

2010

BCH SLOW-PITCH LEAGUE RULES

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BCH/ABSU/BCTC/Powerex

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General

League play is based on the SPN rulebook except as described in these rules.

Players on the teams must play a minimum of **four** games to be eligible to play in the tournament. If a game was defaulted, **or rained out**, your roster will still count so the players who were available to play will not be "punished" for the game being defaulted.

Home team is determined as indicated on the season schedule. There will be no flipping of a coin. Home team as stated on the schedule is responsible for setting up the field with their league equipment.

Game start times are 5:45 and 7:05 PM. All games must start on time.

Last inning is declared by the team captains no later than 6:45pm or 8:05pm.

In the open inning, when the winning run comes home, the game is over.

If the open inning is not called/completed before the game time runs out, the game score will revert back to the last full inning played.

All games are a maximum of 1hr 15 min in length from the start time.

There is a maximum of 5 runs per team per inning. The last inning is an open inning. Games have a max 7-inning limit. (SPN Rule 4, Sec. 4) Games may be called after 5 innings due to weather or upon agreement of the team captains. **If the final inning is not completed within the time limit, the score will revert to the last completed inning.**

Team Lists

Team lists may consist of as many players as the captain wishes to support. The team roster is a list of team players available to play in any given game.

Insurance

Liability insurance is purchased by the league at the beginning of each year. The insurance premium paid covers 20 players per team, for each player above that the team must submit a \$3 insurance premium to the Insurer prior to playing the game. No player is allowed to play without being covered by insurance.

The insurer requires that all teams submit a players list prior to the start of the season. Players may be added/subtracted throughout the season, however additional players that bring the team total to more than 20 players will be required to submit the insurance premium of \$3 as described above.

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Additional players can be added [no later than 2:00pm game day](#) so they can be covered by insurance. Send an email to both of the following email addresses: Patricia.Bucy@bchydro.com and mpbucy@shaw.ca

Minimum age limit for players is 17 years of age. This is an insurance requirement.

Field Layout

The field layout will be as indicated in the SPN rules (Rule 1, Sec. 3 and 4), with the addition of 6" cones to mark the 3rd and 1st base lines. The cones will be placed 130' from home plate along the 1st and 3rd base lines to mark the minimum distance from home plate to any outfielder before the ball is hit.

Trout Lake Special Consideration:

- Right field
 - If the ball is hit out-of-the-park it will be considered a home run
 - If the ball bounces out of the park it will be considered a double
- Center/left Field
 - If the ball hits the willow tree in the air it will be considered a triple

Pitching Mound

The pitching mound is a 2' wide rectangle 50 to 60 feet from home plate. The pitcher must start with one foot in the pitching area and the pivot foot must not leave the pitching area until the ball has been released. The pitcher is allowed only one step before releasing the ball. (Rule 6 Sec. 3)

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Commitment Line

A commitment line is a line drawn 20 feet from the corner of home plate (corner closest to third base) and perpendicular to the third base line and shall extend no more than 6 feet from the base line. (Rule 3. Sec. 24). This line is to be marked using a cone.

Bases

The Bases should be placed 65 feet apart with 2nd Base being 91'11" from Home Plate. (Rule 1, Sec. 3 and 4)

Courtesy Runners (SPN Sec 15)

COURTESY RUNNERS may be used provided the batter has safely reached base. An unlimited number of courtesy runners may be used. Courtesy runners may only be used for players injured during the game. i.e. an injured player should not be playing or expect a courtesy runner to be used as a substitution.

NOTE: The use of a courtesy runner does not constitute a substitution. Where a courtesy runner is used in coed categories, a male must be placed for a male and a female for a female.

UMPIRES

- 1) There will be a first base and home plate umpire provided by the team at bat.
- 2) Any base coach or umpire will be **REQUIRED TO REMAIN ON THE OUTSIDE OF THE FIRST OR THIRD BASE LINE.** (Rule 3, Sec. 22) The umpires' call is final - it is not open for discussion.
- 3) If there is no first base umpire, then home plate umpire will call first base plays.
- 4) **UMPIRE'S JUDGMENT DECISIONS MAY NOT BE APPEALED** for the following: (Rule 10. Sec. 9)
 - A. On a decision involving a ball or strike.
 - B. On whether or not a batted ball was fair or foul.
 - C. On a call of safe or out on a base runner.
 - D. When a game is called for darkness, rain, panic or other logical reasons.

Disputes should only be discussed between the captains and the umpire.

Equipment

Each team is equipped with a first base safety bag, second and third bases, and home plate & mat. This is considered standard league equipment and property. It is the responsibility of each team to maintain and keep their equipment in good condition. If any piece of equipment is broken or lost, the team is responsible for replacing it (not the league!)

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Note: If the equipment is worn out let the executive know and a decision will be made as to replacement.

The home team must provide a suitable game ball (i.e. no 'mushy' balls). The league generally provides new game balls at the start of the season and for the tournament.

All players must wear appropriate footwear. No sandals, thongs etc.

Cleats must be rubber. No steel or fibre glass cleats. (Rule 2, Sec. 8)

Roster

- For Insurance reasons team lists MUST be sent to the treasurer prior to season start (first Wednesday in May).
- Players must bat according to the batting line up at all times.
- A maximum of 10 players per team on the field; 6 men and 4 women with at least 1 woman in the infield and outfield.
- Minimum of 8 players per team to avoid a default.
- Maximum of 2 MALE non-company players per team (excluding family). Non-company male players on team rosters prior to 2002 are eligible to play, but teams should not recruit additional non-company male players.
- Minimum of 4 FEMALE players must be on the field when not at bat.
- If there are 2 or more women, one woman must play in the infield and one must play in the outfield. The others can play any position.
- Maximum of 6 men on the field at any time

Penalties

- 3 Females playing - 1 out in the batting order, lose rover, 9 players on field.
- 2 Females playing - 2 out in the batting order lose rover and shortstop, 8 players on the field.
- Less than 2 females playing - Game is defaulted.

****NOTE**** See 'Batting' section for placement of the 'out'.

Definition of Eligible Players

- 1) Minimum age to play is 17 - (otherwise Insurance does not cover us).
- 2) Any employee who works for Accenture, BC Hydro, Powerex or BCTC.
- 3) Definition of Family (aka spouse and common-law):

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- Immediate family which includes: Husband, Wife, Children (over 17), Brother-in-law, Sister-in-law and parents.
- 4) All players must be able to make it to first base. If a player is unable to make it to first base, then the player should not be playing.
- 5) Additions to teams who don't meet the criteria above can be presented to the executive for a decision.

Substitute Players

Teams are allowed to pickup substitute players to bring the team roster to a maximum of 10 players. To avoid a game default a minimum of 6 players must be from the team roster.

Once the game has started and the team has gone through the batting line-up once, no more players may join the team except if a team member is late. The player may enter the game as a player, as a substitute for an injured player or to replace a player from another team that had been picked-up. In the latter case, the player from another team cannot continue in the game.

Substitute players must be registered with the league from another team's roster.

Batting

There is a maximum of 3 male batters in a row. You don't have to have 3 male batters in a row, but you may not have more than 3 (as soon as you have 3 in a row, the next batter MUST be a female). When 4 women are not available, then the automatic out must be placed according to where the female would have been placed. (Rule 13, Sec. 1-B)

Bunting

NO BUNTING. The batter must take a full swing at the pitch (Rule 7. Sec 3C).

- THE BATTER IS OUT IF: He/she deliberately bunts or swings the bat downward and purposefully chops the ball down to the ground. EFFECT (Sec. 3 A-L) The ball is dead and the batter is out.

3rd Strike Foul Ball

If a batter hits a foul ball on the third strike, they are out. (Rule 7 Sec. 3).

Infield fly rule

Infield fly rule does not apply.

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Walks

Walks will be awarded only when there have been 4 balls pitched – THEN THE BATTER MUST WALK. Otherwise all batters must hit the ball in order to advance to base. The calling of strikes is up to the umpire. Batters must be made to hit the ball and not wait for the 'perfect' pitch. (Rule 8. Sec. 3).

Fielding

There is no limit as to the number of innings a player may pitch.

A player may play any position any number of times, but not the same position 2 innings in a row (except the pitcher).

If there is a play at 1st base, the 1st baseman is to touch the white part of bag and runner touches the orange part of bag. If the 1st baseman is on the orange part of bag and catches the ball before runner tags 1st base, the runner is safe.

Basemen MUST NOT obstruct the runner if there is no play at that base. Obstruction may be called and the runner will be safe (as per Rule 8, Sec. 7E of rules handbook).

If 2 fielders are standing on a base, interference will be called if the base runner is impeded from reaching the base. The runner will be declared safe.

Plays at home plate are designed to avoid collisions between the runner and fielder. If the home plate or mat is touched or jumped over at any time (by the runner) IT IS AN AUTOMATIC OUT. Runners must pass home plate between home plate and the backstop. If the runner crosses the first base line before the fielder touches home plate while in control of the ball, the runner is safe. (Rule 13, Sec. 4-E)

All plays at home are a force out, once runner is past the commitment line. No need to touch the runner with the ball, BUT the catcher must be touching the home plate (NOT THE MAT). (Yes, you may touch the runner with the ball, provided that no COLLISION will occur). If a collision occurs, the runner is safe. (Rule 13, Sec. 4-D)

Overthrow bases will be awarded as per (rule 3 sec 64).

Pitching

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. (Rule 6, Sec. 5B) Failure to comply will constitute an illegally pitched ball and a BALL will be awarded to the batter.

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The home plate umpire will call the illegal pitch loud enough for the batter to hear. However, if the batter swings at any illegally pitched ball, the pitch will immediately become legal. The ball is alive and in play if hit by the batter. (Rule 6, Sec. 7)

Base Running (Rule 13.Sec. 4)

Sliding

There is to be no sliding into 1st base or home plate at any time.

The only exception is if the player is caught between 1st and 2nd, sliding into 1st is allowed.

- EFFECT (Sec. 4-A) Player is to be called out if he or she slides.

Sliding is allowed at all other bases.

Commitment Line – to be marked using a cone

A base runner who touches the commitment line or puts one foot over and on the ground past the commitment line between third base and home plate must continue on towards the scoring line (at home plate).

- EFFECT: (Sec. 4-C) a player who has crossed over the commitment line as described above and attempts to return to third base, shall be declared out.

A base runner may be tagged out between the commitment line and scoring line.

All base runners attempting to reach home plate must do so by touching or crossing the scoring line in foul territory, and must have at least one foot completely over and on the ground past the scoring line in order for it to be counted as a run. If the defensive player has control of the ball and is touching home plate before the runner crosses the scoring line, the base runner is declared out.

Runners are out if they touch home plate, mat or cross over the home plate in fair territory, whether a play is made or not.

The base runner should avoid all collisions or be subject to ejection, based on the Umpires judgement.

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NO STEALING OR LEADOFFS.

Stealing or leadoffs are an AUTOMATIC OUT. Captains must make their team aware of this rule before the first game is played. NO GRACE PERIOD. Players must remain in contact with the base until the ball is HIT. (Rule 8 Sec. 5)

If a base runner is hit with the ball off the bat and is not standing on a base, the runner is out. (Rule 8. Sec. 12) the ball is declared dead and the Batter proceeds to first base. Runners do not advance.

The base-runner is out when the runner deliberately with great force crashes into the baseman. In this case, the offender is out and shall be ejected from the game, the ball is dead and all other base-runners must return to the last base touched at the time of the infraction. (Rule 13, Sec. 4-G) Please advise the Executive of any ejections.

Determining League Standings

The method for determining league standings will be:

1. total points
 - 2 points for a win
 - 1 point for a tie
2. head-to-head results
3. lowest runs against (entire season)
4. coin flip