

Richmond Hill Fridaynite / Sundaynite Men's Slo-Pitch Leagues

(RHFMSL / RHSMSL)

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League Specific Rules 2019

Updated April 14, 2019

1. **PLAYING RULES:** The league shall operate under the current NSA Canada playing rules in addition to the following "League Specific Rules" as adopted.
2. **ELIGIBILITY:** Players must be male, a minimum age of 18 and cannot be registered with any Provincial or National body as an "A" or "B" player. Exceptions may be allowed by the League Executive who retain the sole right to make decisions on player eligibility.
3. **REGULAR SEASON GAMES:** Will be 9 innings in length with a maximum of 5 runs (7 for 'A' division) per inning except the 9th or a "called last inning", which is open. No new inning to start after 105 (RHFMSL) or 100 (RHSMSL) minutes of the scheduled start time. A game may be declared a mercy if a team is leading by 20 or more runs after 6 innings (5 ½ innings if the home team is leading), at the discretion of the losing team.
4. **PLAYOFF GAMES:** Will follow the regular season format unless a tournament style playoff is decided upon whereby all games may be 9 innings.
5. **TIE GAMES:** If a game is tied after 9 innings or time limit. Regular season – tie game. Playoffs (up to semi-finals) – time limit still in effect - teams will play extra innings using the tie breaker rule immediately. Final game has no time limit and will use the tie breaker rule starting in the 10th inning. (Last BATTER starts on 2nd base, one out).
6. **SCHEDULING OF GAMES:** The League Executive shall schedule all regular and playoff games. There will be absolutely NO changes made to the schedule. Please make arrangements to ensure that your team has the minimum to field a team each week. Defaulting games is absolutely discouraged. If you are short of players, it is encouraged that you find substitute players, preferably in the same division or lower, from within or the other leagues who can fill in (eg. a player who is playing at the same diamond but at the other time slot) or a male player from ORCRSL. Substitutes will be allowed to bring the roster up to a maximum of ten (10) players with the exception of a pre-approved pitcher. **Because of insurance coverage, any player who is not a member of any of the leagues cannot play. Any team violating this rule will forfeit the game and will be subject to league fines.** As a last resort, in the event a team has to default a game, notification should be made as far in advance as a courtesy to the other team and the umpire.
7. **START OF GAME:** Teams must have a minimum of 8 players to start or continue a game. There is a 15 minute grace period. Additional players who arrive to play must be added at the bottom of the lineup. A default will occur if a team does not have the minimum number of players or fails to field their team on time.
8. **HOME TEAM and BASES:** The home team is responsible for installing the bases (including strike board) at least 10 minutes prior to game time. Failure to do both will result in loss of home game advantage and will be subject to penalties as determined by the League

Executive. Bases will be set at 65'. It is mandatory that both teams bring all the necessary bases, board and anchors to every game.

9. **BALLS:** For all league games the home team shall supply 1 new / 1 used ball as determined by the League Executive for each game, and will supply additional ones if the originals become lost / damaged. The standard ball used will be the 12" Louisville Slugger Optic Ball COR .44 CAL (400 lb. compression).
10. **BATS:** Only those bats on the approved ASA 2000/2004/2013 list, approved NSA Canada bats and bats with the USSSA 1.20 thumbprint will be allowed to be used during league play. If a non-approved or altered bat is discovered, the umpire will warn the offending team and physically control the bat until the end of the game. This incident will be reported to and recorded by the UIC and League Executive. If a bat which has been recorded and is discovered in use in a subsequent game, then the player who comes to the plate with the bat be called OUT and will be ejected from the game and face a minimum one (1) game suspension. The team may also face possible further actions.
11. **JERSEYS:** All players must wear their current team league issued jerseys with appropriate visible numbers. Substitutes must also wear their current team league issued jerseys. Penalty for a player not conforming will be an automatic out the first time the player is to bat. Warmer attire may be worn over the jersey during inclement weather with the umpire's agreement.
12. **HOME RUN RULE:** The "home run" rule will limit each team to +2 home runs per game. Any home run after the +2 will be considered an out and the ball is dead.
13. **COURTESY RUNNERS:** Courtesy runners can be used at any time after the batter has safely reached at least first base. The courtesy runner can be any player. A maximum of four (4) will be allowed during a game per team. A 'replacement' player because of the 'blood' rule does not count towards the courtesy runner count.
14. **INJURED PLAYER DECLARATION (IPD):** If a member of a team has been declared to the umpire by the captain/coach to be injured prior to the start of the game or at any time during the game such that he cannot run when he is at bat, a pinch runner (last out) may start on a line drawn perpendicular from the back of the strike board and advances on a hit ball. If there is no last out (ie. first inning) then the pinch runner will be the last batter not on base. Failing that, the pinch runner will be the last batter in the lineup. This pinch runner does not count towards the four courtesy runners as noted above. ONLY one (1) IPD may be declared per team and must be used for the duration of the game as long as the injured player is still in the game.
15. **REMOVAL OF PLAYER:** If a player is removed from the game for an injury (as determined by the umpire's discretion) or if a player decides to remove himself, he will NOT be declared an out. The player may not return to the game. However, if this reduces the number of players to below the 8 minimum, then the game will be declared a forfeit in favour of the non-offending team.
16. **INCLEMENT WEATHER/FIELD CONDITIONS:** There are three ways a game may be cancelled. 1) Games will be cancelled if the Town closes the park. The leagues have permits in four Towns. One Town may cancel but the others may not. 2) By the League Executive. Or 3) An umpire can cancel the game on site but both teams must show up for the game and be prepared to play otherwise a team will be subject to default penalties. In the event that a previous game was cancelled then the next game(s) can only be cancelled by the umpire on site or in advance by the League Executive. Teams must be prepared to play in the event

conditions clear for the next game(s). Games that are cancelled will be subsequently re-scheduled if possible and as permits are available. However, if all games within a particular league are cancelled on a particular weekend then no games will be rescheduled.

17. **DEFAULTS:** Any team which defaults will be subject to league fines. This includes reporting to the park during inclement weather. Remember that there is another team who has arrived to play. First instance - \$50.00; second instance - \$100.00; third instance – \$150 and subject to suspension from the league. Fines must be paid before the next game. The default score shall be 9–0 in favour of the non-violating team.
18. **TEAM RESCHEDULING REQUEST:** If a team requests a rescheduling of a game after the official schedule has been published, then if approved and agreed, the requesting team will be responsible for the umpiring fee and park permits for the other team at the originally scheduled time slot. Failure to pay this fee in advance will nullify the request to reschedule and declare a default against the requesting team.
19. **UMPIRE ABUSE:** The League Executive supports all the umpires and will have zero tolerance for any abuse. Any player that is ejected from a game after the first incident for any reason will be subject to at least a one game suspension or possible season suspension and disciplinary actions as imposed by the League Executive. The umpire will report all infractions to the UIC and League Executive.
20. **FIGHTING:** Fighting is not permitted. The first offense of fighting will result in an automatic suspension of a minimum of five games to a maximum of one year from the date of the infraction. The League Executive will decide the length of the suspension based on the severity of the infraction.
21. **ALCOHOL / SMOKING of MARIJUANA:** No consumption of any alcohol or the smoking of marijuana will be permitted anywhere near the playing field permitted parks. Any team found to have either present will forfeit the game, will be subject to a \$150 fine and may be suspended from the league for an indefinite period. This rule also applies to any spectators and scorekeepers affiliated with a team.
22. **DRUNK / INCOHERENCE:** Any player found to be drunk or incoherent because of illegal substances will be ejected and suspended for a minimum of three games. The captain/coach will also be ejected from the game at the time of the player's ejection and face a one game suspension.
23. **OFFICIAL SCORER:** The home team will be the official score. It is strongly recommended that the teams confirm scores between each inning. All scores must be reported to the website administrator by the following Monday at midnight by the WINNING team. FAILURE to do so will result as a tie score of 9-9.
24. **PROTESTS:** Any team who wishes to lodge a protest on a ruling must do so within 24 hours after the scheduled start time of the game in question. All protests must be submitted to the League Executive and accompanied by a written incident report and a \$50.00 fee which will be refunded if the protest is upheld.
25. **NO REFUNDS:** There will be absolutely no refunds of any kind because of suspension by the League Executive.

Other General Rules

Safety

- 1) Absolutely no metal cleats.
- 2) Jewellery will be allowed but must be removed if the umpire deems it to be dangerous to the player(s). Taping is allowed for unremovable jewellery such as nose pierces. Non-compliance will result in an automatic out.
- 3) No profanity will be tolerated. One warning issued, second infraction – ejection.
- 4) Player with open wound shall not resume play until it is covered.

Pitching

- 1) Pitching area is 50 - 60 feet from home plate and is 2 feet wide. Pitcher must have at least one foot touching this area at the start of and during delivery of the pitch. For further clarity, 50 feet is 3 feet BEHIND the imaginary line drawn from first to third bases.
- 2) Home plate (including the black) and board will be part of the strike zone. Any legally pitched ball which hits any part of the plate or the board, will be called a strike.
- 3) Pitched ball must have a minimum of 6 ft. to a maximum of 12 ft. arc. Illegal pitch will be declared and will be considered as a ball by the umpire outside this range. However, batter still has a choice to hit the ball and illegal pitch is nullified.
- 4) Pitcher is allowed 5 warm up pitches before first inning. Innings after, a pitcher is only allowed 2 warm up pitches before starting. New pitchers entering are allowed only 3 warm up pitches.
- 5) Pitcher may not advance towards batter after release of pitch until the ball has crossed the plate or has been hit. Violation will result in illegal pitch.
- 6) The League Executive STRONGLY recommends that pitchers wear approved face and head equipment.

Batting

- 1) No bunting, chopping or partial swings allowed - automatic out.
- 2) Any foul fly ball legally caught by a fielder regardless of height and number of strikes shall be called an out. The ball is live.
- 3) An intentional walk can be declared at any time and the batter will take 1st base.
- 4) For any out of the park home run or 4 base award, a “walk off” will be declared thus no runners or the batter need to run the bases.

Base Running

- 1) Anticipation on the bases is permitted, however, if a runner leaves his base before the pitched ball has crossed the plate, been batted or touched the ground, he shall be called out for a lead-off. The ball is dead and a “no-pitch” is declared.
- 2) Players must run to the right of home plate/board and shall be deemed safe once the runner is in contact with the ground on or beyond the safe line before the ball reaches a defensive player on home plate/board. Any plays at home plate will be considered force plays. Any runner who touches home plate/board, slides on or over the safe line or passes the home plate/board in fair territory will be called out.
- 3) There will be a commitment line between 3rd base and home plate (21 feet from home plate). Once the runner touches the ground on or beyond this line, the runner must continue home. Crossing back over the line will result in an automatic out. A runner who is tagged with the ball after crossing the commitment line will automatically be called safe.
- 4) Overthrows or batted ball out of play – runners allowed 2 bases from time of throw / hit.

Defense

- 1) Infielders cannot start any closer than 50' from home plate until the ball crosses the plate or contact is made.

Batting Out of Order

- 1) No penalty on a batting order mistake. Play will restart with proper legal batter if mistake is caught before next batter hits or walks. Umpire discretion for imposing proper ruling if this happens often.

Infield Fly

- 1) Infield fly rule is in play.

Umpires

- 1) The umpire is responsible for determining whether or not a diamond is playable.
- 2) The umpire's watch shall be the official timepiece.
- 3) Game is official when 5 innings are complete (4 ½ innings if home team is leading) if the game is called by the umpire due to time, weather, etc.
- 4) The umpire's decision is final.
- 5) Zero tolerance for umpire abuse. The umpire may eject any player, coach or spectator for violation at his/her discretion.

End of Season Tie-Breakers (to determine official standings)

- 1) Most Wins
- 2) Head to Head (W&L)
- 3) Head to Head (+/-)

Playoffs

- 1) All playoff games up to the semi-finals will adhere to the above time limit rules except where a game has ended in a tie in double knockouts. In round robin, a playoff game can end in a tie except for semi-finals. The tie breaker rule will be in effect immediately, ie. last BATTER starts on 2nd base, one out.
- 2) The final game will have no time limit but maximum run restriction is still in effect. If the score is tied after 9 innings then the tie breaker rule will be in effect.
- 3) No substitute players will be allowed.
- 4) IPD declaration will be allowed.