

# K-W Masters Slo-pitch 2019 Rules



## Slo-Pitch Ontario rules apply.

(Open [www.slopitch.org](http://www.slopitch.org), then select Resources from the top menu, and Handbook)

### **These are the league specific rules:**

1. All players must be 40 years of age as of Dec 31 2019 to be eligible to play in our league (players between the ages of 35-39 are eligible if they are family (son or step son). Any new players under the age of 40 must have approval from the league in order to play.
2. All players must be registered with the league and league fees must be paid in full to be eligible to play. Team rosters may be made up of full time and spare only players, with a minimum of 14 full time players and a maximum at the discretion of each team and the league.
3. The maximum number of players from other teams or the general pool will be 4 per game. No substitute will be used to bring the lineup to more than 12 players. Non-roster players must bat at the bottom of the order.
4. If a team has less than nine players, they will have a 10 minute grace period, and then will have to forfeit the game. If the fielding team only has 9 players, the batting team WILL supply a catcher. The catcher WILL attempt to make all required defensive plays.
5. All players at the game will be in the lineup and must bat, playing defense is an option.
6. A lead off will be called if a runner leaves a base before contact is made with the ball and that runner will be called out. Clarification: No anticipation step is allowed.
7. Any foul tip caught by the catcher is an out.
8. A batted ball striking the plate and rolling fair is considered in play.
9. Sliding or diving will be permitted at all bases. Sliding is not permitted at home. A runner who slides at home will be called out. If any player uses a slide for aggressive purposes, he will be called out and referred to the disciplinary committee.
10. A bunt is an automatic out.
11. A legal pitch has to be a minimum height of 6 feet and a maximum of 12feet.

12. Courtesy runners are allowed at any base for injured players. The courtesy runner is the **last available batter**. Once a courtesy runner is used, that player must use a courtesy runner for the rest of the game.
13. No player may act as a courtesy runner more than once per inning.
14. Courtesy runners from home plate must be fully behind the extension of the 3rd base line at the backstop. If there is any step (contact with the ground) beyond the line without contact from the batter, the runner is out for a leadoff. There is NO requirement for the runner to hold the fence with their hand.
15. A lead off will be called if a runner leaves a base before contact is made with the ball and that runner will be called out. (or ball 4 is called)
16. There will be no maximum number of home runs, with the following exception: a team may have no more than 2 home runs more than the opposing team at any time. Any more home runs will be considered a walk and only baserunners who are forced will advance a base.
17. To avoid lopsided scores, a maximum of 5 runs may be scored by any team in each of the first eight (8) innings at which time the half inning is over regardless of the number of outs. The ninth inning is open. (see catch-up rule)
18. *Catch-up Rule*: If a team is trailing by 6 or more runs in any inning, they can continue to bat and score runs (beyond the normal 5 run limit) until they either catch up so the score is tied or they get 3 outs. This can be done any time between the 3<sup>rd</sup>-8<sup>th</sup> innings but only twice in a game. The team needs to declare when they are using the rule (this can be done after the 5<sup>th</sup> run has been scored)
19. *The mercy rule*: the game will be called any time after 7 complete innings of play are Complete and one team leads the other team by 15 or more runs. If the home team is behind by 15 or more runs, they will get their last at bat and may negate the mercy rule if they get the run deficit under 15.
20. *Flip flop rule*: if the home team is ahead by 10 or more runs after the 8th inning, the flip-flop rule will automatically be invoked, and the visiting team will bat again. If the visiting team ties the score or goes ahead, the home will have their last 2 half innings to bat.
21. No abusive language or alcoholic beverages are allowed.
22. There will be no infield warm up balls allowed after the first inning. The team at bat must supply an umpire.
23. A game will be considered a complete game if 4 ½ innings are completed and the home team is ahead.
24. If 5 innings are completed, the team with the highest score will be declared the winner or if the teams are tied, the game will end in a tie.
25. In the event more than 5 innings have been completed, however the home team did not get an opportunity to bat in the bottom of the inning before play was stopped

due to weather conditions, you will revert back to the last completed inning and the highest score will be declared

26. Pitching Screens (use is optional): There will be a pitching screen available at each diamond for use to protect the pitcher, at their discretion. If used, these rules will be observed:
- a. Screen must be used for entire 1/2 inning if it was selected at the start of the inning.
  - b. A batted ball striking the screen is a strike, and the ball is dead.
  - c. If the ball striking the screen is the third strike, the batter shall be called out.
  - d. Pitcher may still field a batted ball.
  - e. Any throws striking the screen the ball is live and in play.

### **Tie Breakers:**

1. In the case of a 2-way tie, the head to head games in that round of the playoffs will be used to decide the winner. If there is still a tie, then the team with the overall season head to head game advantage would advance, and if there is still a tie then the overall season standings will be used to break the tie.
2. In the case of a 3 or more-way tie, the overall season standings will be used to break the tie.

### **Ground Rules and Park Rules:**

#### **General**

The extended line from the backstop screen determines the out of bounds if there is no fence. At BRG, bases will be set up and put away for us. Home team of 6:30 game is responsible for retrieving the pitching screen from inside the club and setting up for use, and the home team of the 8:15 game is responsible for putting it away.

The extended line from the backstop screen determines the out of bounds.

All efforts should be made to complete 6:30 games, even if 8:15 games are delayed by a few minutes. For late games, be prepared to begin at 8:15 since most early games are over before that; but, understand that late games sometimes may not start until close to 8:30. (Changed 5/29/2017 to match agreed to league policy).

A game will be nine innings, unless the captains agree on less innings before or during the game. If the agreed number of innings have been played and the game is tied, the game will end in a tie.

If not notified that the diamonds are closed, assume the game is on! Please show up - teams must decide on whether diamonds are playable at the park, unless the park has closed the diamonds. If a game is started, and must be called due to rain or field conditions (added 06/02/2017):

1. A game will be considered a complete game if 4 ½ innings are completed and the home team is ahead.
2. If 5 innings are completed, the team with the highest score will be declared the winner or if the teams are tied, the game will end in a tie.

In the event more than 5 innings have been completed, however the home team did not get an opportunity to bat in the bottom of the inning before play was stopped due to weather conditions, you will revert back to the last completed inning and the highest score will be declared the winner, unless the score is tied, the game will end in a tie.

## **Bloomingtondale**

1. Bloomingtondale park is a non smoking facility. Also, park rule is no alcohol permitted.
2. At Bloomingtondale, bases are to be set up by the home team of the 6:30 game. They will also set up the pitching screen and place it where it is available for each team. Home team from the 8:15 game will put the bases and pitching screen away.
3. When KWMSPL is not able to utilize the fields due to inclement weather, KWMSPL must notify the Bloomingtondale Facility Booking Agent before or by the next working day, of the unused field time.
4. When the Township/Rec Association does not intend to prepare the fields due to inclement weather, KWMSPL will be notified within 3 hours prior to the booking start time that the fields are unplayable.

## **BRG**

1. If the ball strikes the light standards in the field at the BRG club in the air or on the ground, the ball is considered still in play.
2. BRG is a licensed facility. As such, all alcohol consumed on club property must be purchased from the BRG.

3. In the event that BRG Club cannot prep the fields due to inclement weather, KWMSPL will be notified within 3 hours prior to game time that the diamond is closed.
4. Teams may decide that the diamond is unplayable due to heavy rain, standing water on the field, snow, or lightning.

**Clarification of SPO rules for KW Masters Slo-pitch League:**

1. Scoring line: SPO states that any part of the foot must touch or go over the line extended from home plate towards the fence before the ball is caught by the catcher touching home plate (mat).
2. Overthrow rule: When a thrown ball goes out of play (beyond the established boundary lines of the playing field) all runners, including the batter-runner shall be awarded two bases from the last base legally touched based on their position at the time that the thrown ball left the fielder's hand  
if there are two runners between the same bases, the award is based on the position of the lead runner.
3. Infield fly: While this rule remains the same (SPO rule - runners on 1st and 2nd or bases loaded with less than 2 out and the batter hits a fly ball that is reasonably catchable by an infielder), team captains can invoke the infield fly rule after the fact if in agreement that it should have been called. In this case, the batter will be out, and the runners will return to their original bases. Infield fly should only be called in this method if it is an obvious oversight and both teams are in agreement. If the umpire did invoke the infield fly rule that is not reviewable and cannot be overturned.
4. Intentional walks: are allowed, and to keep unnecessary delays out of our game, no pitches are required to a batter - just an indication that the batter should advance to 1st base, as per the SPO rule. Remember, this is a sensitive issue for some, and keep sportsmanship in mind when you decide to issue an intentional walk.
5. Home run "trot": SPO rules do not require running of the bases at all if a ball is hit over the outfield fence for a home run (this applies to the batter and any baserunners). In our league, the choice should be the batters: if someone hits a home run and it is not a regular occurrence, they should be able to run the bases (and enjoy it!). Conversely, if you don't want to, SPO rules say you don't have to.
6. Batter's box: the SPO batter's box is defined as 3 feet wide by 7 feet deep. As long as the player stays within this box, they may move around as desired before/during the swing. All players are encouraged to keep player safety in mind if they intend to "step into" a pitch by moving forward to the front of the box during a swing.

## **Physical altercations both on the field and in the park area will not be tolerated.**

The team captains are to notify the league Commissioner as soon as possible of any incident and the player or players involved will be suspended indefinitely until the Disciplinary Committee can meet and review the matter.

Abusive behavior towards an umpire, official or opponent will not be tolerated. Please remember this league was started so all players could get some exercise and have some fun and enjoyment.

## **Illegal bats**



All bats must have the USSSA 2012 “thumb print” stamp

If a player is found using a bat that is not allowed the following will occur:

- i. At the point of discovery, the batter will be ejected for the balance of the game in progress and the bat is removed from play.
- ii. An automatic 1 game suspension will be served by said player. The captain will be accountable to ensure that bat does not enter any more games. A report of this must be made to the executive.
- iii. The current game will continue until conclusion
- iv. A further review of the incident will be conducted by the disciplinary committee and the league executive and additional discipline may be pending.
- v. Any subsequent incidents will result in a further review by the disciplinary committee and league executive to determine additional discipline.

**Use of illegal bats can void our insurance. Please play responsibly!**