

Rules and Regulations

1. As per SPN regulations: a) a co-ed team must field at least 4 females, b) the batting order must alternate male/female batters with no more than 2 males in the order back to back, c) if a runner requires a substitution, a same sex runner (who was last out or ran home) must be substituted. **Rules are in place to ensure safety and fair play.**
2. **All games will start at their scheduled times or no later than 10 minutes after that time, regardless of what inning the earlier game is in. Umpire discretion. No games are delayed for late coming players.**
3. **All the league bats are to be returned to the Earl immediately following the last games. Any missing equipment will be the responsibility of the Home team during the last games**
4. An inning is over when there are 3 outs or a maximum of 10 runs have been scored. The final inning is open and will finish once there are 3 outs.
5. A team will default if they can not field a minimum of 8 of their own players by game start. Two borrowed players are permitted (from within the league) to field a team of 9 or 10. ****All substitute players must belong to the league and be placed on the bottom of the batting order. It will be up to the team to decide where the player will play. Borrowed players must finish the game. Batting order is to be made prior to the start of the 1st inning to accommodate your late players according to the rules of the batting order. Late players may join the game before their spot in the batting order or they will be called out, or can then be scratched from the game without penalty.**
6. Both teams will keep their own scores and will occasionally check with the other team to make sure they are the same. If there are any discrepancies it will be figured out between the teams or executives. **Both score sheets must be returned to the Earl following the games.**
7. No Jewellery is allowed to be worn during play. If a player is wearing jewellery he/she will be called out-regardless of where she is on the base or at bat. **Exception – implanted, surgical implants i.e. nose rings, tape over the jewellery that cannot be removed.**
8. Absolutely no alcohol consumption will be permitted. Anyone caught drunk/drinking will be expelled from the game. Team captains are expected to enforce this rule.
9. No metal cleats. (Rubber/plastic cleats are recommended) Everyone is to wear their team shirt to **EVERY GAME** . Borrowed players must wear their league jersey.
10. To participate in this league, you must a registered player and be 19 years of age and not a member of an “A” rated team – Slow Pitch Ontario.
11. A Worth Grey Dot ball will be used. (Yellow in colour) 1 new ball will be used for each game. Please save previously used game balls for extras.

12. No stealing, no bunting, no chopping. (Players will be called out) Sliding is permitted into 2nd & 3rd bases only. No excessive contact with the fielder will be permitted. **Sliding with the intent to injure will be an automatic out and an ejection from the game and the league with no refund of fees.**
13. The pitcher must throw an underhand pitch, but he/she may release the ball in any manner. The pitched ball must arc at least 6 feet after leaving the pitchers hand and before it passes any part of the home plate. The pitched ball must not rise higher than 12 feet above the ground. The pitch may be called a strike if it hits any part of the mat or home plate. If it hits a player or the ground it's a ball. Pitcher must stand in the centre of the diamond with a 5 foot allowance towards home plate or 2nd base.
14. An **infield fly** is when there are runners on 1st and 2nd or bases loaded and the batter hits a pop fly into the infield the umpire calls an "Infield Fly", the batter is out and the play is considered dead. Only the umpire can call the hit as an infield fly.
15. If the **third strike** is a foul, the batter is out.
16. The use of a pinch runner is only allowed when a player is **injured during the game** being played. The runner is only used when the batter gets to first base. **If the batter runs to 2nd or 3rd base>NO pinch runner can be used unless the injury occurs during the play. If a pinch runner is needed on either 2nd or 3rd base, the runner and all other persons on base will move back a base.** If the batter cannot make it to first they will be asked to leave the game and their name will be taken off the batting order. A maximum of 3 pinch runners per team. If the player shows up to a game injured they will not be allowed a pinch runner, if they are unable to run the bases they should not be playing.
17. There will be **no lead offs**. If a player misses a base, the fielding team must wait until the umpire puts the ball back into play. The fielding team must then touch the missed base with the ball, and notify the umpire. The umpire will then decide if the player is out or not.
18. A base runner is automatically out if he/she runs 3 feet off the baseline. If a member of the opposing team restricts the runner, the runner is awarded that base.
19. If an incorrect batter is discovered before he/she completes his/her turn at bat the correct batter may take his/her place assuming the accumulated ball and strikes. If a batter misses his/her turn and it is identified after the next batter is on base, the batter will be called out. All runners will return to the last base.
20. All players playing outfield positions must be on the grass for every new pitch. Fielders can not position themselves on the diamond during play.
- ~~20-21.~~ There are clearly defined safety and commit lines. Once you pass the commit line you must go home. The safety line runs off home plate and are the runners crossing mark. **Runners can not touch home plate. Feilders trying to make an out have to have at least part of their body touching home plate, NOT the mat.**
- ~~21-22.~~ We will be using a Match plus 2 home run rule. This means at any **given** time during a game a team can only have 2 more "over the fence" home run than the other team. If a ball goes over the fence and your team is not allowed a home run the batter will receive a strike.

If a ball goes over the fence and the batter already has 2 strikes, the batter is then called out. An in the park home run does not apply to this rule.

22-23. Safety bag:

- If a batted ball hits any portion of the white it is a fair ball. If it hits any portion of the orange it is a foul ball.
 - If a batter hits to the infield, or a play is made to first base, the player's first attempt must be to touch the entire orange base. If they only touch the white base in this situation they will be called out.
 - The first base person may only touch the white part of the bag. If she touches only the orange it is the same as not touching the white at all; the runner is safe.
 - Once the batter is safe on first then they must use the white part of the bag for the duration of the time on first.
 - Any infield hit, the batter is to use only the orange portion of the bag.

The umpire reserves the right to expel players for inappropriate conduct or breach of league rules or regulations. Including but not limited to foul language or poor behavior.

23-24. 4 straight balls to a male batter with a female due up next, the male may go to 2nd base and the female may go to 1st base without an appearance at bat. If the female chooses to bat, the male is only awarded 1st base. It is up to the female batter and her team on which way they would like to follow the rule.

25. This co-ed recreational league, which means it, is for fun! The winning team will not advance beyond our league. Please enjoy yourselves and be considerate of others.

Any further questions or concerns can be addressed to Scott Roskar email preferred to: scott@theearlpub.ca or in the severe cases at 416-898-2095