats.  
20 runs in effect if the losing team has had 3 at bats.
15. Home-run Rule: any ball hit over a fenced diamond will be an automatic out if over the designated limit. The limits are:

Mens A – 7	Mens B – 5	Mens C – 3	Mens D – 2	Mens Rec – 1
Ladies Comp – 7	Ladies Int – 3			Ladies Rec – 1

16. Games will be played “rain or shine”, SPCity, the tournament organizers and the SPCity UIC will rule on all field playing conditions.
17. Tie Breaker Rule: If teams are tied at the end of seven innings, the last legal batter of the previous inning will start at second base. (SPCITY sanctioned tournaments – **start with no outs**).

**Jewellery – NOTE: It is strongly recommended that any type of jewellery not be worn in any Slo-Pitch City play. If worn, each player is solely responsible for any injury and or damage that may be caused by this jewellery. The umpire may have any player remove any jewellery or equipment that he/she deems dangerous.**

**Please note: SPN sanctioned tournaments – NO JEWELLERY**

18. Any player, coach or manager openly using profanity during a game will be called a technical out whenever it happens at the discretion of the umpire. For offensive teams, the out will be applied immediately. For defensive teams, they will begin their turn at bat with an out for each infraction.
19. Scoring and commitment line will be used in all divisions. For co-ed teams – see co-ed rules.
20. The Softball Canada Rule Book, the Slo-Pitch Ontario Handbook and or the Slo-Pitch National Rule Book will govern all other rules not mentioned - where and when applicable. The SPCity UIC will have the last word on any rule interpretation or other issue. (The SPO Handbook will govern Slo-Pitch Ontario sanctioned tournaments. The SPN Rulebook will govern Slo-Pitch National sanctioned tournaments.)

**SPO tournaments will follow SPO bat policy. SPN tournaments will follow SPN bat policy.**



## Co-ed Rules

1. All co-ed games will have a time limit of 1 hour, 15 minutes. No new inning will start after 1 hour 5 minutes.
2. The batting order consists of a minimum of 10 players (minimum of 4 males). Any 10 (maximum of 5 males) may play defense. Batting order must alternate sexes.
3. Unequal Batting Order: The following procedure is recommended to use when there are unequal numbers of males/females: List the males (M1, M2, M3, M4) and females (F1, F2, F3, F4, F5, F6) separately in two lists. The batting order is followed by rotating through each list as you alternate between the two lists.  
If Male bats first: M1, F1, M2, F2, M3, F3, M4, F4, M1, F5, M2, F6, M3, F1 etc.  
If Female bats first: F1, M1, F2, M2, F3, M3, F4, M4, F5, M1, F6, M2, F1, M3 etc.
4. If a player is unable to continue the game and no legal substitute is available when he/she is due up to bat, the batter is declared out. Play continues with the next same sex player in the batting order coming to bat. If, with 2 out, the batter before the missing player is walked (intentional or unintentional), the automatic out is waived and the next same sex batter will bat.
5. If a player is ejected from the game for any reason leaving the team with less than ten players, the ejected player's team must have a substitute available to replace the ejected player or that team will forfeit the game.
6. Home-run Rule: any ball hit over a fenced diamond will be an automatic out if over the designated limit. The limits are:  

Co-ed Comp – 5	Co-ed C – 3	Co-ed D – 2	Co-ed Rec – 1
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7. Co-ed Walk Rule: If a male batter receives **any** base-on-balls, he will be awarded 1<sup>st</sup> and 2<sup>nd</sup> base with the next batter, a female, **MUST** bat.
8. Courtesy runners may be used anytime, anywhere, but must be on the playing roster. A male must run for a male and a female may run for a female or male.
9. A scoring and commitment line will be used in all co-ed divisions. All base runners attempting to score must do so by touching the ground in foul territory on or beyond the scoring line. Sliding into home plate is not allowed – the runner will be ruled “out”. Effect: base runners are out if they touch home plate whether a play is being made or not. A base runner is not out if the plate is touched in an attempt to avoid a collision.
10. Commitment line: Once the runner crosses the line, he/she must continue home. Defensive players may tag offensive players out before they cross the scoring line
11. No outfielder (minimum of four) may make a force out at first base on a hit ball.