

LADIES OPERATING RULES

1 REGISTRATION

SPN INSURANCE

EACH TEAM AND PLAYER MUST BE COVERED BY SPN INSURANCE.

TEAM ROSTER

THE TEAM CONTACT MUST COMPLETE THE SPN ONLINE TEAM ROSTER BY THE DATE DECIDED ON AT THE AGM. TEAMS WHO HAVE NOT COMPLETED THE ONLINE REGISTRATION WILL NOT BE ALLOWED TO PLAY.

ADDITIONS OR DELETIONS CAN BE MADE TO YOUR ROSTER UNTIL THE LAST DAY OF LEAGUE PLAY. ROSTERS ARE FROZEN FOR PLAYOFFS.

ALL PLAYERS MUST BE AT LEAST 16 YEARS OLD ON THE FIRST DAY OF LEAGUE TO PLAY. ALL PLAYERS 16-18 YEARS OF AGE (INCLUSIVE) MUST HAVE A PARENT OR GUARDIAN COMPLETE THE SPN PARENTAL CONSENT WAIVER.

2 TEAM RESPONSIBILITIES

FIELD MAINTENANCE (MANDATORY FOR ALL LEAGUES)

THE HOME TEAM IS RESPONSIBLE FOR DRAGGING THE FIELD BEFORE THE GAME, SETTING OUT THE BASES/MAT, MOVING GOAL POSTS AND PROVIDING GAME BALLS. PLAN AN EXTRA 30 MINUTES BEFORE GAME TIME TO COMPLETE YOUR RESPONSIBILITIES. AFTER THE GAME HOME TEAM IS RESPONSIBLE FOR ENSURING THE TRACTOR AND MAT/BASES ARE RETURNED TO THE SHED, THE SHED IS LOCKED, DUGOUTS ARE LOCKED AND THE LIGHTS ARE TURNED OFF AT LIONS. UMPIRES HAVE THE KEYS FOR THE GOAL POST LOCKS AT PARKWAY. \$40 FINE FOR NOT COMPLETING HOME TEAM DUTIES. \$100 FINE FOR NOT REPLACING GOAL POSTS AT PKW.

SCORES

SCORES MUST BE EMAILED TO CHRIS NEWTON @ SECRETARY@PENTICTONSLOPITCH.COM BY THE WINNING TEAM WITHIN 24 HOURS OF GAME PLAYED.

LIQUOR/SMOKING PROHIBITIONS

LIQUOR OR SMOKING SHALL NOT BE ALLOWED ON THE BENCHES, DUGOUTS OR PLAYING FIELD AREA.

ANY OFFENDING PERSONS WILL BE GIVEN ONE WARNING AND THE TEAM MANAGER SHALL BE ADVISED THAT THE WARNING HAS BEEN GIVEN. A SECOND INCIDENT WILL LEAD TO GAME EJECTION.

3 GAMES AND SCHEDULES

GAME START TIMES WILL BE INDICATED BY THE SCHEDULE; A FIVE (5) MINUTE GRACE PERIOD SHALL BE PERMITTED BEFORE THE UMPIRE DECLARES THE GAME FORFEITED.

GAMES HAVE A 1HR 30 MINUTE TIME LIMIT, WITH NO NEW INNING AFTER 1HR 15 MINUTES.

NO INFIELD PRACTICES BEFORE GAME TIME.

ALL WARM-UPS SHALL BE CONDUCTED ON THE GRASS.

4 DISCIPLINARY ACTION

AT THE DISCRETION OF A COMMITTEE OF REPRESENTATIVES FROM EACH TEAM, DISCIPLINARY ACTION INCLUDING FORFEITS, FINES AND EXPULSIONS MAY BE TAKEN AGAINST PLAYER, PLAYERS AND/OR A TEAM FOR ONE OR MORE OF THE FOLLOWING REASONS:

- A. FAILURE TO SUBMIT A LEAGUE ROSTER BY THE PREDETERMINED DATE
- B. FAILURE TO PAY LEAGUE FEES BY DUE DATE
- C. FAILURE TO ACT IN A SPORTSMANLIKE MANNER
- D. VERBALLY OR PHYSICALLY ABUSING ANY PLAYER/UMPIRE/SPECTATOR DURING THE GAME
- E. FORFEITING MORE THAN ONE (1) SCHEDULED LEAGUE GAME (\$40 WITHOUT 24 HOURS NOTICE)
- F. FIELD MAINTENANCE NOT BEING DONE BY HOME TEAM (\$40)

5 PROTESTS

PROTESTS REGARDING RULE INTERPRETATION MUST BE NOTED IMMEDIATELY FOLLOWING THE PLAY IN QUESTION, THEN EMAILED TO CHANDRA MEEDS **C_MEEDS@HOTMAIL.COM** WITHIN 24 HOURS FOR RESOLUTION. A COMMITTEE CONSISTING OF AT LEAST ONE (1) MEMBER FROM ALL TEAMS WILL BE STRUCK.

PROTESTS REGARDING AN UMPIRE'S JUDGEMENT WILL NOT BE ACCEPTED. JUDGEMENT CALLS ARE:

- SAFE
- OUT
- BALL
- STRIKE
- FAIR BALL
- FOUL BALL

6 RESCHEDULES

ALL GAMES WILL BE PLAYED AS SCHEDULED. ONLY WEATHER-RELATED CANCELLED GAMES WILL BE RESCHEDULED. ALL EFFORTS WILL BE MADE TO NOTIFY TEAMS OF CANCELLED GAMES AS EARLY AS POSSIBLE. IF THERE IS NO ADVANCE NOTIFICATION OF CANCELLED GAMES BOTH TEAMS MUST SHOW UP READY TO PLAY. IT IS THE UMPIRE'S DECISION TO CANCEL A GAME DUE TO WEATHER. IF ONLY ONE TEAM SHOWS UP TO PLAY IT WILL BE RECORDED AS A FORFEIT TO THE OPPOSING TEAM.

7 RULES OF PLAY

UNLESS SPECIFICALLY STATED IN THESE OPERATION RULES ALL RULES OF PLAY WILL FOLLOW THE CURRENT SPN RULEBOOK.

8 EQUIPMENT

BALLS: THE LEAGUE WILL SUPPLY ALL TEAMS WITH GAME BALLS. HOME TEAM IS TO SUPPLY 2 GAME BALLS FOR EACH GAME. BALLS MUST BE THE SAME TYPE SUPPLIED BY THE LEAGUE.

BATS: LEAGUE WILL FOLLOW THE SPN BAT POLICY. [BAT POLICY - SLO-PITCH NATIONAL - SLO-PITCH NATIONAL | SANCTIONED CANADIAN-WIDE SLO-PITCH LEAGUES & TOURNAMENTS](#)

UNIFORMS: TEAM UNIFORMS ARE RECOMMENDED, BUT NOT MANDATORY.

PITCHING AND INFIELD MASKS ARE STRONGLY RECOMMENDED.

IF THE PITCHER IS WEARING TWO VISIBLE AND REMOVEABLE PIECES OF EQUIPMENT, THEY ARE ENTITLED TO A FREE RUNNER WHEN THEY ARE ON BASE WITH 2 OUT. THE RUNNER CAN BE THE SAME PERSON EACH TIME, OR A DIFFERENT RUNNER.

BATTING HELMETS ARE STRONGLY RECOMMENDED.

9 PLAYERS AND SUBSTITUTES

PLAYERS NOT LISTED ON THE APPROVED SPN ROSTER FORM ARE NOT ELIGIBLE TO PLAY.

LEAGUE PLAY: TEAMS ARE ALLOWED TO PICK-UP A MAXIMUM OF TWO (2) PLAYERS FROM ANY PENTICTON LADIES LEAGUE TEAM'S. NOTE: PICK-UPS MUST BE SPN INSURED; EITHER FROM ANOTHER LADIES' TEAM OR BY COMPLETING THE SPN ONLINE REGISTRATION.

PLAYOFFS: TEAMS ARE ALLOWED ONLY ONE (1) PICK-UP FROM ANOTHER PENTICTON TEAM. ROSTERS ARE FROZEN FOR PLAYOFFS; NO ADDITIONS CAN BE MADE AFTER THE LAST DAY OF LEAGUE PLAY. PLAYERS MUST HAVE PLAYED AT LEAST 3 REGULAR SEASON GAMES BEFORE BEING ELIGIBLE TO PLAY IN PLAYOFFS.

PLAYING BC 9 RULE: A TEAM WILL BE ALLOWED TO START WITH NINE (9) PLAYERS FROM THE OFFICIAL START TIME OF THE GAME. THE SAME TEAM IS NOT ALLOWED TO ADD A TENTH PLAYER TO THE BATTING ORDER AT ANY TIME FOR THE BALANCE OF THE GAME. THE TEAM WHO STARTS A GAME WITH (9) NINE PLAYERS MUST FINISH THE GAME WITH THE NINE PLAYERS. ANY PLAYER WHO IS LISTED ON THE LINE-UP CARD AS A SUBSTITUTE MAY ENTER THE GAME ONLY AS A SUBSTITUTE.

NOT PLAYING BC 9 RULE: A TEAM WILL BE ALLOWED TO START A GAME WITH (9) NINE PLAYERS WITH AN AUTOMATIC OUT BEING CALLED WHERE THE LAST PLAYER (MISSING PLAYER) IN THE BATTING LINE UP WOULD HAVE BATTED. A TEAM IS ALLOWED TO ADD A TENTH (10) PLAYER AT ANY POINT FOR THE BALANCE OF THE GAME.

BATTING MORE THAN 10 PLAYERS: A TEAM MAY CHOOSE TO BAT MORE THAN TEN (10) PLAYERS. IF A TEAM CHOOSES TO BAT MORE THAN 10 PLAYERS ALL MUST BAT IN BATTING ORDER, BUT ANY 10 CAN PLAY DEFENSE. DEFENSIVE POSITIONS CAN CHANGE, BUT THE BATTING ORDER MUST REMAIN THE SAME.

RUNNERS: COURTESY RUNNERS MAY BE USED (PROVIDED THE BATTER HAS SAFELY REACHED BASE) TO THE LIMIT OF THREE (3) ONLY. COURTESY RUNNERS MAY BE USED AT ANY BASE. AS PER SPN RULE, ANY PLAYER CAN BE USED AS A COURTESY RUNNER, BUT ONLY ONCE PER GAME. IF BOTH COACHES AGREE AT THE HOME PLATE MEETING GAME MAY BE PLAYED WITH UNLIMITED RUNNERS (RUNNERS CAN STILL ONLY BE USED ONCE PER INNING).

10 THE GAME

MERCY RULE: SEVEN (7) RUNS PER INNING; FIFTEEN (15) RUNS AFTER 5 COMPLETED INNINGS OF PLAY.

TIE BREAKER: IF THE FINAL SCORE ENDS IN A TIE, IT WILL BE RECORDED AS A TIE FOR LEAGUE GAMES ONLY.

A BATTER IS DECLARED OUT WHEN A FOUL BALL IS HIT AFTER TWO STRIKES.

NO BUNTING.

NO STEALING.

11 LEAGUE STANDINGS

AT THE CONCLUSION OF LEAGUE (REGULAR PLAY), STANDING WILL BE ESTABLISHED USING THE FOLLOWING CRITERIA:

- A. MOST WINS; IF STILL TIED THEN
- B. WINNERS OF GAMES BETWEEN TIED TEAMS; IF STILL TIED THEN
- C. DIFFERENCE PLUS OR MINUS OF TOTAL RUNS SCORED OF TIED TEAMS IF THEY HAVE PLAYED EACH OTHER TWICE; IF STILL TIED THEN
- D. DIFFERENCE PLUS OR MINUS OF TOTAL RUNS SCORED OF TIED TEAMS DURING LEAGUE PLAY; IF STILL TIED THEN
- E. COIN TOSS; THIS WILL BE DONE BETWEEN CHANDRA MEEDS AND THE TEAMS INVOLVED.

12 PLAYOFFS

FORMAT WILL BE DECIDED AT THE AGM AT THE BEGINNING OF THE SEASON.

IF THE FINAL GAME FOR PLAYOFFS GOES TO AN 'IF' GAME, THE HOME TEAM AND VISITOR TEAM WILL SWITCH.