

Oakville Mixed Slo-Pitch League Rules

(June 2019 v4.2)

League Specific Rules

The following rules are specific to the Oakville Mixed Slo-Pitch League (OMSPL). Any rule not detailed below defaults to the rules set out by Slo-Pitch National (SPN)

1. Participation:

- 1.1. The only players allowed to participate are League Members who are registered with the league through SPN.
- 1.2. All players must be eighteen (18) years of age or older to play in the League.
- 1.3. If a team has not registered with the League, or paid all league fees, that team will not be scheduled to play.
- 1.4. 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. Outfielders cannot move onto the infield until the **ball has been batted**. This is a delayed call by the Umpire and the opposing coach has the following choices:
 - (1) Take the result of the play
 - (2) Have the whole play called dead and re-pitch. All runners must return to the bases held at the time of the pitch
- 2.2. **Infielders cannot move in front of the baseline until the ball has been batted. This is a delayed call by the Umpire and the opposing coach has the following choices:**
 - (1) Take the result of the play**
 - (2) Have the whole play called dead and re-pitch. All runners must return to the bases held at the time of the pitch**

3. Batting Order:

- 3.1. Minimum of ten (10) players. For every player (male or female) less than the minimum, an automatic out will be taken
 - 3.1.1. Late arriving players are permitted to enter the game in one of the automatic out spots in the lineup
 - 3.1.2. 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 female players are not batting back-to-back.

- 3.2. If a player is forced to leave the game (excluding injured players) and there is no substitute available, 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. If teams are not ready to play after the grace period, they will have to forfeit.
- 4.3. In games where the same teams are playing multiple games consecutively there will be a maximum break of 15 minutes between games.
- 4.4. League President, Vice President, or Convener 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.
- 4.5. 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.
- 4.6. If teams are tied by season's end, their placement will be determined using the SPN tie-breaking Formula.
- 4.7. 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.
- 4.8. 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.
- 4.9. Rescheduling Games: Only rainout games that are cancelled by either the Umpire or Executive Committee will be rescheduled, if possible. 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.
- 4.10. If a team forfeits a game, notice must be given to the League President and/or Convener 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.
- 4.11. 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.
- 4.12. 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 4.13), the runners may only advance in accordance to that rule.

- 4.13. 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).

5. Conduct:

- 5.1. NO ALCOHOL OR ILLEGAL DRUGS of any kind are to be allowed on the field or in the dugout.
- 5.2. 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.
- 5.3. 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 initialed 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.

SPN Rule Replacements

The following rules are meant to supplant those provided by SPN. They have been laid out to line up with the sections of the SPN rules they override.

Rule 1 Section 11 - Coaches boxes.

- This rule does not apply.

Rule 4 Section 1 - Choice of first or last bat.

- Home/visitor is determined by the league as specified on the schedule.

Rule 4 Section 4A - Regulation game.

- 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.

Rule 4 Section 4B - Tie score.

- 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.
- 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:
 - 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.

Rule 4 Section 4E – Mercy per game.

- This rule does not apply.

Rule 4 Section 4F - Mercy per inning.

- 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.

Rule 5 Sections 1, 3-4 - Player substitution and re-entry.

- 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.

Rule 5 Section 3D - Line-up cards.

- This rule does not apply.

Rule 5 Section 7 - Player substitution and re-entry.

- Substitutions are allowed, male for male, female for female or female for male.
- 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.
 - The opposing team must be notified before the game if a placeholder is being used
 - 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
- If a player is re-entering the game, they must enter into the same spot in the batting order (unless due to injury)

Rule 6 Section 2A/B - Legal positions of the pitcher’s feet.

- Within the boundary of the pitcher’s box and without crossing the 50’ pitchers line, the pitcher shall be allowed more than one step prior to delivering the pitch.

Rule 6 Section 4B - Legally delivered pitches.

- 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 SPN, the Pitching Box (is an imaginary box) two (2) feet wide by five (5) feet long. The front edge of this box will be centered 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.

Rule 7 Section 1 - Batting order.

- The batting order must not contain more than 3 males in a row.
- 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, 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 considered a Declared Runner for the rest of the game.
 - 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.
- 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 females will start rotating through the spot according to Rule 1. The team will however be forced to play a player less on defense.
 - If the team is scheduled for a double header and an injury occurs in the first game of the day, the team may follow the injury rules for the second game as if the player had started that game as well.

Rule 8 Section 5 A – Baserunner is out

- If he fails to keep contact with the base to which he is entitled, until a pitched ball has been batted.
- EFFECT Sec. 5 A** No pitch is declared, the ball is dead and the baserunner is out

Rule 8 Section 5 R – Baserunner is out

- When he positions himself behind and not in contact with the base to get a running start when the pitch has been released but has not yet been hit.
- EFFECT Sec. 5 R** This is a lead off, the ball is dead, the baserunner is out and all other baserunners must return to the last base legally held at the time of the pitch. **“No Pitch”** will be called by the plate umpire.

Rule 8 Section 11 - Base stealing or advancing is not permitted

- If a baserunner fails to keep contact with the base to which he is entitled until a pitched ball has been batted, the ball is immediately dead, **“No Pitch”** is called and the baserunner is declared out.

Rule 8 Section 15 - Courtesy Runner.

- The same runner may be used more than once.

Rule 13 Section 1 - Batting order.

- A batting order of 7 male and 3 female players will be considered “normal” though a team may bat more than 10 so long as there are no more than 3 consecutive male batters in the order including rollover from the last batter back to the first in the lineup.
- Defensively a team may not have more than 7 males on the field but may have more than 3 females.