

Oakville Mixed Slo-Pitch League Rules

(April 2016 v3.0)

It is the sole responsibility of the League Executive Committee to decide what actions should be taken towards players / teams / game results for any rule violations.

Slo-Pitch Ontario rules will cover any rules not stated below.

1. Participation:

- 1.1. The only players allowed to participate are League Members who are registered with the league through SPO.
- 1.2. All players must be eighteen (18) years of age or older to play in the League.
- 1.3. A maximum of twenty (20) players may be registered per each team.
- 1.4. If a team has not registered with the League, or paid all league fees, that team will not be scheduled to play.
- 1.5. Any team using an illegal player (not registered with the league) 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.

2. Fielding:

- 2.1. 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. If at any point during the game a team has less than the minimum they will lose by default.
- 2.2. 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:
 - 2.2.1. Take the result of the play
 - 2.2.2. Have the whole play called dead and re-pitch. All runners must return to the bases held at the time of the pitch
- 2.3. Outfielders, at their discretion, can attempt to get any runners out at any base.

3. Batting Order:

- 3.1. Any violations in the batting order must be called by the opposing team when the batting orders are exchanged before the start of each game. If not brought to the attention of the umpire before the start of the game, play will continue
- 3.2. Must be submitted to the opposing team before the start of each game, including each player's name and number
- 3.3. Must not contain more than 3 males in a row
- 3.4. Minimum of ten (10) players. For every player (male or female) less than the minimum, an automatic out will be taken
 - 3.4.1. Late arriving players are permitted to enter the game in one of the automatic out spots in the lineup
 - 3.4.1.1. Rules 3.3 and 3.6 still apply
- 3.5. Maximum of twenty (20) players are allowed

- 3.6. Females cannot bat back-to-back in the batting order
 - 3.6.1. 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, the batting order must still be structured in a way that the least amount of females are not batting back-to-back.
- 3.7. Substitutions are allowed, Male-for-Male and Female-for-Female.
 - 3.7.1. If a team has fewer than seven (7) males and more than three (3) females then a female player may act as a “placeholder” until the late-arriving male has arrived.
 - 3.7.1.1. The opposing team must be notified before the game if a placeholder is being used
 - 3.7.1.2. Once the female has been substituted out, she is not considered to have played in the game and can be substituted in for another female
 - 3.7.1.3. After the substitution, rules 3.3 and 3.6 still apply
- 3.8. Players cannot change their position in the batting order. 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 Rules 3.7.1, 5.2 & 5.3 for the only exceptions to this rule).
- 3.9. Re-entry rules:
 - 3.9.1. Any player may enter the game a maximum of two (2) times
 - 3.9.2. If a player is re-entering the game, they must enter into the same spot in the batting order (unless due to injury)
 - 3.9.3. Starting the game in the lineup is considered one (1) entry
 - 3.9.4. After the start of the game, the player entering must announce themselves and who they are replacing to the Umpire and to the other team prior to stepping into the batter’s box. Failure to announce will cause the batter to be out.
- 3.10. If a player is forced to leave the game (excluding Injured Player Rule 5) and there is no substitute available (Rule 3.9), then the player’s spot in the batting order becomes an automatic out.

4. General:

- 4.1. Both teams must keep score of the game. The winning team is responsible for submitting the score to the following email address: scores@omspl.com The information required in the email should include:
 - 4.1.1. The date and time the game was played
 - 4.1.2. The Visiting Team and their score
 - 4.1.3. The Home Team and their score
 - 4.1.4. Any disputes to the scores are to be handled as per the Constitution.
- 4.2. All games start as scheduled. 15 minute grace period will be given. The game starts at the beginning of the grace period (Rule 4.3 will be enforced from this time). If teams are not ready to play after the grace period, they will have to default.
- 4.3. All games will be nine (9) innings or have 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. The eighth (8) and ninth (9) innings are open.
- 4.4. In games where the same teams are playing multiple games consecutively. There will be a maximum break of 15 minutes between games.
- 4.5. 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.

- 4.6. A game must consist of five (5) complete innings to be considered an official game.
- 4.7. 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.
- 4.8. Tie games are possible during a Regular Season Game or a Playoff Round-Robin Game. If the game is within time limit, extra innings will be allowed to break the tie.
- 4.9. There are no tie games in any playoff elimination games (ie. Best-of-3 series). When a Playoff Game ends in a tie, the Texas (or International) Tiebreaker Rule is used:
 - 4.9.1. At the beginning of each teams' at-bat the last batter from the previous inning is placed on second 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.
- 4.10. 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.
- 4.11. If teams are tied by season's end, their placement will be determined using the SPO Tiebreaking Formula.
- 4.12. 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.
- 4.13. 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 cannot be rescheduled will be considered a tie.
- 4.14. Rescheduling Games: Only rainout games that are cancelled by either the Umpire or Executive Committee will be rescheduled, if possible (Rule 4.13). If a team does not have enough players to field a team for a scheduled game(s), then the result of the game(s) will be loss by forfeit (Rule 4.15 still applies)
- 4.15. If a team forfeits a game, notice must be given to the League President and/or Convenor by 11:59PM of the fourth day preceding the scheduled game. Otherwise, the team that forfeits will be fined seventy-five dollars (\$75.00) for the day (ie. if a team forfeits one or more games on a Sunday, notice must be given by 11:59PM on the preceding Wednesday, otherwise the fine of \$75 will apply). Any penalties will be applied to the team's league fees for the following season.
- 4.16. 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 sixty five (65) feet apart (as marked by painted lines on the fences) or by the discretion of the Umpire.
- 4.17. 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.
- 4.18. The Mercy Rule: Each team may score a maximum of six (6) runs per inning unless they are down by more, in which case that team may continue scoring runs in excess of six (6) until it is ahead by one (1) run. (See Rule 4.19 for the exceptions to this rule).

- 4.19. The eighth (8) and ninth (9) innings are open. There is no limit as to how many runs that can be scored by either team during an open inning. (Rule 4.18 does not apply).
- 4.20. 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 homerun that falls under the Two Home Run Rule (Rule 4.21), the runners may only advance in accordance to that rule.
- 4.21. 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 a foul ball for the hitter. This will continue until the opposing team responds with a home run(s).
- 4.22. Inside-the-park home runs are considered home runs but do not count toward the Two Home Run Rule (Rule 4.21).
- 4.23. 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.
- 4.24. 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.
- 4.25. No bunting. There must be a full swing, otherwise it is a strike.
- 4.26. 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.
- 4.27. 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 only if forced to do so. The female batter must then bat.
- 4.28. 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.

5. Injured Players:

- 5.1. 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 4.20 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.

- 5.2. When a male player is injured and discontinues play:
 - 5.2.1. 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).
 - 5.2.2. 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.
 - 5.2.3. 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 defence.
- 5.3. When a female player is injured and discontinues play:
 - 5.3.1. 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).
 - 5.3.2. If there is not another female player on the bench, it is not an automatic out. Instead the females will start rotating through the spot according to Rule 1. The team will however be forced to play a player less on defence.
- 5.4. 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 5.2 and/or Rule 5.3, then, in the second game, Rule 5.2 and/or Rule 5.3 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.

6. Equipment:

- 6.1. During the Regular Season and the Playoffs, the League will provide the balls as required. These balls are to be considered Game Balls.
- 6.2. 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, all minimum player and batting order rules still apply.
- 6.3. A player may wear any style of glove anywhere on the field.
- 6.4. 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. Please refer to the SPO Website (<http://slopitch.org/content/approved-bats>) for more information.
- 6.5. 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.

7. Conduct:

- 7.1. NO ALCOHOL OR ILLEGAL DRUGS of any kind are to be allowed on the field or in the dugout.
- 7.2. 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 lineup, Batting Order Rules still apply. Specifically, Rule 3.4 & 3.9.
- 7.3. The Umpire will immediately eject any player for fighting.
- 7.4. 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.
- 7.5. **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.
- 7.6. At the end of each game, teams must clean up any garbage.
- 7.7. 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.
- 7.8. No player is to intentionally cause injury to another player or person under any circumstance.