

# @playBMSPL General Rules 2016/2017

- [click here to read our new rules FAQ](#) –

@playBMSPL follows the SoftBall Canada Slo-Pitch Rules except where overridden below.

## 1. GENERAL

- a. Players are guaranteed equal playing time, regardless of ability.
- b. Players who are too competitive will be encouraged to find a more suitable league in which to demonstrate their skills.
- c. Profane language, rough play, unsportsmanlike conduct and fighting will not be tolerated. Such actions may result in the offender being ejected from the game and season suspension and loss of all league fees.
- d. No illegal substances or alcoholic beverages will be allowed on the playing field or in the dugout. Such actions will result in forfeiting the game.
- e. The Commissioners of League reserve the right to make changes deemed necessary to ensure the safety and efficient operation of the league.
- f. The length of a season and game rescheduling will be at the discretion of the Executive Committee.

## 2. PLAYERS

- a. Players must wear their team shirts. Logos must match, be intact and complete.
- b. A Team must have a minimum of eight (8) players to start.
  - i. Three (3) of those players must be female.
  - ii. If a Team has less than eight (8) players the game is forfeited.
    1. During the regular season, and if both Captains agree, the Team with insufficient players can borrow players from the opposing Team to be able to play the game.
    2. If the opposing Team Captain agrees, the game can be played and the win or loss record accordingly.
- c. Ten (10) players are allowed on the field at one time.

- i. Maximum of six (6) men on the field.
- ii. Substitutions are allowed only at the end of an inning, unless there is an injury.

### 3. PLAYER SPARES

- a. Opposing Team must approve all requests for player spares.
  - i. Cannot force a forfeit. Must allow up player spares up to total of 8 players.
  - ii. 9th, 10th, or higher player spares only with opposing teams approval.
  - iii. You may exceed 10 players if 7 regular male team members (sitting men) and total of 4 females or with opposing teams approval.
  - iv. Regular team members can join up to the top of the 4th replacing player spares.

### 4. GAMES

- a. All games must start on the scheduled start time and are scheduled for 75 minutes.
- b. A game shall consist of seven innings or 60 minutes within the scheduled time.
- c. If a team does not have enough players, that Team will forfeit the game.
- d. If both Teams do not have enough players, both Teams forfeit the game.
- e. The game ends if the Home Team has scored more runs in than the Visiting Team by the end of the first half of seventh inning.
- f. Five (5) completed innings constitute a complete game.

### 5. RESCHEDULING

- a. Field Closure
  - i. Home Team captain must reschedule within two (2) weeks of Fields reopening.
- b. Inclement Weather
  - i. Home Team Captain must reschedule within two (2) weeks of the originally scheduled game.

- c. Unavailable Players
  - i. Games that are cancelled because a team does not have enough players to field a team, the cancelling team captain must reschedule within two (2) to three (3) weeks of the originally scheduled game.
- d. Available Diamonds
  - i. Diamonds for a make-up game can be booked any day of the week pending availability from the City .
- e. Failure to attempt to reschedule (at least twice) will result in a forfeit for the unavailable team.

## 6. EQUIPMENT

- a. BMSPL now adheres to the SPN bat policy.
- b. No metal cleats or metal spikes.
- c. Only Worth PROTAC - Hot Dot C-LOK Compression - SPN Slo-Pitch National (SPN12HDSY - W605439) balls provided by the league can be used in games.

## 7. DISPUTES

- a. Any disputes that arise during the games are to be discussed and resolved by the two Captains.
- b. Players may raise their concerns about a particular play or call, but any further discussion should be held with their Team Captain.
- c. A player who insists on arguing with the opposing Team's Captain can be given a warning by the opposing Team's Captain.
- d. A player can be ejected from that game at the discretion of the opposing Team's Captain should they continue to argue any dispute after their first warning.
- e. Protests can be brought to the attention of the Executive Committee.

## 8. STANDINGS

- a. League standings will be determined from submitted scores.
- b. In the event of a tie in the standings at the end of the season, the following formula will be used in order to break the ties.
  - i. Record against each other; best record gains higher standing

- ii. Team with most wins
- iii. Team with highest run differential
- iv. Team with highest runs for
- v. Team with lowest runs against
- vi. Flip of a coin

## **@playBMSPL Regular Season Rules 2016/2017**

@playBMSPL follows the SoftBall Canada 2015/2016 Slo-Pitch Rules except where overridden below.

### **1. OFFICIATING**

- a. Catcher is responsible for loudly, clearly, and decisively calling Foul Balls.
- b. Offensive (Batting) team is responsible for Base coaches
  - i. First Base coach is responsible for making calls at Home Plate and First Base.
  - ii. Third Base coach is responsible for making calls at Second and Third Bases.
- c. A thrown bat will result in a team warning; the next warned batter to throw a bat may be ejected at the discretion of the Defensive captain.

### **2. PITCHING AND BATTING**

- a. Offensive (Batting) team pitches to their teammates. Three (3) pitches per Batter.
  - i. Pitcher self-defense of a Batted Ball resulting in Interference will be considered No Pitch and pitched again with no penalty.
- b. Men may not bat 'back to back'. At least one (1) woman must bat between men.
- c. A Bunted or Chopped Ball shall be considered Dead and Runners will not advance.
- d. A Batted Ball that does not travel beyond 5 feet 8 inches (2 bat

lengths) shall be considered Dead and Runners will not advance.

i. Catcher may legally prevent a Batted Ball from traveling beyond 5 feet 8 inches (2 bat lengths) and Runners will not advance.

### 3. BASE RUNNING

a. Sliding is not allowed. Any Runner sliding into a Base is an automatic Out.

b. Stealing or leading is not allowed. Any Runner stealing or leading is an automatic Out.

c. As a mixed league, @playBMSPL utilizes the Safe Line.

d. As a mixed league, @playBMSPL utilizes the Commitment Line.

e. Maximum of 3 Courtesy Runners per Team per Game.

i. Courtesy runner must be the same gender

ii. Courtesy runner must be last batter out, or if no qualifying last batter out must be the player immediately preceding them in the batting order

iii. Courtesy runner may not be used from home plate

f. Base runners may not lead off intentionally, however accidental stepping off of the bag is allowed. Any step where the back foot (the foot furthest away from the next base) has left the base and has made contact with the ground without touching the base is deemed intentional.

Example 1: Runners foot lifts a few inches off the bag, but same foot comes back down touching the bag. NOT OUT.

Example 2: Runners foot lifts off the bag and comes down on the ground, without making contact with the base. OUT.

g. Once the Batter Runner has been awarded first Base, they have the option of using the First Base fence instead of the white portion of the Double Base.

i. The First Base fence shall act as the white portion of the Double Base until the Ball is hit.

ii. Once the Ball is hit and the Base Runner leaves the fence, the white portion of the Double Base is used should the Runner be forced to return to First Base.

#### 4. FIELDING

- a. As a recreational league, @playBMSPL does not utilize the Infield Fly rule.
- b. As a recreational league, @playBMSPL utilizes Rovers.
  - i. Three (3) Outfielders must start each inning.
  - ii. Maximum of two (2) Rovers are permitted.
  - iii. Rovers may start each at bat in exchanged left and right position.
- c. As a recreational league, @playBMSPL utilizes a Fielding Line.
  - i. Outfielders must start each at bat beyond the Fielding Line (deep).
    - 1. Penalty: Batter Runner will be awarded Base, other Runners advance.
  - ii. Rovers start each at bat on the grass.
- d. As a recreational league, @playBMSPL states that no defensive player can stand closer than the baseline within fair territory before the batter's swing or the ball crossing home plate.
  - i. Penalty: Considered No Pitch and play resumes with no Offensive Penalty.
- e. Throwing to First Base
  - i. Rovers starting each at bat on the grass but not beyond the fielding line (deep) may throw to First Base
  - ii. Rovers starting each at bat beyond the fielding line (deep) and Outfielders must not throw to First Base in order to prevent award of the Base.
    - 1. Penalty: Batter Runner will be awarded Base, other Runners advance.
  - iii. Rovers starting each at bat beyond the fielding line (deep) and Outfielders may throw to First Base in order to prevent return to the Base.

#### 5. RUN RULES

- a. Maximum of six (6) runs per inning until the final inning, which will be unlimited.
- b. A team trailing by twelve (12) or more runs may end the game after five (5) innings.
- c. Match One Home Run Rule.
  - i. At no time during a game will the number of over the fence

homeruns (untouched) allowed hit by one team,  
be more than one (1) above the number hit by the opposing team.  
Any over the fence homeruns (untouched) in  
excess of one (1), and the batter will be declared Out.

ii. Examples:

1. Team A hits home run activating Match One Home Run Rule.  
Team B hits home run deactivating Match One  
Home Run Rule.

2. Team A hits home run activating Match One Home Run Rule.  
Team B hits 'back to back' home runs. The first  
home run deactivated Match One Home Run Rule. The second  
home run activated Match One Home Run  
Rule. Team A hits the next home run deactivating Match One  
Home Run Rule.

3. Team A hits 'back to back' home runs. The first home run  
activated Match One Home Run Rule. The second  
home run results in the batter declared Out. The Match One  
Home Run Rule remains active until Team B  
hits home run deactivating Match One Home Run Rule.

d. Ground rule doubles - on fields where there is no fence, a ball rolling  
past the home run line will be considered a  
ground rule double.

## 6. INJURIES

a. If a player is injured during the game, there is No Play. It is ruled No  
Pitch and pitched again with no penalty.

Once the injured player is safely removed from the playing field and  
any medical attention required is given, each

Runner returns to his or her Base and play is resumed with the  
pitching count remaining the same.

# @playBMSPL Tournament Rules

## 2016/2017

@playBMSPL Tournaments follow the Regular Season & General Rules except where overridden below.

### 1. OFFICIATING

- a. Umpires will officiate. League members have no responsibilities to officiate.
- b. Challenges on rules interpretations must be registered before the next pitch.
- c. Challenges on ineligible players must be filed before the end of the second inning.

### 2. ADHERENCE TO THE PRINCIPALS OF THE RESPECT MY GAME PROGRAM

- a. The umpire will eject players in violation of the principles of the Respect My Game program.
- b. The commissioners may choose to eject the player from the remainder of the tournament.
- c. The commissioners may choose to eject the player from the remainder of the season.
- d. The commissioners may choose to eject the player from the league.

### 3. ROUND-ROBIN GAMES

- a. Each Team shall play at least three (3) round-robin games and Home Team will be decided by coin toss.
- b. Duration of a game shall be 7 innings or 60 minutes after the scheduled start time, which ever comes first.
- c. No new inning will commence after 50 minutes from the schedule start time.
- d. Unfinished innings will be unrolled, and the score reverted to last complete inning.
- e. Maximum run differential of 7 runs per game
- f. The bottom of the final inning will be played only if the Home Team has a lower score than the visitor team and may be ended for time as an unfinished inning.



#### 4. PLAYERS

- a. A player must be registered and play seven (7) regular season games to qualify to play in playoffs (finals).
- b. In addition to the Regular Season Player Spare rule, the following restrictions apply.
  - i. A Team must not have more spares than regular team members without approval from the opposing captain.

#### 5. ADVERSE WEATHER

- a. Games will be shortened to a maximum of 5 innings or 50 minutes as necessary.

#### 6. SEMI-FINAL GAMES

- a. Round-Robin Standings will decide Home Team.

#### 7. FINAL GAMES

- a. Semi-Final Standings will decide Home Team.
- b. Ties will be resolved by the International Tie Breaker rule starting in the 8th.

#### 8. TOURNAMENT DIVISIONS & STANDINGS

- a. Tournament Divisions will be determined from League standings.
- b. Tournament standings will be determined from submitted scores.
- c. Score sheets are to be handed to the umpires at the end of each game.
- d. Wins and Ties will be assigned standing points on the following schedule.
  - i. Upper Division = Win: 6 Points; Tie: 3 Points
  - ii. Middle Division = Win: 4 Points; Tie: 2 Points
  - iii. Lower Division = Win: 2 Points; Tie: 1 Points.
- e. Two Team Tie Breaking Formula
  - i. Head to head, if applicable
  - ii. Best won/loss record in common games involving common opponents
  - iii. Best run differential involving common opponents
  - iv. Least runs against in games involving common opponents
  - v. Most runs for in games involving common opponents

- vi. Least runs against in games involving common opponents excluding highest and lowest
- vii. Most runs for in games involving common opponents excluding highest and lowest
- viii. Playoff between teams (Tournament play - coin toss)
- f. Three Team Tie Breaking Formula
  - i. Best won/loss record between tied teams
  - ii. Best run differential counting only games between the teams that are tied
  - iii. Best run differential counting games involving all common opponents
  - iv. Best run differential counting games involving all common opponents excluding the highest and lowest differential
  - v. Least runs against counting only games between the teams that are tied
  - vi. Most runs for counting only games between the teams that are tied
  - vii. Least runs against counting games involving all common opponents
  - viii. Most runs for counting games involving all common opponents
  - ix. Coin toss