



White City Slo-Pitch League

RULES

1. **Location:** Serbu Park; Baseball Diamonds #1 and #2
2. **Games:** Games will begin at 6:30 p.m. on Diamond #2 and 7:00pm on Diamond #1. Teams are required to be assembled and be ready to play by at least 6:30 p.m. Teams will be playing a double header against the same team as per schedule. If a team is not ready to go by 6:30pm, the first game will be considered a loss. Use discretion.
 - (a) Game one 7 innings
 - (b) Game two minimum 5 innings, longer if you want

Teams that are scheduled to play under the lights are to start at approximately 7:00PM. Game 2 at 8:30. Lights will be turned on at 8:30PM and **turned off at 10:30PM**. Captains can contact each other before the games and structure those however they want.
3. Roster players must be on the team's roster submitted at registration. Teams will have to submit a tournament team roster for review by the Recreation Director two weeks prior to the League Tournament. Any major changes in rosters will not be allowed.
4. The diamonds will be set up by the Town of White City staff during the day. It is the responsibility of the teams to ensure that all equipment owned by the Town of White City is respected and NOT damaged.
5. Defaults not only hurt the league and are unfair to those individuals/teams that show up in terms of their time, travel and expense. Teams must field the minimum required number of players at the scheduled start time of the game. No bond will be required; however, teams may be expelled from the league at the discretion of the Recreation Director.
6. **ZERO TOLERANCE FOR FIGHTING.** Both teams involved in any fights or arguments may be subject to disciplinary actions including expulsion from the league.
 - (a) Any player involved in an altercation must be removed from the team by their team captain. Please contact the Recreation Office so the rest of the league can be notified.
 - (b) If a team has a second altercation, it will result in immediate expulsion from the league with no refund of team fees.
7. **Any game cancellations must be within 24 hours of game time. Notify the team you are playing and email the Recreation Director.**
8. **Game cancellation, due to weather or diamond conditions, by the Recreation Director, will be done by no later than 3:00 PM game day. Email and/or phone message will go out to the teams affected.**
9. Minimum number of players required to play is 8. Please try to have at least ten players for every game. Please try to avoid defaults where necessary. A minimum of 3 members of

the opposite sex are required as there must be a 10:3 ratio. i.e. 7 males, 3 females, or 3 males 7 females. However, each team will be permitted to play with a minimum of 2 members of the opposite sex, but will be penalized as follows:

- a) If a team is short the minimum number of male to female ratio (10:3), then 9 players are only allowed on the field at one time (if only 2 females show up, 7 males and 2 females play).
 - b) As well, it will result in an automatic out for each inning that the team is short. Each time that the absent player's name comes up to bat an out will be recorded.
 - c) Their position in the field or outfield must be vacant; if both teams are in the same position, disregard this rule and simply play the game.
10. Each team will be provided with 12 game balls at the beginning of the season. Grey Dots are the only ball allowed. Ensure that these game balls are used strictly for this league and you retrieve the balls if they are hit out of the playing field. The batting team will supply their own ball. **Please mark your softballs with your team name and a team contact phone number.**
 11. Each inning will be 3 out or maximum 10 batters per inning, whichever comes first. The last inning is an open inning. If a team only has 8 or 9 players on their team, and the defensive team has failed to get 3 outs, the 1st and 2nd batter of the innings can bat again in that inning.
 12. Teams may substitute/rotate players at any time throughout the game. All players who bat **MUST** play the field at least 3 innings of a seven inning game. Everyone must bat and play the field.
 13. Pinch runners may be utilized. If a pinch runner is utilized, then please place a star beside their name and indicate their position in the field. For a batter to have a pinch runner they must first make it successfully to first base. The pinch runner must be the last recorded out or the person above the player who needs a runner of the same gender. If the same gender is unavailable it **MUST** be the last recorded out.
 14. One base on an overthrow, if the ball goes out of play. If the ball stays in play, no limit of bases can be taken, but the play is still live.
 15. No intentional bunting, this includes slap bunting.
 16. No stealing or leading off any base. The ball must make contact with the bat before a base runner is permitted to lead off any base. A base runner is to be called out if they are observed leaving the base prematurely. Teams are encouraged to provide leniency and give first time warnings. Use discretion. The out must be called by the fielding team.
 17. Catchers are encouraged to take appropriate safety precautions and wear protective equipment. If protective equipment is not available, catchers are encouraged to keep a safe distance behind the plate during all pitches.
 18. Batting teams must provide home plate ump.
 19. Sliding at any base is not permitted. If a runner deliberately slides at any base, that runner shall be called out by the home plate or first base umpires.

20. No STEEL cleats allowed.
21. There will be a commitment line $\frac{1}{2}$ the distance between 3rd base and home plate. Any base runner that crosses this line is committed to proceed home. They will not be permitted to return to third. At HOME the catcher simply has to step on home plate. Base runners do not have to touch home plate but can simply run behind and past home plate. The base runner is considered safe when they cross the front part of home plate before an opponent is in possession of the ball and is standing on home plate. Any base runner that steps on home plate will be called out.
22. No team shall be able to hit more than 3 home runs more than its opposition's home run total. Any additional home run will be an out. For example, Team A has hit 3 home runs, Team B has hit 0; therefore, Team A cannot hit another home run until team B hits 1. Each team will keep track of their home runs at the bottom of the game sheet. HOME RUNS MUST BE MARKED ON THE SCORESHEET.
23. Games cancelled or postponed due to inclement weather will try to be rescheduled. However, due to the short season, this may not be possible. Team captains must contact each other to set a date for a make-up game and notify the Recreation Director. Once a game date is agreed upon by both teams and the coordinator, the make-up games can be booked through the Recreation Director.
24. A player will be called out when; they strike out (take three strikes, foul ball on third strike is an out), ground out, or fly out.
25. A player will be walked after 4 balls are pitched. If a male player is walked by 4 straight balls and is followed by a female player, the male will go to second base, and the female **MUST** bat.
26. The infield fly rule applies. The rule according to the Slo-Pitch National Rule Book is as follows:

“An infield fly is a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort when first and second, or when first, second and third bases are occupied with less than two out. Any defensive player, who positions himself within the infield area, will be considered an infielder for the purpose of this rule.

NOTE: If a fairly batted ball is to be declared an infield fly the umpire shall call: “INFIELD FLY, IF FAIR, BATTER IS OUT” for the benefit of the runners. Failure to make the call does not preclude the batted ball from being an infield fly. The ball is alive and if the runners advance, they do so at their own risk and are in jeopardy if the ball is caught. The ruling is the same as any other caught or dropped fly ball. A foul ball is not an infield fly and if the ball falls untouched to the ground in fair or foul territory prior to first or third base and subsequently rolls into foul territory, it is just a foul ball.”
27. Rosin Bags and Pine Tar or prohibited.
28. Pitching zones will be placed at 45-50 feet. No pitching from behind 54' rubber. You can move to the side if need be to avoid the mounds on Diamonds 1 and 2.
29. Please minimize movement in the batter's box to the length of home plate or one step.

30. Legally Delivered Pitches: The pitched ball must have a perceptible arc of at least 6 feet from the ground before it passes any part of home plate and shall not reach a height of more than 12 feet at its highest point from the ground. Pitchers must pitch from behind or at the rubber and must be inline with home plate
31. Home team will be determined by a coin toss. The winner of the coin toss will be the home team for the first game and the visitors for the second game.
32. **Illegal bats may not be used. ASA bats only.**
33. **Alcohol is prohibited at all of the playing venues. This includes the parking lot, all diamonds, dugouts on the diamonds, diamond bleachers/seating, walkways/paths, and other structures confined inside Serbu Park.**

Assumption of Risk

As a condition of the registration the participant is solely responsible for any personal property lost or injury sustained. The participating understands and accepts the inherent risks of involvement or participation in any sport or recreational activity.

For questions or clarification, please contact Shane Graefer at 781-2355 Ext. 225 or sgraefer@whitecity.ca.

Please note this is a recreational slo-pitch league. Some teams will be more competitive than others, but those who are, please take notice of the team you are playing against. Respect one another; treat everyone with respect and honesty. The rules above are designed to prevent fighting, injury and to promote a fun and active environment. Remember it's only a game!