



SLO-PITCH CITY

MEN'S 35+ RECREATION LEAGUE RULES

The official Slo-Pitch Ontario Rules (Recreational League) are in effect for all play and regulations. This league holds the right to amend or change any of these rules agreed upon by the League Executive. A written copy of these amendments and changes will be presented to the Umpire in Chief.

PLAYER ELIGIBILITY

- Maximum 22 players on any team roster.
- Players must be 35 years of age, or older, prior to the first game of the season.
- A team caught playing an ineligible player shall forfeit all games in which said player participated.
- Any players who are identified as playing in an "A" or "B" league/ tournament will be deemed ineligible to play in the Tuesday Night League. Player eligibility will follow SPO eligibility rules for Recreational players. League executive will investigate any formal protests on players raised by teams with SPO, Slo-Pitch City, etc. to determine eligibility.
- The team roster is to be submitted to the League Representative within 1 week of the start of the season. Final rosters are due the LAST TUESDAY OF JUNE.
- In order to be eligible for the play-offs players on the team roster will have to have played in 7 regular season games.

THE PLAYING FIELD

Batters Box: If no batters box is marked, it will be up to the umpires discretion to call the batters box.

Commitment Line: There will be a line marked, perpendicular to the third base line, 21'0" from Home Plate.

Ruling A: A runner advancing from third base to home plate and crossing the commitment line must continue to home plate and cannot return to third base. The runner may return to third base before crossing the commitment line if the base is empty.

Ruling B: A runner is out, if the catcher or any other defensive player is in possession and control of the baseball and is in contact with any portion of the home plate mat and the runner has passed the commitment line.

Ruling C: The runner shall be called safe and the run will score if the catcher or any other defensive player tags or attempts to tag the runner once the runner has passed the commitment line.



Home Plate Line: There will be a line marked perpendicular to the third base line, from the front corner of home plate on the third base side to the out of play boundary.

Ruling A: A base runner advancing from third base to home plate must cross this line safely to score a run.

Ruling B: A base runner is out if contact is made with any portion of the home plate mat before crossing the home plate line.

Ruling C: The base runner is out if, before crossing the line the catcher or any defensive player has possession and control of the ball and is in contact with any portion of the home plate mat.

Ruling D: The base runner will be called safe and the run will score if, before crossing the home plate line, the catcher or any defensive player tags, or attempts to tag, the base runner.

EQUIPMENT

Home Plate: A 2' x 3' mat will be used as home plate.

Ruling: A legally pitched ball, striking any part of the mat, shall be called a strike. Any legally pitched ball not landing on the mat or swung on by the batter, shall be called a ball.

Uniforms: All players must wear a team shirt. No formal uniform is required.

THE GAME

- All games are Tuesday evenings.
- All regular season games are 9 innings, and start at 6:45, and 8:15 PM. There is a FIFTEEN minute grace period.
- The Canada Day Family Night will have all games being 7 innings in duration. All other Family Nights will have 9 inning games, with the exception of the 8:15 PM starts. Those games will be 7 innings.

9 INNING MERCY RULE

A 25 run mercy rule is in effect if the home team is winning by 25 or more runs at the end of 4 ½ complete innings, or the visiting team is leading by 25 or more runs at the end of 5 complete innings.

A 15 run mercy rule is in effect if the home team is winning by 15 or more runs at the end of 6 ½ complete innings, or the visiting team is leading by 15 or more runs at the end of 7 complete innings.

7 INNING MERCY RULE (Family night games)

A 25 run mercy rule is in effect if the home team is winning by 25 runs or more at the end of 2 ½ complete innings, or the visiting is leading by 25 or more runs at the end of 3 complete innings.



A 15 run mercy rule is in effect if the home team is winning by 15 or more runs at the end of 4 ½ complete innings or the visiting team is leading by 15 or more runs, at the end of 5 complete innings.

FORFEITS: Any team unable to field at least 9 players, may attempt to pick up the adequate number of players. The opposing team reserves the right to declare a forfeit victory or allow the team to play with the unsigned players. If a forfeit is declared, the score will be 9-0 for the team not at fault. League executive will monitor forfeits, and will bring any repetitive problems to the league meetings for discussion.

PROTESTS: A protest must be filed with the umpire at the time of the alleged infraction, and prior to the next pitch. This is for all situations excluding the question of player eligibility. The protest must be filed in writing with the League Executive along with a \$ 100.00 protest fee in cash. If a protest is upheld the \$ 100.00 will be refunded. Protests are only accepted on clear rule violations, and will NOT be accepted in the case of judgment calls by the umpire.

RAINOUTS: All rained out games will be classified as ties

TIES: All games tied at the end of 9 innings will be played out in extra regular type innings (NOT the International Rule) until the tie is broken or until the game is called on account of darkness.

DARKNESS: The umpire shall be the sole judge on a “Too dark to play” ruling. The umpire shall announce to both teams the beginning of the final inning.

Note: If a game is called because of darkness and the game is tied at the end of the final inning, the game shall stand as a tie. See PLAYOFFS Rule 4 for playoff darkness rule.

LEAD-OFFS: There will be no lead-offs by the runners, but the courtesy step allowance is in effect. This call is at the discretion of the umpire.

PLAYERS, SUBSTITUTION AND RE-ENTRY

A team can have as many players in the batting lineup (min. 9 – max. 22) as it wishes, but only ten (10) players can be in defensive positions. The players may be substituted in and out of any defensive position during the game, provided that they are in the batting lineup. The batting order cannot be changed once the game begins.



A team can start a game with nine (9) players. There is NO “automatic” out for the tenth player. The 10th player can be added at any time during the game at the bottom of the batting order. NO additional player(s) exceeding 10 can be added to the lineup AFTER THE FIRST BATTER’S SECOND AT BAT.

Substitutions:

- A player not in the batting lineup may be substituted in for any player in the batting lineup. The substituted player CANNOT be re-entered into the game.
- Each team will be allowed six (6) courtesy runners for the whole game. Courtesy runners will be allowed at FIRST BASE ONLY except where the batter has been awarded an extra base(s). The courtesy runner must be the player who was last out and the substitution must be made before the first pitch to the next batter. Teams can use a maximum of two Courtesy runners on any given substitution. The umpire must be informed of all courtesy runner substitutions.
- If injury occurs to a runner at any other base, and the runner cannot continue to play, a courtesy runner can be allowed for the injured player. This courtesy runner does not count toward the six teams are allowed.
- A player leaving the game for any reason (except serious injury), and no substitution can be made for the player, then that player’s spot in the lineup will be an automatic out.
- A player leaving the game due to serious injury, and no substitution can be made, the batting lineup will move up one position. The “automatic out” penalty will not be charged.
- Any player leaving the game for ANY REASON, except serious injury, and no substitution can be made and leaving that team with less than 9 players, and if there is less than 5 complete innings the defaulting team will forfeit the game. If 5 or more innings have been completed the umpire shall call the game complete and the defaulting team shall be declared the losing team.
- Any player leaving the game due to serious injury and no substitution can be made leaving the team with less than nine players, and if there is less than five complete innings the game shall be classified as a RAINOUT. If 5 or more innings have been completed, the umpire shall suspend the game and the game is to be continued at a later date with the same batting lineup. Substitutions for absent players is allowed for the continued game.

SCHEDULE

The League will be divided into two divisions.

- Division 1 will play each team in their own division 3 times.
- Division 2 teams will play each team in their own division a minimum of 1 time, and a maximum of 2 times in the regular season.

Position Ties in the regular season standings will be broken by:

Two Teams: Head to head record

- Run differential (maximum +/- 7 runs in any one game)

Three or More Teams: Head to head record amongst group to determine first

- Head to head individually
- Run differential (maximum +/- 7 runs in any one game)



PLAYOFFS

Final regular season standings will determine playoff divisions. There will be five playoff groupings:

- A Group – 1st to 4th in Division 1
- B Group – 5th to 8th in Division 1
- C Group – 1st to 4th in Division 2
- D Group – 5th to 8th in Division 2
- E Group – 9th to 12th in Division 2

Playoffs will consist of 3 round robin games, best record is considered Group Champion.

In event of tied records, extra playoff games will be played to determine champion. Teams will be seeded based on :

Two Teams: Head to head record

- Run differential (max. +/- 7 runs in any one game)
- Top seed will be home team for 1 game playoff

Three Teams: Head to head amongst the group to determine first

- Head to head individually
- Run differential (max. +/- 7 runs in any one game)
- Lower seeds will playoff, to earn right to play top seed in one game playoff

Note: Playoffs to be a one day tournament after season concludes

If a protest is made in a final playoff game, the game must be stopped and the Umpire-in-Chief must be called to the diamond to make a ruling.

There is no Mercy rule in effect for the playoffs.

A playoff game called due to darkness will be moved to one of the lit diamonds and be completed before the start of the scheduled late game.