

# Welland Friday Night Slo-Pitch League

## Playing Procedures and Rules

1. The playing procedures and/or rules as set out in Harmonized Play Slo-Pitch Rules, the current year Slo-Pitch Ontario handbook and the Softball Canada rule book apply with the exceptions of the playing procedures and/or rules listed below.
2. Rosters
  - 2.1. A team may roster a maximum of Twenty-five (25) players.
  - 2.2. Players may change teams up until the roster finalization deadline.
  - 2.3. There will be absolutely no player additions after the mid-season deadline.
  - 2.4. All player additions must be approved by the league convenor.
  - 2.5. All players must be listed on the team's Play Slo-Pitch roster.
3. Player Eligibility
  - 3.1. Players must be sixteen (16) years of age or over.
  - 3.2. Players that are under 18 years of age must have a signed parental consent form.
  - 3.3. Players must agree to abide by the Play Slo-Pitch Code of Conduct.
  - 3.4. Players must accept all the Play Slo-Pitch Waivers.
  - 3.5. Players must register with Play Slo-Pitch as an individual and pay for the All-Access Annual Pass before being permitted to play any league games.
  - 3.6. Players must play in a minimum of 4 regular season games for their team to be eligible to play for that team in the playoffs. Photos of scorebooks are to be submitted to the league by both teams after each game.
4. Use of Ineligible Players
  - 4.1. Any team found using any player(s) who have not met the eligibility requirements (Article 2) will forfeit all games won that the ineligible player(s) participated in.
  - 4.2. Ineligible player(s) may be subject to further penalties issued by the league convenor or a disciplinary committee.

4.3. A \$25.00 fine per ineligible player will be issued to the offending team and must be paid before the team's next scheduled game.

## 5. Official Game

5.1. All Welland Friday Night Slo-Pitch League games will comprise of seven (7) innings or until a winner is declared by mercy or time does not permit the start of another inning.

5.2. The league convener shall notify the team representatives of any game(s) a minimum of 1 week before the scheduled game date. Unless a game needs to be rescheduled and 1 week's notification is not possible.

5.3. No games whatsoever can be cancelled, except when time does not permit the game to be rescheduled.

5.4. A game where a team is unable to field the minimum number of players will be ruled a forfeit. 2 points and a score of 7-0 will be awarded to the opposing team.

5.5. Photos of scorebooks are to be submitted to the league convenor by both teams after each game. If the score is not received within the 24-hour time frame, the game will be ruled a tie of 7-7.

5.6. A team shall be declared the winner if they are 12 or more runs ahead of the opposition after 4.5 innings or if the home team is ahead by 12 or more runs after 5 complete innings.

5.7. Game postponement – A game may be postponed due to unplayable field conditions, schedule conflict or other reasons beyond the league convenor's control.

5.8. A complete game is any game to complete 3 innings. If a game is called due to weather before the completion of the 3rd inning, the game will be rescheduled. If a game is called after the completion of 3 innings but before last inning is called by the umpire, the score will revert to the last completed inning.

## 6. Conduct of Game

6.1. 75 minutes have been allotted for each game and the umpire will not call last inning before the 60-minute mark.

- 6.2. A 5 runs per inning mercy rule shall apply to each inning except for the last inning.
- 6.3. Grace Period: teams are to be allowed a ten-minute grace period from the scheduled start time of all games to field at least nine players. If a team has nine players, they must start the game at the scheduled start time, no grace period is to be given to wait for a tenth player. Teams are permitted to lend players to a shorthanded team, however if they choose to borrow players, they cannot use the grace period. The grace period will be deducted from the 75-minute time limit.
- 6.4. Courtesy Runners: Unlimited, but the same person can not run more than once per inning
- 6.5. Borrowing players: A team may only borrow players that are registered with the Welland Friday Night Slo-Pitch League and Play Slo-Pitch. All borrowed players must be identified at the plate conference prior to the start of the game. Once the game starts no protest for an illegal roster will be allowed. A team may not borrow players during playoffs.
- 6.6. Home Runs: Max 5 over the fence home runs per team per game.
- 6.7. Minimum 4 females and 4 males must be in the line up.
- 6.8. When a team only has the minimum number of male or female players, they may use the 6 and 4 defence structure. That can be either 6 males or 6 females on defence but a minimum of 4 males or 4 females must be on defense.
- 6.9. If a team must use the 6 and 4 defence structure the opposing team may also use the same 6 and 4 defence structure.
- 6.10. If the number of players present at the game permits the use of the 5 and 5 defence structure, it must be used. Players present but not playing due to injury or medical reasons are exempt.
- 6.11. When a team only has 9 players, the 10th batter will not be an automatic out.
- 6.12. Batting order must alternate sexes. No back-to-back males or females.
- 6.13. Runner for batter may only be used for players who get injured during play of that game and no substitute is available.

## 7. Equipment & Lights:

- 7.1. The home team must provide one new ball and one used ball to the umpire.
- 7.2. Permanent bases are provided at the following diamonds: C1, C2, Plymouth Park, M1 and M4.
- 7.3. It is the responsibility of the home team to put out the bases and strike mat at least 10 minutes prior to the scheduled game time.
- 7.4. The last scheduled home team on the diamond is responsible for the clean up of the diamond by removing the bases, placing the base plugs back in the holes and placing the strike mat and bases back in the light house or storage box behind the backstop and locking the lid/door.
- 7.5. If there is only one game scheduled on the diamond the home team is still responsible for the set up and clean up of the diamond.
- 7.6. The visiting team will not be responsible for any equipment needs or setup.
- 7.7. If the scheduled home team does not have the diamond ready 10 minutes before the scheduled game time, the scheduled home team will lose home field advantage and the scheduled visiting team will become the home team. The scheduled visiting team will then setup and provide the necessary equipment.
- 7.8. The base plugs must be placed in the light house or storage box, not along the fence lines. This is so the last home team of the night knows where they will be.
- 7.9. Any missing or damaged equipment including the base plugs must be reported either by email to [wellandslopitch@gmail.com](mailto:wellandslopitch@gmail.com) or call/text to the league convenor at 905-932-7663.
- 7.10. If the bases are not put away at the end of last game and they go missing, the home team responsible will be required to pay the replacement cost of the bases and/or strike mat.
- 7.11. Umpires will determine when the lights are to be turned on. The home team is responsible for turning on the lights and the home team of the last game at the diamond is responsible for turning off the lights.

## 8. Suspensions and Ejections

- 8.1. Team reps are ultimately responsible for the conduct of their team members and

spectators.

- 8.2. Any player ejected from a league game will automatically be suspended from their next game to be played. If the offending player does not abide by this, they will be suspended for 3 additional games.
- 8.3. If a player is ejected from a game, it is the responsibility of the team reps from both teams to report this via email, text or call to the league convenor.
- 8.4. If the offending team rep does not report the ejected player, they may also receive a game suspension.
- 8.5. The team rep is ultimately responsible for their team; therefore, it is their responsibility to ensure the suspended player does not play until they have served their suspension. Further suspensions may be issued to the team rep and suspended player if the suspension issued to the offending player is not served in full.
- 8.6. All games missed by the ejected player, pending decision from the league convenor or disciplinary committee, shall count towards the suspension.
- 8.7. Any ejection or other form of misconduct will be treated on an individual basis.
- 8.8. Any offending player will be liable to any punishment deemed necessary by the league convenor or disciplinary committee.
- 8.9. All ejections of players, coaches, or managers from a game, made by the umpire, will be final and not subject to appeal.
- 8.10. Players who violate the Play Slo-Pitch code of conduct will be suspended until a decision is made by a discipline committee.
- 8.11. A minimum fine of \$25.00 per ejection will be issued to the ejected player's team. The fine may be increased by a disciplinary committee if they feel the actions of the ejected player(s) warrants so.
- 8.12. Any fines issued must be paid in full before the team's next scheduled game.

## 9. Protests

- 9.1. A team protesting a game must comply with Slo-Pitch Ontario's Rule 8 under the Slo-Pitch Ontario Association Tournament Operating Rules & Guidelines

## 10. Alcohol, Tobacco, Marijuana and Drug Policy

- 10.1. Drinking of alcoholic beverages or the use of tobacco, marijuana, or illegal drugs by any player or spectator from either team during the progress of a game may bring about the suspension of the game.
- 10.2. If only one team is violating this policy, the game may be forfeited to the opposing team.
- 10.3. If both teams are violating this policy, then the game may be cancelled.
- 10.4. The decision to suspend, forfeit or cancel the game will be the umpire's decision and not subject to appeal.
- 10.5. The offending team(s) will be fined \$25.00. The fine must be paid before their next scheduled game.