



2024 BLACKFALDS CO-ED MIXED SLO PITCH LEAGUE RULES

PLEASE REMEMBER:

Although the league is considered a 'recreational' slo-pitch league, all sports leagues tend to get somewhat competitive, so please be sportsmanlike and courteous. This will ensure all participants will enjoy a great season of ball.

1. Roster

Games are played with 10 players (co-ed 7 & 4), all 9 regular positions and the "rover". Teams may only have 3 more male players than female (7 males & 4 females, 8 males & 5 females, 9 males & 6 females, etc.)

There must be a minimum of 4 females on the field. If only 3 females are present an "automatic out" must be placed in the line-up for the missing female player and teams can only have 9 players defensively. Teams with less than 3 females will classify as a "no-show" (Refer to #14). Each team is allowed an unlimited roster size. Minimum age is 16. Teams can borrow players from other teams to ensure they have enough.

2. Batting Order & Substitutions

All players listed in the line-up will bat. Rotation of a defensive position and sitting out must take place each inning. Thus, no player can only hit the entire game and not play defense. Defensive substitutions are unlimited if the batting order is not altered. There cannot be more than 2 male batters in a row. The last batter in the line-up must be a female if the first 2 batters in the line-up are male. Players can be added to the line-up until 1 full batting order is completed, except in the case of an "automatic out" position being available (Refer to #3).

3. Automatic Outs

Teams that are unable to field a 10-player roster but can field the minimum allowed (Refer to #1) must maintain a proper 10 player batting order such that the missing players are considered "automatic outs". If players show up later during the game, they can be placed in one of the "automatic out" positions.

4. Home / Visiting Team

The home team will be decided by a coin toss. The home team will supply a game ball.

5. Bases, Mat, Commitment Line, Safety Line & Game Balls (Please make sure to pass any diamond concerns to Kurt)

- BASES - The magnetic bases will be put out and picked up by the Community Services Department staff each evening.
- STRIKE PLATE - The 3' X 2' strike plate must be made of wood and will cover the home plate. Strike plates will be supplied by the Town of Blackfalds.
- Diamond lines will be prepared by the Community Services Staff.
- GAME BALLS - Each team will receive **12** new **WORTH** balls (optic yellow). Any additional balls needed for league play will be at the cost of the teams. For insurance purposes, Worth Hot Dot balls must be used for male batters and Worth games.

6. Umpires

Teams will umpire their own games. The team at bat will supply the umpire for home plate.

7. Batter's Box, Bunting & Walks

A standard 6ft. X 4ft. batter's box is in effect at home plate.

If a male batter is walked **having not received a strike (four straight balls)** and a female is following him in the order, he will be awarded 2nd base. The female batter must bat. If the female batter position was an "automatic out", the male batter who received the walk is still awarded 2nd base. Any batter walked **who at least received one strike** will only receive 1st base.

Bunting is illegal for all players.

8. Base Running

8 a - Commitment Line

A commitment line will be in effect. A line will start 20ft. (approximately 6 – 7 paces) from home plate toward 3rd base and will be marked toward the 3rd baseline dugout. Once a runner has touched or crossed the commitment line, the base runner must continue towards home plate, the base runner cannot return to 3rd base. If the runner does attempt to return to 3rd base after they have touched or crossed the commitment line the base runner will be called “OUT”.

8 b - Safety Line & Force Plays at Home Plate

A safety line will be in effect. This line will be marked parallel to the commitment line starting from the top corner of home plate towards the back stop. Plays at home plate will be considered a “force play”. When the runner has touched or passed the commitment line there is no need for a tag to be applied. **Runners cannot touch the mat**, the runner is only required to run past the safety line. Any runner contacting the mat at home plate will be called “OUT”. The catcher must be touching the mat in order for the runner to be called “OUT”. If the umpire feels the ball beat the runner to home plate before the runner crossed the safety line the base runner will be called OUT. Please ensure that this rule is followed for the safety of all players. Tags are allowed between the commitment line and the safety line.

8 c - Stealing, Leadoffs, and Anticipation

There is no stealing, leadoffs, or **anticipation** allowed from any of the bases. Base runners cannot leave the base until the ball has been hit.

8 d - Pinch Runners

A pinch runner may run for an injured player. Pinch runners may be inserted at any base once ‘Time’ is called. Batter must make it to first base. The pinch runner may come into game once ‘Time’ is called.

8 e - Sliding

There is no sliding into 1st base or home plate. On 1st base there is a two coloured safety bag to “run through”, and at home there is the safety line. Sliding is allowed at 2nd and 3rd bases.

9. Pitching

A pitched ball must have a minimum arc of 6ft., maximum arc of 12ft. and the pitcher must be within the pitching zone. Any pitches outside this 6’ – 12’ range will be called an illegal pitch. Illegal pitches are live balls and therefore hittable. The pitching zone is marked at 50’ and 65’ from the back point of home plate. The pivot foot must be within the pitching zone and the “free foot” may step in any direction. The pitching zone shall be marked with a 24” long chalk line at the two distances. Only one step is allowed in the pitching motion.

10. Game Length, Run Rule, Mercy Rule, Maximum Runs & Ties

Games will be 7 innings or 1:30 in length - whichever comes first - unless one team is up by 12 or more runs upon completion of the 5th inning or any completed inning after the 5th. Games are not to exceed 1:30 and a new inning cannot start after 1:15 of play – both teams need to be aware of the time and when they call last inning. The home team will not hit if they are up by 12 or more runs after the visiting team completes their at-bat in the top of the 5th inning or any inning after the 5th. There is a maximum of 6 runs per inning except for the last, which is unlimited. Games can end in a tie unless time permits another inning to be played out.

11. Footwear

For the safety of all league participants, only rubber cleats or running shoes are allowed to be worn.

12. Games Cancelled due to Weather

Games can only be cancelled due to poor weather conditions. Please contact the Community Services Department (403-885-6371) the following day when a scheduled game is cancelled due to extreme weather conditions. If the CSD is not contacted the next day by either team about the cancellation, it will be counted as a “played game”. There is not much time at the end of the season to make-up games. All four diamonds are in use each night. If a game needs to be rescheduled, please contact the Recreation Coordinator to book a diamond. Diamonds need to be booked to make sure there are no conflicts with other users. **Please note: if a game is cancelled due to poor weather conditions after 4 innings of play are complete, it is considered a “played game”.** On inclement weather days, notification will be emailed out by 4:00 PM to team contacts. If fields are not useable, Sterling Industries Sports Park will be closed, and every effort will be made to schedule a make-up game.

13. No-Shows

Please contact the CSD (403-885-6371) the following day when the team you were scheduled to play the night before "NO-SHOWS". If the CSD is not contacted the next day about the "NO-SHOW", it will be counted as a "played game". The team that did show up will be awarded the win for that game. If a team shows up but cannot field a full team this is also considered a "NO-SHOW". **PLEASE BE CONSIDERATE OF YOUR OPPONENT AND GIVE THEM AS MUCH HEADS UP AS YOU CAN SO THEY DO NOT TRAVEL AND ARRANGEMENTS ONLY FOR YOUR TEAM NOT TO SHOW UP.**

14. Cancelled Games / Make-up Games

Throughout the season games may be cancelled due to weather / diamond conditions.

15. League Statistics

Game results are collected for the league final tournament. **It will be the responsibility of the winning team to email Kurt (kjensen@blackfalds.ca) with the score.** Failure to report the game results within 48 hours will result in 0 points for both teams. There will be 2 points awarded for a win and 1 point awarded for a tie. The stats will be used to seed the teams into the league final playoffs. **Please ensure both team names/numbers and the game date are in the email.** The Town of Blackfalds website will be updated at least once each week.

PHONE: 403.885.6371 / EMAIL: kjensen@blackfalds.ca

16. Playoff Tournament – No Year End Weekend Tournament, additional playoff games will be played in a championship style playoff on Tuesday and Thursday.

17. Contacting the Opposition Team

Every attempt must be made to contact the other team to cancel due to poor weather conditions. If you cannot reach the team contact or alternate contact of the team that you are scheduled to play it is mandatory that you contact the C.S.D. (403-885-6371) prior to the game time. This does not guarantee your team from a "NO-SHOW". If the other team is not contacted and you do not try to contact them, your team will be counted as a "NO-SHOW" for that scheduled game.

18. Washroom Facilities

The washroom facilities will be open each evening for players' use. Please help us look after them, this has been in issue in previous seasons, please let us know if you see anything out of the ordinary with the washroom facilities.

19. Team Manager / Coach Responsibility

Each team Manager / Coach will be responsible for abiding by the league rules and ensuring that your team knows and follows the rules. Managers / Coaches shall ensure that your team behaves appropriately. Each team contact will receive a copy of the league rules.

20. General Rules of the Game

All other general rules of the game (e.g. overthrows, infield fly rule, interference, etc.) can be handled by referring to the **2024 SPN OFFICIAL SLO-PITCH RULE BOOK** or at the league organizer's discretion. Please review and clarify rules with the opposing team before starting the game.

21. Bats - Slo-Pitch National Bat Policy



ANNOUNCEMENT



THESE ARE THE STAMPS THAT ARE LEGAL FOR PLAY IN SPN FOR 2013.

BATS ONLY REQUIRE TO HAVE 1 OF THESE STAMPS, BUT A COMBINATION OF ANY IS STILL LEGAL.

THE NEW 2013 ASA STAMP IS **NOT LEGAL** FOR PLAY IN SPN - **UNLESS** IT HAS THE NEW 2012 U-TRIP STAMP COMBINED WITH IT ON THE BAT.



= **NOT LEGAL**



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= **LEGAL**

23. No Alcohol or Pets

Absolutely no alcohol or pets are allowed at Sterling Industries Sports Park. Disregard for these rules may result in a team suspension. The Town By-Law Officers and the R.C.M.P. do patrol Sterling Industries Sports Park and you are responsible for your actions.

24. Respect

Please remember this is a game and there is no tolerance for physical abuse (fighting) or verbal abuse (using foul or insulting language include remarks on race, religion, sexual orientation, etc.). Any issues should be reported to league convener to be dealt with.