

Keswick Ladies Slo-Pitch League

RULES AND REGULATIONS

The Keswick Ladies Slo-Pitch League will be governed by the Official Rules of the Slo-Pitch Ontario Softball Inc. The following are exceptions and clarifications of common rules. For more detailed information please consult the Slo-Pitch Ontario Softball Inc.'s Official Slo-Pitch Rules Handbook. These rules will stand for both season and play-off games.

1. The KLSPL is a fun league. It is imperative that everyone recognizes the varying levels and experience held by all league members. We urge you to please have respect for each other and the game.
2. Players must be a minimum of 19 years of age to play in the KLSPL, as of the first game played in the season.
3. All players are required to sign an insurance waiver at beginning of the season. Players are forbidden to play if pregnant.
4. Only league members (those who have registered, paid the fees and are covered by insurance) are permitted to play in this league. Failure to do so will result in the forfeit of a game and possible suspension of team reps.
5. Alcohol and illegal drugs are forbidden at the park. The league will be at risk of losing its permit if illegal drugs and alcohol are discovered. To ensure the safety of all league members, intoxicated players may be eliminated from the game by the umpire. Smoking on the playing field is also forbidden. Players doing so will be asked to butt out or leave the field.
6. KLSPL will follow SPO guidelines regarding approved bats. Any bat that is on the ASA (American Softball Association) Non Approved Bat List or does not display the ASA 2005 certification mark will be illegal for KLSPL play.
7. There will be zero tolerance of verbal or physical abuse towards an official, player or spectator.
8. You must play a minimum of 10 season games with your own team, to qualify for the play-off games. New players added during the season that are not able to qualify with 10 games, must play at least half of the remaining season games.
9. Official field dimensions: 55 feet baselines; 50 feet for pitching distance. Home plate, pitcher's mound and second base all form a straight diagonal line. The home plate mat measures 3 ½ ' x 2' and is placed behind home plate.

10. The commitment line (which commits the base-runner to proceed home) is drawn 25 feet from the corner of home plate closest to third base and perpendicular to the third base line extending 6' from base line into foul territory.
11. The scoring line (which scores a run upon crossing) is drawn from the corner of home plate closest to third base and perpendicular to the third base line and shall extend 6' from the base line into foul territory.
12. Regulation games are 7 innings or 1 hour plus the time it takes to play the final inning, whichever comes first. After one hour of playing time, at the completion of the inning, the umpire will call the next (final) inning "open". Games are to start **promptly** at **8:30 p.m.** with no default. The late game starts at **9:45 p.m.** (or as close to as possible) with no default time allowance. Players must be ready to start when the umpire calls for the game to begin. Failure to field a team at designated start time may result in a forfeited game. The umpire will declare the start time at the beginning of each game.
13. The umpire will solely declare suspended or forfeited games, due to rain or inability to field a team. All players must ensure that they show up at the diamond rain or shine, unless notified by a Team Rep that the game has been cancelled. Rain games will be rescheduled during the season.
14. The umpire's call stands. No challenges!
15. Umpires will remind team reps to have players remove or secure jewellery and record the official game score. This record will be kept in the equipment box to be accessed by the statistician.
16. Ten players field a team. A team must have a minimum of 8 players (7 of their own team) in order to start a game. A team using players from the substitution list (all league members rated 3 through 5) can have a maximum of 11 players (up to a maximum of 3 substitutes). Teams may use players on the substitution list in order to field a team for any regular season game; substitutes are to be added to the bottom of the batting order. Substitutes, regardless of level, cannot pitch.
17. All players are required to wear their sponsor's team shirt. Team shirts should be visible at all times, weather permitting. Lost or stolen shirts should be reported to the team Captain and replaced at the expense of the player. Substitutes should wear their own team shirt.
18. A late player can be added to the bottom of the batting order at any time. All players must bat and all players must receive equal playing time. Once started a player must finish the game unless injured, otherwise the team suffers an automatic out each time her turn comes in the batting order.
19. Jewellery is prohibited and where necessary must be taped or secured firmly to the body so as to disallow any movement. Failure to eliminate or restrain jewellery will result in an automatic out. There will be no warnings given once the season starts.

20. Each team is allowed 3 pinch runners per game. Last player out runs. Pinch runners start from first base only unless you're injured on 2nd or 3rd. The umpire and the opposing team captain must be advised who on your team requires a runner.
21. Pitches must be underhand at a slow speed and reaching an arc of at least 6' but not higher than 12' before passing any part of home plate. No intentional walks are permitted.
22. No stealing. No bunting. Sliding is permitted, (except at home).
23. For safety purposes, base runners must step on the **orange safety bag** when running through first base. Stepping on the white bag shows intention to continue to second base and places the runner at risk of being tagged out. The base runner will be safe if she turns right to return to the bag. This call is solely at the discretion of the umpire. If the 1st baseman makes the play while standing on the orange bag, the runner will be called safe.
24. No anticipation step. The runner's foot cannot leave the bag until the ball is hit, fouled or tipped. If the runner leaves the bag and the batter misses the ball, the runner is out.
25. The batter is out if she steps on home plate after making contact with the ball.
26. The base runner is out in the following circumstances; if she (a) steps on home plate to score a run or (b) is struck by a fair batted ball on fair ground while off her bag and before it touches or passes a fielder (excluding the pitcher).
27. The infield fly rule will take effect when there are less than 2 outs and the first and second base are occupied with a base runner. The batter is called out when this occurs. Base runners can run at their own risk.
28. Base runners must tag up on any pop fly. The batter is out if the 3rd strike is fouled out of play.
29. Two bases will be awarded for a ball thrown out of bounds (a ball thrown from one fielder to another and, for whatever reason, goes in "out of play territory", e.g. past the first base dugout fence). Base runners will be awarded the base they are running to at the time of the throw, plus one extra base.
30. The mercy rule is 6 runs per team per inning. The last inning is open, no mercy applies.
31. There is a no blood rule. A substitute player must take over for a player who is injured or bleeding, until the bleeding has been controlled and covered. The player will be skipped in the batting order without penalty.

Any player who disregards these rules, or has multiple complaints lodged against her (in writing) may be suspended from playing in the league. This will be at the discretion of the league executive.