



PLAYING RULES

*Taken from Articles 13 & 14 of the league constitution
2017 Season*

The general playing rules for each baseball season shall be based on The Slo Pitch National rules (Rule 4 The Game) supplemented by MSA specific rules.

MISSION STATEMENT

The Meadowvale Slo-Pitch Association is a not for profit community league with a mission to promote the spirit of fair play, dedication to the league, mutual respect for players and officials, while creating a love for the sport of baseball through teamwork, fun, and sportsmanship.

ARTICLE 13 – GAME FORMAT

1. Rules adopted by the MSA have precedence over SPN Rules.
2. All regular season games will start at the times as determined by the Executive issued schedule or any changes made to the schedule by the Executive.
3. When a team has less than eight (8) players at game time, fifteen (15) minutes after the scheduled game starting time shall be allowed before the game is defaulted.
4. All regular season and playoff games will be nine innings long except for the Tournament Day games which will be seven innings.
5. The home team shall be responsible for providing the official scorer and equipment (bases, home plate and balls)
6. The home team shall occupy the third base dugout for all games.
7. All teams MUST follow the MSA batting rotation schedule. To this end, score sheets must be completed to include each player's name, number (where applicable) and starting position. Failure to follow this rotation could form the basis for a successful protest.
8. Mercy Rule: For all games (including playoffs), with the exception of the last inning, an at bat for a team will be considered ended when the batting team scores 6 runs with less than 3 out.
9. A team will only require a minimum of 8 players to play a game. If a team has only 8 players at a game, the team captain may ask a league member available from the stands to be their catcher, right fielder or first base player, for that game. This player will not bat for this team.
10. Only the designated Executive Committee member who is responsible for Umpires and Spares can appoint substitute spare players. Team captains must notify this Executive Member of the need for substitute spare players as soon as possible, preferably before the game day. Team captains are provided Spares Guidelines at the AGM.
11. Players on the game sheet should be present at the start of the game. When a player arrives to a game that has started they will be placed at the bottom of the batting order. Should a team have a player in the batting order who, at their turn to bat, is not available to bat that player will be called out.

ARTICLE 13 – GAME EQUIPMENT AND UNIFORMS

12. Metal spiked shoes are PROHIBITED in all games.
13. Optic ball to used in all games
14. Only bats provided by MSA maybe used during all League games. Any player using a bat not supplied by the league will cause their team to forfeit the game.
15. Any softball glove is legal.
16. All players are to wear their uniforms. This is a requirement of MSA and to accommodate our sponsors' wishes. The minimum requirement is the current year team jersey and the

current year MSA league hat (or NO hat). It is the responsibility of the team captain to ensure that players comply with this regulation.

17. If a player decides to wear a team uniform and/or hat when he is a spectator at another MSA league game, then the uniform and/or hat must be that of his own team. While being a member of a specific team, no player is allowed to wear the uniform or hat that belongs to another team within the MSA.
18. Players who cannot meet the minimum uniform requirements for a given game, due to an unforeseen situation, will be allowed to play on approval of the opposing team's captain. Players who repeatedly fail to meet minimum uniform requirements may be subject to suspension.

ARTICLE 13 – GAME UMPIRES

19. One umpire, who is recognized by the MSA and SPN as a qualified umpire, will be used for all regular season games and for playoff games except the Final Championship game in which case two (2) umpires will be used. A copy of our MSA Constitution "Playing Rules" and the current season game schedule must be provided to the Chief Umpire before each season starts.
20. In the event that an umpire does not show up for a game, the respective team captains will have to mutually agree to an appropriate replacement to umpire the game. This replacement can be a league member who is a spectator at that game.
21. With any discrepancy or issue that arises during a game, it is the responsible of the captains to directly discuss this issue with the umpire. All other players on both teams are not allowed to address any discrepancy or issue with the umpire.
22. The Executive Committee, at its sole discretion, may revoke an umpire's role and participation in the MSA if it is deemed necessary to do so in the best interests of the MSA.

ARTICLE 13 – BASE RUNNERS AND RUNNING RULES

23. Bases will be 60 feet apart.
24. Any team member can pinch run for a batter. A player can only pinch run ONCE per inning and cannot be substituted for by another pinch runner, unless the pinch runner is injured and leaves the game. If a player that is pinch running is on base when his turn to bat comes up, that player is called out as the batter. He stays on the base he was occupying and the next batter is then up, unless the batter called out was the third out of the inning, then the inning is over. (modified April 2017)
25. If the batter hits the ball to the outfield grass and it bounces in fair territory, no player can throw the batter(base runner) out at first base, unless the batter(base runner) rounds first and is headed to second base, in which case the batter(base runner) is at risk of being tagged out. (added April 2017)
26. There will be no sliding at home base. Runners who slide will be automatically called out. Sliding with intent to injure may result in an automatic out and possible suspension.
27. A substitute runner from home plate will be restricted to a single with the only exception being a ball hit over the fence for a home run. After successfully reaching first base the substitute runner is restricted to first in all instances including fielding errors and overthrows.

The runner must not round first base making an attempt to advance (a decoy move) and may be called out at the umpire's discretion. All other base runners can advance under their own peril.

30. For a replacement runner, the starting position will be determined by the umpire in consultation with the Executive Committee at the start of the regular season. These starting positions will be maintained throughout the whole season and playoffs.
31. The defensive player, while in control of the ball must touch the mat or home plate before a runner crosses the "scoring" line, as described above, in order to record the out at home.

ARTICLE 13 – OTHER GAME RULES

32. Balls overthrown by an infielder to either first or third base will result in only one base awarded to the runners. Overthrows by any other player will be awarded as the base you are going to plus one base provided that runner is approximately 50% of the way to the next base.
33. Any ball going over the outfield fence will be a home run. Any ball going directly under, through, or over the fence on a bounce will be a ground rule double. Any attempt to play the ball will make it live.
34. An individual player is restricted to two over the fence home runs in any game. Any home run hit over the fence after that will be ruled a ground rule double.
35. If a spare is used they can play any position but must bat in the bottom of the order after all team players bat first.

ARTICLE 13 – RAIN OUTS GAMES and TIED GAMES

36. Any RAIN-OUT games during the regular season will be rescheduled at the discretion of the Executive Committee after consultation with the affected team Captains.
37. In case of weather or darkness or pending curfew a game may be considered complete after 5 complete innings (4 on tournament day) or 4 1/2 innings (3 1/2 tournament day) with the home team leading. This rule does not apply to playoff games. The umpire will have sole discretion to determine the last inning of a game with pending curfew.
38. All play-off games must be played in full and therefore must be re-scheduled commencing from the point the game was halted.
39. Regular season games may end in a tie due to weather, darkness in unlighted parks, park curfews times or any other exceptional reason. A tie will be shown in the league standings.

ARTICLE 13 - PITCHER ROTATION AND STRIKE ZONE

40. If a team has only one pitcher, he is not required to take his turn sitting out in the player rotation. The captain will decide who sits and it should be discussed with the opposing captain before the start of the game.
41. The strike zone has been amended to a rectangle measuring 22" wide by 40" long and the front edge of the board/mat is to be placed over the front edge of the original home plate.

ARTICLE 14: PLAYOFFS

1. The playoff format will be determined by the Executive Committee and posted prior to the start of the regular season.
2. When the season records of teams are tied, the following tie-breaking methods will be used to determine team standings. First, the common record against each other for the regular season games. Secondly, the run differential for all games between the two teams in the regular season. Thirdly, the run differential for all games against all teams in the regular season. (modified April 2017)
3. All games will start as per the current schedule or any changes made by the executive. There will be a 15 minute grace period before default.
4. Only the designated Executive Member who is responsible for Spares can appoint substitute "spare" players. Team Captains must notify this Executive Member of the need for substitute spare players as soon as possible, preferably before game day.
5. A spare can only play in a playoff game if a team has 9 players or less. If a team has 10 players or more, no spare will be permitted to play. If a regular player arrives after the commencement of the game, he will be permitted to play. The spare must immediately leave the game.
6. A team may have up to two (2) spares to reach the limit of 10 players and be able to field a 10 player team.
7. If play must be suspended for any reason, play will continue on the next available date from the point of suspension.
8. Two umpires will be used for the final playoff game, which is the Championship game.

END OF ARTICLES 13 & 14