

# Salmon Arm Mixed Slopitch League

## Spring League RULES

*updated March 2024*

**1. AGE RULE:** Most players must be 19 years of age at the beginning of the season, with a maximum of 2 players aged 16–18 on the playing field at one time. Under age players (16-18) must sign a waiver of liability, and have their parent sign, before they can play.

**2. TEAM RULE:** Each team is allowed ten players on the field. Each team must have a minimum of 4 females. A team may start or finish a game with only 9 players, with a maximum of 6 males, and must abide by rule 4.

**3. INNING RULE:** The game will consist of 6 innings and all 10 players will bat each inning. A game may be called after 5 innings if weather, daylight, or time is an issue. If teams agree to call the game in between an inning, the last completed inning determines the final score.

**4. BATTING ORDER RULE:** No more than 2 men batting consecutively. The batting order must rotate (ie 2nd inning the 2nd person in line-up starts, 3rd inning the 3rd person in line up starts the inning and so on).

### 5. EQUIPMENT RULES

Small ball/big ball – Females have the option, at the start of each at bat, to choose whether they would like to hit the small ball or a big ball.

Pitcher masks – a pitching helmet or pitching mask is mandatory for all pitchers in this league, no exceptions. The league has purchased some masks for pitchers to use if they don't have their own mask. These masks will be stored in the c-can.

**6. FOUL BALL RULE #1:** Foul ball on third strike – batter is out. The play is dead and no runners may advance.

**7. FOUL BALL RULE #2:** Any foul ball caught is an out, regardless if it goes 6' high or not. The play is live and runners may tag up and advance - except on 3rd strike foul the play is dead.

**8. WALKING RULE:** Any 4 **consecutive** balls will be a walk, otherwise it must go to a full count. If a male batter is walked on 4 straight balls (no strikes), and there is a female batter on deck, the male batter goes to second.

**9. 10th BATTER RULE:** The 10th batter cannot be walked, and runners do not advance on ball 4. The ball must be either caught as a fly ball or thrown home to end the inning. No player is permitted to bat in the 10th batting position more than once per game.

**10. BUNTING:** No bunting allowed.

**11. PITCHING ARC/NO PITCH RULE:** The ball must have an arc of at least 6 feet and no more than 12 feet from the ground, and must be pitched from between the two pitching mounds. Pitches that are above or below the required arc must be called “nopitch” by the ump. When a “nopitch” is called, the ball is dead. The pitch is not counted as a strike or a ball. DO NOT swing at "no pitches". Note to ump: please be diligent in calling "no pitches" while they are still in the air, so as not to endanger the fielders. This rule is in place for the safety of the fielders, and the point is to call it BEFORE the batter has a chance to swing.

**12. HOME PLATE/MAT RULE #1:** If the batter hits the ball and the ball then hits the home plate mat (either stopping on mat or entering playing field, it's a dead ball. The batter is charged a strike.

**13. HOME PLATE/MAT RULE #2:** Mat size is determined in accordance with NSA rules

**14. HOME PLATE/MAT RULE #3:** To score a run, the runner must only break the plane at home plate, they do not have to land. If they touch home plate they will be called out.

**15. INFIELD FLY RULE:** If the ball is “popped up” in the infield while runners occupy 1st & 2nd , or 1st 2nd & 3rd – the batter is out. The umpire should call “infield fly, batter out”. A "popped up" ball refers to a ball hit with significant arc (min 10’), remaining infield for the duration of its flight, and considered easily caught by an average fielder. Infield Fly balls are considered to be at the umpire's discretion. An infield fly is live, and the runners may advance at the risk of the ball being caught or retouch and advance after a fielder touches the ball. Infield is defined as caught while in the dirt.

**16. TIE GAME RULE:** In league play, if a game is tied at the end of the 6 innings, or when a game is called due to weather or time, that is the final score. Both teams are to report the tie score.

**17. BASE RUNNING/PLAYING RULE #1:** There is no tagging, sliding, or stealing.

**18. BASE RUNNING/PLAYING RULE #2:** When running to a base, if not going onto the next base, the runner **can** overrun the base and turn to the right. If the base runner turns to the left and the ball is thrown to that base before the runner gets back to it, the base runner is out. Base runners do not have to touch the base when running to or by it if there is a play to that base – however, they do have to touch and stop on the base when returning to it. A runner needs to touch the base if there is no play being made at the base - in other words don't cut corners when base running. The only reason to not touch the base is to avoid collisions.

If a base runner collides with a player from the fielding team, the base runner is out. The base runner is also out if he/she touches home plate. When there is a play to first, if the runner touches the inside base rather than the outside base (or running past) the runner is

out. The runner must touch the outside safety base when running to first base, unless they are continuing on to 2<sup>nd</sup> base.

**19. LEADING OFF RULE:** no leading off allowed. If the batter swings at the ball and does not make contact and the runner leaves the base, the base runner is out. The base runner must only leave the bag once the ball is hit.

**20. "HOT BOX"/CAUGHT BASE RUNNER RULE:** If a base runner stops in between two bases (either on a tagup or after turning left) and does not get to either base before the ball goes to both bases, the base runner is out.

**21. TAG UP RULE:** On a caught fly ball (fair or foul) the batter is out. If there are runners on base, they may then attempt to tag up and proceed to the next base(s).

**22. FIELDING RULE:** Fielders cannot come inside of the 150' marked line until the ball is hit.

**23. OVERTHROW RULE:** If the ball is thrown out of the playing area while trying to put a base runner out, the play will be stopped and all base runners advance one base. If the ball is still in the playing area, it is a live ball.

**24. HOME TEAM RULE:** Home team is determined by the schedule, and in tournaments, by the seeded position. Home team puts out, and puts away, the bases - and ensures that the fields are raked.

**25. UMPIRE RULE:** The batting team umpires and should have only 1 player behind home plate

**26. ELIGIBLE PLAYOFF PLAYER RULE:** All players must have played min. 3 games to be eligible for the windup tourney.

**27. ROSTER RULE:** All players must be on a roster to be eligible to play. Players may only be on one roster, and play on one team in playoffs.

**28. LIQUOR RULE:** No liquor permitted in public parks.

**29. PREGNANT WOMAN RULE:** No pregnant women allowed to play.

**30. ILLEGAL BAT RULE:** No illegal bats are allowed. Current list of illegal bats: NSA Canada website.

- 1st warning – Bat is removed from game.
- 2nd warning – Game is forfeited.
- 3rd warning – Team is removed from the league (Illegal bats are a MAJOR insurance issue)

**31. SUBMITTING SCORE RULE:** The winning team is responsible for submitting final score through the website. This must be done within 1 week of played game or it will not be accounted for.

**32. SCORE SHEET SIGNOFF RULE:** It is recommended that both team captains sign the winning teams score sheet to avoid any future discrepancies. If one captain does not sign the score sheet and an agreement can not be reached the game will be counted as a tie. This is a fun league and teams should be able to sort out 99.9% of discrepancies at the field.

**33. FIELD RAKING RULE:** Home team is required to rake the base paths and high usage areas (home plate, pitching mound, shortstop, etc). Constant abuse of this rule may result in the teams exclusion from league play next year.

**34. RESCHEDULING RULE:** All rescheduled games must go through the website rescheduling email (reschedule@salmonarmslopitch.com ) so that any time a field is unused we can let the city know. Not doing so will result in the teams in question being charged for the field time directly.

**35. HOMERUN RULE:** A team can only have 2 more homeruns than their opponent at any given time after which a homerun is an OUT. The 10th batter shall not count towards the 2-up rule in any inning. The hitter, and base runners, have the choice to walk off after a homerun has been hit.

**36. COURTESY RUNNER RULE:** In the event a batter is unable to run due to injury, a courtesy runner may be used from first base. The courtesy runner must be the last player out of the same gender. If no outs have been recorded for the current inning, the final batter of the same gender for that inning may be used. If the opposing team determines that the batter in question is capable of running based on defensive play, they may disallow the courtesy runner.

*\*Note: If the courtesy runner is still on base when they are due to bat, they will be marked as an out, and the next batter in line will take their bat.*

**37. PLAYER MISCONDUCT RULE:**

- Players may be subject to disciplinary action for poor behaviour, including physical and verbal assault, sexual harassment, or any time an official complaint is reported to the league.
- Verified violations will result in a strike against the player. 3 strikes and a player is out of the league.
- An official complaint is to be filed with the League President
- Physical assault will result in an automatic strike.
- All other reported violations will be evaluated by the team representatives, and/or the executive, as defined by the constitution.