

# PENTICTON SLO-PITCH LEAGUE

## 2010 OPERATING RULES

### 1.0 MEMBERSHIP AND ELIGIBILITY

#### 1.1 REGISTRATION

- a) The Penticton Slo Pitch League (“the League”) fees accompanied by a registration form and preliminary roster, must be submitted to the League by **March 13<sup>th</sup>, 2010**. Fees can be paid by cheque or money order only (no cash) and are made payable to the “**PENTICTON SLO PITCH LEAGUE**”.
- b) Each team member **must** be covered by insurance as specified by the League Executive to be eligible to play.
- c) The League registration form and preliminary roster must be completed in full and submitted to the League Executive by **March 13<sup>th</sup>, 2010**.

\*\*\* Official SPN roster form **must** be submitted by **April 17<sup>th</sup>, 2010**. We require this form to be filled out **completely** and submitted for insurance purposes. Your team will **not** be allowed to play after **April 17, 2010**, if this form is not submitted. Additions and deletions can be made to your official team roster up until the end of the regular season. Rosters will be frozen for playoffs. Changes to your roster can be made by calling the League Statistician, Chris Newton at 250-492-4022, or sending an email to [c.newton@telus.net](mailto:c.newton@telus.net).

- d) **Team rosters are in effect as of April 4<sup>th</sup>, 2010.**

#### 1.2 TEAM ROSTER

- a) A minimum of 10 (ten) and a maximum of 20 (twenty) players are permitted on the team roster. Players may only be on 1 (one) roster in the League.

### 1.3 TEAM STRUCTURE

- a) Players not listed on the preliminary team roster or on the Approved Official League team roster are **not** eligible for play as of **April 4<sup>th</sup>, 2010**.
- b) A team may consist of 10 (ten) players, of which a minimum of 4 (four) to a maximum of 6 (six) must be female.
- c) Playing with only 9 (nine) Players (BC “9” rule)
  - i) A team will legally be allowed to start the game with **9 (nine)** players at the beginning of the game.
  - ii) An automatic out will be recorded where the last player (missing player) in the batting line up would have batted.
  - iii) A team **is allowed** to add a 10<sup>th</sup> (tenth) player at any point for the balance of the game.
  - iv) A team may play with only **3 (three)** female players if playing with only **9 (nine)** total players.
- d) Teams may substitute a maximum of **2 (two)** pick up players, **1 (one)** male and **1 (one)** female. Pick-ups must be from another League team roster and and be used for a game where it can be demonstrated that a shortage of eligible players results from unexpected, non-preventable circumstances, and that a forfeiture would otherwise result due to lack of eligible players.
- e) Teams can only pick up players within their division, below their division or 1 (one) division above their division. The 1 (one) exception is for the lowest division each year which will be allowed to pick up players 2 (two) divisions above their division.
- f) **No pick-ups are allowed if any rostered player is sitting on the bench. i.e. female player sitting on the bench as a spare must be played before pick-up is allowed.** This may result in a team playing with 5 (five) males and 5 (five) females, or 6 (six) females and 4 (four) males.
- g) All players must be 16 (sixteen) years of age by April 4<sup>th</sup>, 2010. All players 16 (sixteen) to 18 (eighteen) years of age, inclusive, **MUST HAVE WRITTEN CONSENT**, from parent or guardian submitted to the League Executive **PRIOR** to playing.
- h) Pregnant players are not permitted to play in the League.

## 1.4 LEAGUE STRUCTURE

- a) For all divisions – based on the **previous** seasons, **regular seasons** standings – the top **2 (two)** teams **MUST** move up to the next division. The bottom **2 (two)** teams **MUST** move down to the next division. Unless there is no lower division in the League, then the bottom **2 (two)** teams shall remain in their previous division. If 1 (one) of the top teams feels that their team should not move up 1 (one) division, you may submit your reasons to the League Executive, who will then consider your request. This does not guarantee that your team will not have to move up. The League Executive will notify the team as to their decision.

## 2.0 TEAM RESPONSIBILITIES

- a) It is the **HOME TEAM'S** responsibility to ensure that any goal posts at any school field, that have been unlocked and moved, are replaced and relocked securely. If the locks go missing it will be the responsibility of the **HOME TEAM**, to pay for there replacements. If the goal posts are not replaced and locked down a fine will be given to the **HOME TEAM, OF \$100.00**. This fine must be paid, before the next scheduled game for the HOME TEAM. If the fine is not paid, the next scheduled game shall be a forfeit, as each game thereafter shall be until the time the fine is paid.
- b) The **HOME TEAM** must rake or drag the fields, and fill in the batters box. Especially at Lions Park, Skaha Park and Parkway fields, prior to the game. The **HOME TEAM** will be subject to a fine if the other team lodges a complaint, in writing, to the League Executive.

## 2.1 EQUIPMENT

- a) HOME TEAM is to supply game balls. Balls must be the same type supplied by the League. Each HOME TEAM must also supply, 2 (two) standard bases (with pins), a double base (with pins) and a home plate for each home contest. All equipment must be in good condition.

## 2.2 UMPIRES

- a) All League games, including playoff games will be officiated by umpires assigned by the League through the Penticton Umpire Association. League fees include all umpire fees.
- b) All complaints pertaining to umpires **must** be submitted in writing to your **Division Representative** or any other member of the **League** within **24 (twenty-four) hours** of the game.

## 2.3 GAME RESULTS AND PUBLICITY

- a) Each winning team must submit results of the game to the League Statistician, **Chris Newton at 250-492-4022 or email c.newton@telus.net**, within 48 (forty-eight) hours of the completion of the game. In the case of a tie game the **HOME TEAM** shall be responsible for submitting the score. Failure to submit the game score will result in a 1-1 tie being recorded as the official score. If a 1-1 tie is recorded, teams have 7 (seven) days from the original game date to inform the designated League Executive member of the correct score, at which point it will be adjusted. If no corrective measures are taken with the 7 (seven) days, the score will remain a tie.
- b) Statistician – **Chris Newton 250-492-4022**, or email: c.newton@telus.net – must be notified if umpires fail to show up for any scheduled game, during the Regular Season, or Playoff Season.
- c) Each winning team may submit the results of the game to the local radio stations and the Penticton Herald. These scores should be submitted no later than 9:00 AM on the following day to have them published.

## 2.4 CONDUCT

- a) Vehicle parking must be confined to **Approved Parking Area's only**. Failure to park in these areas might result in your vehicle being towed, at your own expense.
- b) Liquor and Illicit drugs and smoking are **NOT PERMITTED** by **Law** on the playing fields or on Public Grounds during Regular Season League play or Playoff League play. Being caught could result in a **fine or expulsion** from the League.  
Please go home or to a licensed premise to do your post game imbibing.
- c) Playing fields and surrounding areas must be left in a clean condition.  
Please pick up all garbage and bottles when your team leaves the field.
- d) Profanity on the ball field or the side lines will **NOT** be tolerated, and will be dealt with accordingly. But most likely will result in being ejected from the game.

## 3.0 GAMES AND SCHEDULES

- a) Game start time will be indicated by the League Schedule. Play must start exactly at this time. **There is NO mandatory grace period.**
- b) All games must be played as scheduled. **ONLY RAINED OUT GAMES** may be rescheduled. Any other games if cannot be held will be forfeited. Rainouts will be determined by the 2 (two) team captains and the umpire. Both teams must show up at a game before a rainout is declared. If only 1 (one) team shows, then it shall be recorded as a forfeit, for the team that missed. Contact your **Division Representative** or **Chris Newton 250-492-4022** to reschedule all rainouts.
- c) **Before games, all warming up is to be done on the outfield grass.** This will allow **the HOME TEAM** to rake the infield and preserve freshly raked infields for game play.

d) Game points for the purpose of League Standings will be assigned as follows:

WIN	3 POINTS
TIE	1 POINT
LOSS	0 POINTS

### **3.1 OFFICIATING**

- a) In the event that an umpire does not arrive at a game as scheduled, the game shall be either played and umpired by the teams involved, or by agreement be rescheduled, when an umpire can officiate the game. If the 2 (two) teams decide to play the game, with the 2 (two) team captains agreeing on the method of officiating, but **NO** subsequent protests on the umpire selected will be accepted with respect to that game.
- b) Verbal or Physical abuse towards any umpire, will **NOT** be tolerated and result in being ejected from the game. With the possibility of further game loss once the incident has been reported.

### **4.0 DISQUALIFICATION**

#### **4.1 DISCIPLINARY ACTION**

- a) At the discretion of the League Executive, disciplinary action, including forfeits, fines and expulsions may be taken against a player, or players and/or teams for 1 (one) or more of the following reasons.
- i) Failure to play only with players on the Approved Roster.
  - ii) Failure to pay League Fees by the predetermined date.
  - iii) Failure to submit a League preliminary roster by the predetermined date.
  - iv) Failure to submit the Official League roster by the predetermined date.
  - v) Failure to act in a sportsmanlike manner.
  - vi) Failure to conduct themselves in accordance with Section 2.4 of the League 2010 Operating Rules.
  - vii) Failure to submit game results to the League Statistician, Section 2.3 (a)

- viii) Failure to provide playing equipment for HOME games, Section 2.1.
  - ix) Forfeiting any scheduled league game. A game forfeiture due to lack of players will result in a \$40 forty) dollar fine. Continued failure to supply sufficient players as required will result in additional fines and the teams' suspension or expulsion.
  - xi) Failure to pay fines.
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- b) The League Executive will initiate disciplinary action against a player, players, and / or team, **ONLY WHEN A WRITTEN COMPLAINT AND / OR PROTEST OF THE INCIDENT IS PROVIDED.**
  - c) Fines – if a player or team is fined for any League infraction they will be notified in writing by the League Executive. In lieu of writing a phone call to the team or an email to the team will be placed. After receiving notice of a fine and the amount owing, **any fine(s) must be paid in FULL before the player / team is allowed to play their next scheduled game.** All fines must be made payable to the “Penticton Slo Pitch League”. The payment must be delivered to your **Division Representative**, or any member of the **League Executive**.

## **5.0 PROTESTS AND FORFEITS**

- a) All protests must be received in writing, within 48 (forty-eight) hours after the incident. And given to any one of the Penticton Slo Pitch Executive. The League Executive will then investigate the report.
- b) All game forfeits are subject to a fine from the Penticton Slo Pitch League. See Section **4.1 DISCIPLINARY ACTION, a) ix)**

## **5.1 UMPIRES**

- a) Protests regarding an umpire's judgment will not be accepted. Judgment calls are as follows:
  - i) Safe
  - ii) Out
  - iii) Ball
  - iv) Strike
  - v) Fair Ball
  - vi) Foul Ball

## 5.1 RULES

- a) Protests regarding rule interpretation must be notes immediately following the play in question, then presented to any Executive Member within 48 (forty-eight) hours for resolution.
- b) Appeals on a League Executive Ruling may be made in accordance with the League Bylaws.

## 6.0 RULES OF PLAY

**UNLESS SPECIFICALLY STATED IN THESE OPERATING RULES OR IN THE LEAGUE BYLAWS, ALL RULES OF PLAY WILL BE GOVERNED BY SLO PITCH NATIONAL (SPN). SEE OFFICIAL HANDBOOK FOR 2010.**

## 6.1 EQUIPMENT

- a) It is **highly** recommended, but not mandatory, that all catchers wear an approved catcher's mask.
- b) Spiked track shoes, rounded metal spiked shoes, and metal baseball cleats are **NOT permitted**. Plastic cleats are allowed.
- c) Only standard 12" ((twelve inch) SPN Approved softballs are permitted and must be the same type as what is supplied by the League.
- d) Our League will follow the SPN 2010 Bat Policy. See the official SPN Website for details at:  
[http://www.slo-pitch.com/2010\\_bat\\_policy.asp](http://www.slo-pitch.com/2010_bat_policy.asp)
- e) Trappers may only be used by pitchers, catchers and first base. (SPN Rule 2 sec.6)



## 6.2 THE PLAY

- a) Arc of the pitch must be a minimum of 6 (six) feet and a maximum of 12 (twelve) feet from the ground.
- b) A maximum of 7 (seven) runs are permitted per inning, with the exception of the last inning, which shall be an open inning.
- c) Match Plus 3 (three) Homeruns for all divisions – applies to all fields. **NOTE:** This rule only applies to automatic homeruns, (a ball hit over a fence or a bank in the air.) Any homerun hit in excess of the allowable is a ground rule double. This applies to all parks that are fenced or with banks. At no time during the game will the number of automatics homeruns hit by one team be more than 3 (three) more than that hit by the opposing team. When a fair fly ball is deflected over the homerun fence or a bank by a defensive player, the batter will be awarded 4 (four) bases. This will not be considered the same as a homerun and does not count as such.

**LIONS PARK**, - as requested by the City of Penticton, at LIONS PARK, any homeruns in excess of the allowable is an automatic out. It is still match plus 3 (three) homeruns at LIONS PARK.

- d) The teams shall have the option of batting with 11 (eleven) or 12 (twelve) players, (if a team is batting 11 (eleven) or 12 (twelve), they must use at least 5 (five) females). If you start with 11 (eleven) or 12 (twelve) you must play with 11 (eleven) or 12 (twelve) throughout the game.
- e) When playing with only 9 (nine) players, see **Section 1.3 c)** of these operating rules.
- f) Free substitution is allowed. A player must play a defensive position immediately prior to their turn at bat.

g) Base stealing is <b>NOT ALLOWED</b> .
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- h) Any pitched ball, which lands before or on home plate, will be declared a dead ball. This will be considered a ball unless the batter swings at it.
- i) A base runner **MUST** be hit home. A runner on third base that leaves the base when there is no hit ball, may be tagged out or forced out at third base. In this situation runners at 1<sup>st</sup> (first) and 2<sup>nd</sup> (second) bases must be tagged out, - no force.
- j) Sliding is permitted. (Including 1<sup>st</sup> (first) base)
- k) Players may exchange positions in the field as long as the batting order remains the same.
- l) A batted ball shall not be declared dead if it hits the pitcher. However, if it is felt that a batter is intentionally aiming at the pitcher, the umpire will take disciplinary action. i.e. – ejection for unsportsmanlike conduct.
- m) A pitched ball cannot be chopped. (SPN Rule 7 sec 3c)
- n) Bunting is allowed for female players only. However, once a player has prepared to bunt on the pitch, she may not swing away. If she does swing away, the batter will be called out.
- o) The batting order is to be alternated between male and female players. There may be a maximum of only 2 (two) males batting consecutively.
- p) A pitched ball will be declared dead if it hits the batter. The batter does not get 1<sup>st</sup> (first) base.
- q) A batter cannot try for 1<sup>st</sup> (first) base on his 3<sup>rd</sup> (third) strike if missed by the catcher.
- r) An intentional walk is automatic. No pitches need to be thrown. If the walk is intentional, (4 (four) straight balls), the next batter if a female, has the option to walk or hit away. The male batter will be awarded 2<sup>nd</sup> (second) base. If there is one strike on the batter an intentional walk cannot be called.
- s) 3<sup>rd</sup> ( third) strike foul, the batter will be called out. Any foul tip ball caught is an out regardless of the arc.

- t) A fly ball or line drive cannot be dropped intentionally for the purpose of making a double play. Time is called and the batter is called out. Runners will return to their previous bases.
- u) Infield fly rule is in effect.
- v) All pitchers must pitch within the pitching zone. The pitching zone is 24" (twenty-four inches) wide located 50-65 (fifty to sixty-five) feet from home plate. A pitcher may choose to pitch from anywhere within this zone. (SPN Rule 1 sec.12)
- w) Courtesy Runners may be used (provided the batter has safely reached base) a maximum of 3 (three) times per game. Courtesy runners are allowed at any base but they must be male for male and female for female. (See SPN Rule 8 sec. 15)  
*NOTE: If **both team captains** agree (prior to the start of the game) this rule can be waived and the teams may use an unlimited number of courtesy runners.*
- x) On an overthrow – the runner is entitled to 2 (two) bases. If a runner is at 1<sup>st</sup> (first) base and they attempt to go to 2<sup>nd</sup> (second) but are forced to return to 1<sup>st</sup> (first) base and the ball is then thrown out of bounds – the runner will be awarded 3<sup>rd</sup> (third) base because they have already obtained 1<sup>st</sup> (first) base and the rule is that the runner is awarded the base they have obtained at the time of the throw plus 2 (two) bases.
- y) Safe Line is in effect at home plate. A safe line is drawn in foul territory, starting at the front corner of the home plate (closest to 3<sup>rd</sup> (third)) and running perpendicular to the 3<sup>rd</sup> (third) base line. It shall extend 10 (ten) feet into foul territory. When the runner touches or crosses this line (one foot touching the ground on or past the line) prior to being tagged or prior to a defensive player legally holding the ball while in contact with home plate, the runner shall be declared safe. If not being played on, the runner shall not be called out if stepping on home plate, providing that there is no contact with a defensive player. A runner shall not be called out if home plate is touched in an attempt to avoid a collision. (SPN Rule 13 sec. 4)

- z) Commitment Line – The commitment line is a line drawn 20 (twenty) feet from the back of home plate and perpendicular to the 3<sup>rd</sup> (third) base line. When a runner crosses this line (one foot completely over the line and touching the ground), but does not reach home plate, he shall be called out, when the ball is legally held by a defensive player who is in contact with home plate, no tag is necessary. Runners who have not crossed the line may return to the 3<sup>rd</sup> (third) base with liability to be put out. If tagged between commitment line and home plate, the runner will be called out. (SPN Rule 13 Sec.4). Once you cross the commitment line you can't return to 3<sup>rd</sup> (third) base; you must go home.
- aa) All Bases are to be set at 65 (sixty-five) feet apart.
- bb) Batters Boxes will be enforced.
- cc) Jewellery Rule – as per the SPN BC Policy Handbook page 20, Rule 2 Section 9 –C will be in effect.  
The first time a batter steps into the batters box wearing jewellery a warning shall be given to both teams. Second occurrence would result in the offending player being called out.

## **7.0 LEAGUE STANDINGS**

At the conclusion of the League Regular Season play, standings will be established using the following criteria:

- i) Most Points: if tied then
- ii) Most Wins: if tied then
- iii) Winners of games between tied teams: if tied then
- iv) Difference of total runs scored for and against in games between tied teams: if tied then
- v) Difference of total runs for and against of tied teams during League regular season play: if tied then
- vi) Coin Toss. This will be done by 2 (two) members of the League Executive or their appointees.

Finals for all double knockout playoffs will be a best of 3 (three) series where the team with the higher standing in the regular season will be HOME team for the 1<sup>st</sup> (first) and 3<sup>rd</sup> (third) games of the series. (3<sup>rd</sup> ( third) game is only played if necessary.)