

# **MANITOBA HYDRO**

# **MIXED SLOW-PITCH LEAGUE**

## **BY-LAWS**

### **Section I – The Board**

#### A) The Board

1. The Board shall consist of a minimum number of members as there are teams in the current season. Members shall include seven (7) Executive members, as described in Section I.B, and a Director representing each team in the league for the current season, if required.

#### B) The Executive

1. The Executive shall be elected by the Directors and shall consist of a President, Treasurer, Secretary, Rules and Competition Chair, Grounds and Equipment Chair, Tournament Chair, and the Outgoing President.
2. Each position carries a term that lasts two (2) years, at which time the Directors will vote in the next Executive. A person can be re-elected into the same position for consecutive terms.

#### C) Executive Responsibilities

##### 1. President

- a) Be the official spokesman of the League.
- b) Chair all meetings of the League
- c) Be responsible for the coordination, organization, and delegation of duties to the Executive and Directors.
- d) Be responsible to the General Membership of the League for actions of the Executive.
- e) Season and Tournament Scheduling
- f) Maintain the league website at [www.ballcharts.com/hydromixedslowpitch](http://www.ballcharts.com/hydromixedslowpitch)

##### 2. Treasurer

- a) Be responsible for maintaining an up to date record of all finances of the League.
- b) Submit a report on the League finances when called for by the President or the Executive.
- c) Control the collection and distribution of funds of the League.
- d) Aid in other activities of the League.
- e) Finalized Budget after the Annual General Meeting.

##### 3. Secretary

- a) Be responsible for maintaining up to date minutes of all Board meetings.
  - b) Be responsible for the distribution of minutes to all concerned.
  - c) Be responsible to maintain up to date mailing lists of all member teams.
  - d) Aid in other activities of the League.
4. Outgoing President
- a) Act as an advisor in the operation of the League.
5. Rules and Competition Chair
- a) Ensure the League By-Laws are up-to-date and provide each team with a current copy prior to each season.
  - b) Investigate any complaints during the Season or Tournament and present recommended action to the Executive for final decision.
6. Grounds and Equipment Chair
- a) Provide guidance regarding use of facilities during inclement weather.
  - b) Be responsible for ensuring all teams are provided a key to the diamonds prior to the season
  - c) Be responsible to ensure all teams know their responsibilities in respect to maintaining the diamonds, including minor cleanup, dragging the field, and returning equipment to appropriate storage.
  - d) Provide updates to the Board on changes to grounds or equipment when required.
7. Tournament Chair
- a) Be responsible to organize and oversee the Tournament Committee.
- D) Team Responsibilities
1. Directors
- a) Act as liaison between the Executive/Board and team members.
  - b) Aid in other activities of the League.
  - c) Members of the Executive can act as his/her team's Director.
2. Tournament Committee
- a) Consists of one representative from each team. The Tournament Chair can act as his/her team's representative.
  - b) Be responsible for ensuring all matters are arranged for the Tournament including, but not limited to, food/beverages, prizes, coolers, and tent(s).
  - c) Be responsible for ensuring all diamonds are cleaned and all garbage removed following the tournament.

## **Section II – The League**

### A) The League

- 1. If it is deemed by the League Executive to be in the best interest of the League to accept new teams or increase or decrease the number of teams participating in the League, the Executive may do so and have the decision ratified at the next Executive Meeting.

2. A Director may appoint a substitute in his place by contacting the President or the Secretary prior to a meeting. Decisions rendered are binding to all teams whether or not a delegate was present to vote at the time, and providing the majority of members are represented.

B) Dues

1. Each team is required to pay the Annual Fee. This fee will be determined by the Board at the Organizational Meeting for the upcoming Season. The Annual Fee will be paid by cheque or money order to the Treasurer prior to June 1<sup>st</sup> of the current season. **Late entry fees are subject to a late fee of \$50.**
2. New teams are required to pay the refundable Registration Fee of \$100. This fee will be paid by cheque or money order to the Treasurer at the Organizational Meeting for the upcoming Season. Returning teams carry forward the Registration Fee from the previous year. Any returning team that was fined the previous year, must top up their registration fee to \$100 prior to the start of the season.
3. Any team that withdraws from the League, in writing, ten (10) days after the Organizational Meeting of the current season will have its Registration Fee refunded. Any team withdrawing after this date will automatically default its Registration Fee.
4. Any team that withdraws after the first week of the season, will not be refunded its Annual Fee, including any Performance Bond received the previous year.
5. The League will not accept postdated cheques as payment of fees or other assessment. Any team that writes a NSF cheque to the League will be automatically suspended. The suspension will remain in effect until all debts are paid to the League and the cheque clears through the League's financial institution.

C) League Format

1. The league will generally play a single round robin format for the first "half" of the season. The second "half" of the season shall consist of games scheduled by the President. No team shall play any other team more than twice in one Season. All teams are eligible to participate in the Tournament.
2. Team standings during the season will be determined based on the best win-loss record, as determined by awarding 2, 1, and 0 points for a win, tie, and loss, respectively. In the event of a tie, the tiebreaker will be determined in the following order: number of wins, head-to-head record, and run differential. If teams are still tied following the tiebreaker, the winner will be decided by a random event, such as a coin toss.
3. The championship playoffs will be decided by the Tournament. Teams will be ranked based on the final season standings and placed into divisions according to their standings. The number of divisions will depend on the total number of teams in the league. The following provides examples for 10 and 12 team formats.
  - a. 10 Teams – There will be two (2) divisions. Division A will consist of the top five (5) ranked teams from the regular season and will play for the League Championship. Division B will consist of the remaining five (5) teams and will not be eligible for the League Championship. Each division will play a round robin format with the winner being decided based on the best win-loss record. If there is a tie, the final regular season standing shall decide the tiebreaker.

The first place team in each division will receive a bye to the final game in their respective division. The second and third place teams from each division shall play each other in the semifinals for their respective division. The winners of

the semifinal games shall advance to play the first place team from their respective divisions.

The winner of the Division A Championship Game will be deemed the Champion for that season. The loser of the Division A Championship Game will be deemed 2<sup>nd</sup> Place for that season. The winner of the Division B Championship Game will be deemed 3<sup>rd</sup> Place for that season.

- b. 12 Teams – There will be three (3) divisions. Division A and B will consist of the top eight (8) ranked teams from the regular season. They will be divided with the odd ranked teams in Division A and the even ranked teams in Division B. Division C will consist of the remaining four (4) teams and will not be eligible to play for the League Championship.

Each division will play a round robin format with the winner being decided based on the best win-loss record. In the event of a tie, the final regular season standing shall decide the tiebreaker.

The first place teams in Divisions A and B will play the second place team from the opposite division in the Championship Semifinals. The winners of the Championship Semifinals shall play each other for the League Championship. The winner of this game will be deemed the Champion for the season. The loser of this game will be deemed 2<sup>nd</sup> Place for the season.

The top two (2) teams in Division C will play for the Division C Championship. The winner of this game will be deemed 3<sup>rd</sup> Place for the season.

#### D) Performance Bond

- 1. The Champion will be rewarded with a prize of \$200, to be awarded at the tournament.
- 2. The 2<sup>nd</sup> Place team will be rewarded with a prize of \$125, to be awarded at the tournament.
- 3. The 3<sup>rd</sup> Place team will be rewarded with a prize of \$75, to be awarded at the tournament.

#### E) Diamonds

- 1. There are three diamonds at the St. Vital location (V1, V2, and V3) as well as one diamond at the St. Norbert location (StN). Appendix A provides the locations and directions of these diamonds.
- 2. As the diamonds are on Manitoba Hydro property, **alcohol shall not be permitted at either location.**
- 3. Food and drinks shall be permitted on the premises provided that the teams clean up after themselves. Glass bottles/containers should not be brought onto the property.

### Section III – The Teams

#### A) Team Composition

- 1. Each member team must submit a team registration list to the President by May 15<sup>th</sup>. A team must have at least twelve (12) players, including a minimum of three (3) females. All Manitoba Hydro employees are to be clearly identified with their employee number for the purpose of securing Manitoba Hydro social and recreation funding.

2. Each team may make additions to its playing/team roster throughout the current season.
3. It is the responsibility of the team's Director to inform the President, in writing, of any changes made to the team's roster. This is only applicable if the change is applicable for the remainder of the season.
4. A Player may be registered with only one team during the current year or season.
5. All Players are to be listed on the game score sheet, in legible form. Team Directors are expected to hold on to score sheets for the remainder of the season in order to settle any later disputes about game scores or rosters.
6. Players are not allowed to play for more than one team except as a spare to allow a team to field a full team for the purposes of playing an exhibition game unless the opposing team agrees beforehand that the game will count in the standings.
7. To qualify for playoffs, a player must participate in league games for a minimum of five (5) games throughout the season. This will be on the honor system. If requested, a team's Director shall be expected to present five (5) game sheets from the current season with the Player in question included.
8. If a Team is unable to field a team for the Tournament, including all eligible spares, the Team Director can submit a request in writing to the League President to allow Spares who have not played the minimum five (5) regular season games. The League Executive must approve the request by vote.
9. The League Executive is duly empowered through the Constitution to implement changes that are in the best interest of the League. Ratification by the Directors will be at the next meeting.

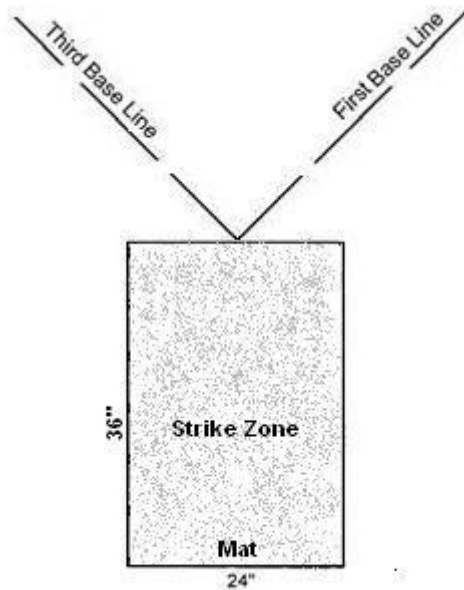
#### **Section IV – The Rules**

##### A) Complaints

1. Teams must submit their complaints, in writing, to the Rules and Competition Chair.
2. All protests shall be acted on by the League Executive and appropriate action taken.

##### B) Definitions

1. Batter's Box – The batter's box shall be lines on either side of the strike mat, running parallel to the outer edges of the strike mat with no limit to width behind the batter. The batter may not step over, onto or in front of the strike mat until after contact with the ball is made. If you cross the line before contact you are automatically out.
2. Commitment Line – A line drawn across the path of the third base line 20 feet from home plate. A player cannot return to third base if he crosses that line.
3. Legal Pitch – A ball delivered by the pitcher, underhand, from below the hip at a moderate speed having a perceptible arc which travels at least 6' and no more than 12' above the ground at its peak.
4. Strike Zone – The strike zone shall be the area across any part of the 24" by 36" strike mat. A strike is therefore any legally pitched ball that lands on any part of the strike mat. The mat shall be placed in such a way that the first and third base lines line up with the center of the front of the mat, as shown in Figure 1.



**Figure 1: Home Plate, Mat, and Strike Zone**

5. Out of Play – The out of play area of the field is determined by the extension of the backstop fences parallel to the foul line on either side of the field (first or third). Anything outside these lines is considered out of play.

C) Game Regulations

1. All regular season games shall be scheduled to start at 7:00 p.m. (6:30 p.m. in August) and will be seven (7) innings in length with a maximum of two (2) extra innings for ties. Games can be mutually called on account of darkness or weather.
2. A league game will be considered played when a minimum of eight (8) players, including one (1) female, from each team is present at the start of the game and after completion of the 5<sup>th</sup> inning of play.
3. It is the responsibility of the winning team's Director to report the final score to the League President within three (3) days of the game.
4. Teams not having a minimum of eight (8) players or one (1) female will default the match. The defaulting team will be fined \$25 from their Registration Fee. Three (3) defaulted matches and the team is subject to a suspension and, upon approval of League Executive, forfeits their Registration Fee.
5. A lineup can only have a maximum of seven (7) males at any time. Teams will be penalized for having less than three (3) females in the lineup. For each missing female, one "out" must be placed in the batting order. Therefore if a team has only 8 players, but 3 females, they can play without penalty. But if a team has 12 players with only 2 females, they can only insert 9 players into the lineup and must place one out as well. In this case, if the third female player were to arrive late, but before her designated "out" in the lineup, there is no penalty but if she shows up after, the out will stand for that inning.
6. Teams must be warmed up and ready to begin play at the scheduled starting time. If a team is not ready to begin play at the scheduled time, one (1) run is awarded to the other team after the first five (5) minutes and the game begins in the second inning. If the team is not ready 15 minutes after the scheduled start time, two (2)

more runs are awarded to the other team and the game begins in the top of the third inning. If the team is not ready 25 minutes after the scheduled start time, five (5) more runs are awarded to the other team and the game begins in the top of the fourth inning. If the team is not ready after a 30 minute delay, the game is defaulted with a score of 8-0 in favour of the non-defaulting team.

7. Games must be played on the date as scheduled. Teams must participate in all scheduled games and be governed by League By-Laws. If a team cannot field a team for a scheduled game, they can advise the opposing team at 4:00 p.m. on the scheduled date and will forfeit the game, but will not be fined. Exceptions can be made, provided there is an interfering event (such as concert, sporting event, wedding, etc) that many players from the team are attending. In the case of an exception, it is up to the teams to make all the necessary arrangements to reschedule the game prior to the end of round robin play on one of the available rain-out dates.
  8. It is the responsibility of the team Directors to determine if weather conditions are such that the game should be postponed. All games can be cancelled by the League by 4:30 p.m. on the day of the game. This message shall be sent to all Directors through either an email or posted on the website. Teams are encouraged to contact the League Facilities coordinator if there is any question about the status of the baseball field. Teams should always pay attention to the conditions of the diamonds/baseball fields and should not continue to play in adverse weather conditions that threaten the players' safety or that may be detrimental to the baseball field.
  9. Teams are to umpire themselves in an honourable and fair manner, recognizing that the purpose of the league is for recreation and fun. Each team should uphold a high degree of conduct and fair play. The league will not tolerate any incidents that compromise individuals' personal rights for a safe and fun experience. Any complaints shall be submitted to the Rules and Complaints Chairman.
  10. The home team of each game is responsible for:
    - (a) Supplying a league provided game ball.
    - (b) Setting up bases. Bases are stored in containers shown on the maps in Appendix A. Base anchors are installed at each diamond at 65' intervals. Each team is responsible to purchase a "dig out tool" for removing dirt/debris from base anchors prior to setting up the bases. These tools can be purchased at Home Run Sports for under \$10.
    - (c) Minor diamond cleanup and dragging the field with league provided equipment following the game.
    - (d) Ensuring bases are returned to the container following the game.
  11. All substitutions must be made between innings, unless the team is not playing with a full lineup.
- D) Playing Regulations
1. Play shall be governed by the Slow-Pitch Rules and Regulations as set down in the current Baseball Rule Book, subject to the League Bylaws.
  2. A maximum of ten (10) players may come to bat per inning, batting in the order they appear in the lineup. The last batter must be identified by the batting team as they take their at-bat, otherwise the last batter is automatically out. The tenth batter cannot be walked.

3. In the last batter case, if the batter is thrown 4 straight balls, then everyone who occupies a base at the time advances one base, including 3<sup>rd</sup> to home. This will continue if the batter is thrown 4 more consecutive balls until such time as 16 consecutive balls are thrown and the batter scores and the inning is over. This rule does not apply if one strike is thrown.

The inning ends when 3 outs are obtained or the play is made at home plate. Any runs scored before the 3<sup>rd</sup> out will be counted, as outlined in the following examples:

- Two out situation with runners on base: The inning ends when the play is made to any base ahead of any runner. All runs count as long as the batter reaches safely at least to 1<sup>st</sup> base and runners cross home plate before the play is made at any base.
  - One out situation with runners on base: The inning ends when the play is made at any base ahead of 2 runners. All runs count as long as the runners cross home plate before 2 outs are made.
4. There is no last batter in the final inning (Faint Hope Clause).
  5. The batter is out when he hits a foul ball on his third strike.
  6. If a ball is contacted by the bat and continues in the direction of the backstop, it must reach at least the height of the batter to be eligible to be caught by the catcher. A batter is not out if a ball is tipped directly back to the catcher's glove. A strike shall be called in this instance.
  7. In-field fly rule IS in effect.
  8. If the ball is thrown out of play, runners get one base in addition to the base they were headed to at the time the ball left the field of play. If the ball goes out of play while in possession of a fielder, the play is live and runners may continue at their own risk.
  9. There is no sliding at any time. If the runner slides, they are out.
  10. There is no leading off at any time. A runner may not leave their base before the ball contacts the bat or the batter swings and misses the ball. A runner leading off shall be called out except if the runner steps off the base when the batter swings and misses the ball, the runner shall not be called out and shall return to their base.
  11. The runner is required to run on the backstop side of home plate when coming home. The runner is deemed "home" when he/she crosses the line that would be present if the 1<sup>st</sup> base line were continued past home plate to the backstop. If the runner touches the mat, they are out.
  12. Once past the commitment line, the runner cannot be tagged out. The only play for the fielders is the force out at home plate.
  13. All fielders, except for the pitcher, must remain outside the base lines until the ball is hit
  14. Ground Rules:
    - a) St. Norbert:
      - Home run for all fair balls hit directly into tall grass or ditch.
      - Ground rule double for any all fair balls that hit the ground before ending up in the tall grass or ditch.



b) St. Vital

- Home run for all fair balls hit directly over the fence.
- Ground rule double for all fair balls that hit the ground before going over the fence.
- Ground rule double for any ball rolling under the fence.
- The fences along the ditch at V2 and V3 are considered out of play. These fences are only there to prevent balls from entering the ditch.

15. All bats used must have an approved ASA 2004 or USSSA stamp, as seen in the figures below.

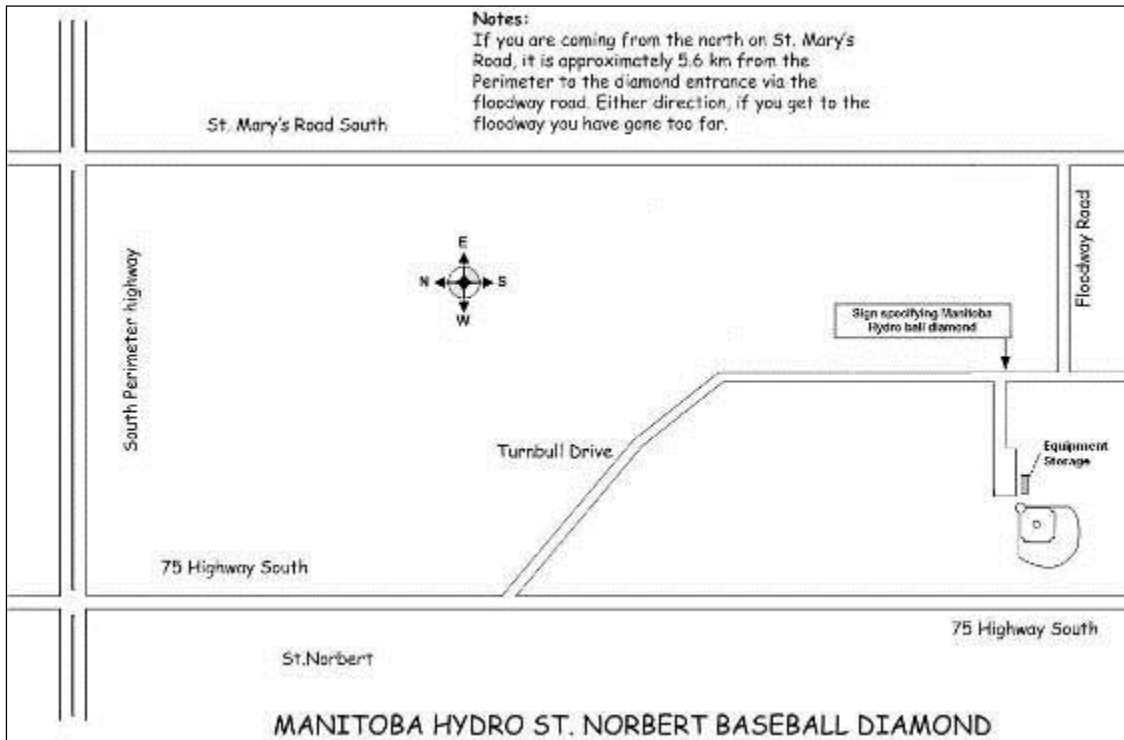
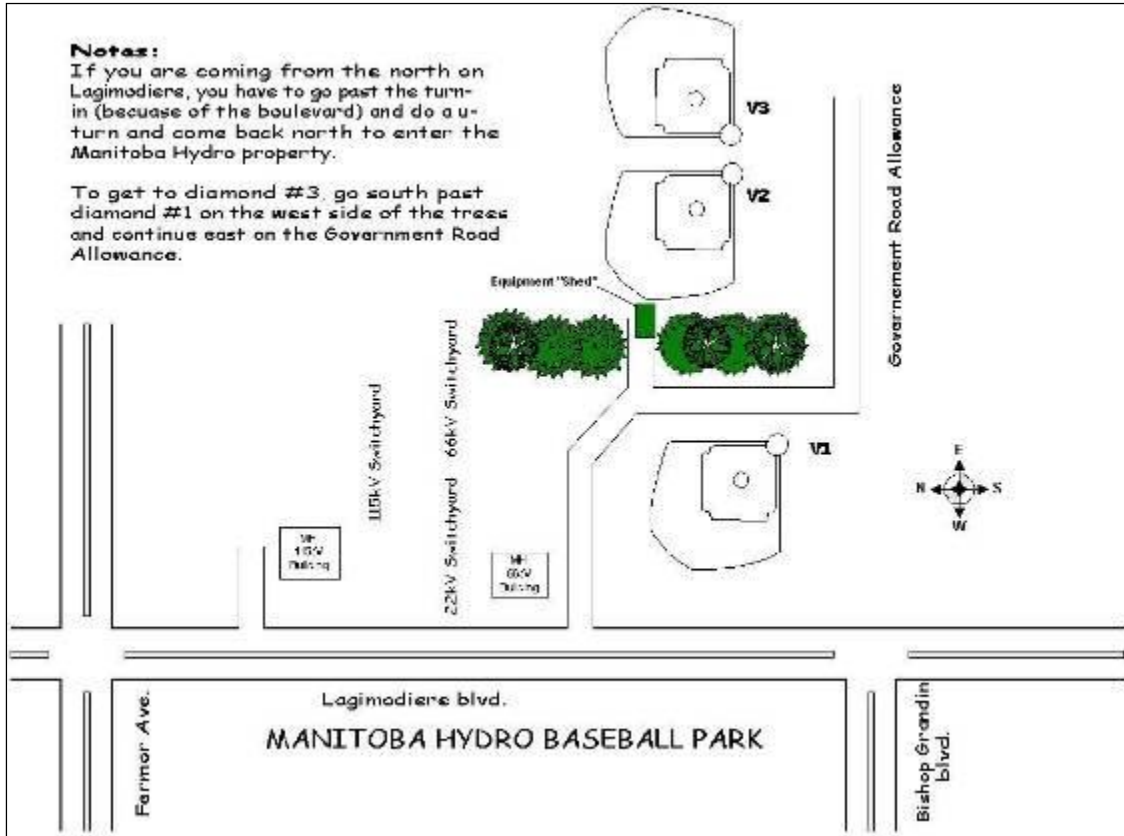


E) Tournament Rules

All Rules applicable to the Regular Season are applicable to the Tournament as well, with the following exceptions:

1. All round robin games in the tournament shall be five (5) innings long. No extra innings shall be played in the event of a tie.
2. Semifinal and Championship games shall be seven (7) innings long. In the event of a tie, extra innings shall be played until a winner is determined.
3. A Tournament game will be considered played when a minimum of eight (8) players, including one (1) female, from each team is present at the start of the game and after completion of the 3<sup>rd</sup> inning of play.
4. Umpires shall be provided for the Semifinal and Championship games. These umpires shall be volunteers from teams eliminated from contention.
5. The last batter rule is in effect for all innings, including the final inning for all Round Robin games.

**APPENDIX A  
DIAMOND LOCATIONS**



**Figure 2: Maps - St. Vital (above) and St. Norbert (below) diamonds**

**APPENDIX A  
DIAMOND LOCATIONS**



**Figure 3: St. Norbert Diamond Entrance - View from Turnbull Drive**