MAPLE LEAF MIXED SLO-PITCH LEAGUE





# CONSTITUTION

RULES, REGULATIONS AND BYLAWS

## Revised March 2021

### TABLE OF CONTENTS

**PART 1:** CONSTITUTION

ARTICLE 1 – NAME ………………………………………………………………………… 4

ARTICLE 2 – JURISDICTION ……………………………………………………………… 4

ARTICLE 3 – MEMBERSHIP …………………………………………………………….… 4

ARTICLE 4 – AIMS and OBJECTIVES …………………………………………………… 5

ARTICLE 5 – BOARD of DIRECTORS ………………………………………………….… 5

ARTICLE 6 – LEAGUE DIRECTORS .…………………………………………………… 5

ARTICLE 7 – MEMBERSHIP DUES .……………………………………………………… 5

ARTICLE 8 – DUTIES of EXECUTIVE .…………………………………………………… 5

ARTICLE 9 – UMPIRE-in-CHIEF ……………………………………………………….…. 7

ARTICLE 10 – MEETINGS …………………………………………………………………… 7

ARTICLE 11 – AMENDMENTS of the CONSTITUTION, BYLAWS AND RULES ….…… 7

ARTICLE 12 – NOMINATING and VOTING PROCEDURES ……………………………… 8

ARTICLE 13 – REMUNERATION and HONORARIUMS ………………………………..… 8

ARTICLE 14 – PLAYOFFS …………………………………………………………………… 9

**PART 2:** SPECIAL OPERATING RULES

ARTICLE 1 – AWARDS ………………………………………………………………..…. 11

ARTICLE 2 – UMPIRES …………………………………………………………………... 11

ARTICLE 3 – APPEALS & PROTESTS.………………………………………………….. 11

ARTICLE 4 – PENALTIES ……………………………………………………………..…. 12

ARTICLE 5 – AFFILIATION …………………………………………………………...… 14

ARTICLE 6 – FUNDRAISING ………………………………………………………….… 14

**PART 3:** REGULATION and BYLAWS

ARTICLE 1 – CONDUCT ………………………………………………………………… 14

ARTICLE 2 – LIABILITY ……………………………………………………………….. 14

ARTICLE 3 – STATISTICS ……………………………………………………………… 15

ARTICLE 4 – STANDINGS ……………………………………………………………… 15

ARTICLE 5 – SCHEDULING ………………………………………………………….… 15

ARTICLE 6 – REIMBURSEMENTS …………………………………………………….. 15

ARTICLE 7 – TEAMS …………………………………………………………………..… 16

**PART 4:** RULES

ARTICLE 1 – REFERENCE …………………………………………………………….… 16

ARTICLE 2 – PLAYING FIELD ………………………………………………………...… 16

ARTICLE 3 – EQUIPMENT …………………………………………………………….… 16

ARTICLE 4 – TIE GAMES …..……………….…………………...…………………….… 17

ARTICLE 5 – RUN RULE ……………………………………………………………….… 17

ARTICLE 6 – PLAYERS and SUBSTITUTES ………………………………………….… 17

ARTICLE 7 – THE GAME ……………………………………………………………..….. 19

ARTICLE 8 – WALK RULE ………………………………………………………………. 19

ARTICLE 9 – TIE BREAKER RULE ……………………………………………………… 19 ARTICLE 10 – EXPULSION RULE ……………………………………………………….... 20

#### PART 1: CONSTITUTION

##### ARTICLE 1: NAME

The name of the organization will be the “Maple Leaf Mixed Slo-Pitch League” herein referred to as the “League.”

##### ARTICLE 2: JURISDICTION

The League recognizes and claims jurisdiction over its responsibilities as the governing body over the game of slo-pitch softball as played by the members of the League in the City of Winnipeg, Manitoba.

**ARTICLE 3: MEMBERSHIP**

Teams will agree to abide by and comply with the rules and regulation of the League.

* The League will adopt as bylaws the membership rules as indicated in the

Slo Pitch National Constitution for the current season.

- No pickups will be allowed.

* If extenuating circumstances prevail, the team may apply to the League

Executive for substitute players. The League Executive will attempt to qualify the substitute players so as not to improve the team’s competitive caliber with the allowed substitutions.

Each team may have a maximum of twenty five (25) players for the current playing season. These players must sign all forms that the League may request and be on a registered roster with the League.

Teams using ineligible players will be subjected to a fine and/or default of that game. Any team using ineligible players in playoffs will result in default of that series. The Executive may take further action against the offending team or teams.

**ARTICLE 4: AIMS and OBJECTIVES**

The purpose of the League is to operate a nonprofit organization to provide slo-pitch to eligible amateur recreational players and to foster, promote, and regulate the playing of the game within the area of jurisdiction.

The League should remain forever professional in its attitude to the sport of slo-pitch softball. The growth and development of the League will depend on the unity of its members as a whole.

The League will do all things as may be necessary to fulfill its aims and objectives.

**ARTICLE 5: BOARD of DIRECTORS**

A Board of Directors consisting of the officers of the League will manage the affairs of the League, herein after referred to as the “EXECUTIVE.”

**ARTICLE 6: LEAGUE DIRECTORS**

The League Directors will consist of one (1) representatives from each team who is in good standing and have indicated their intent to participate in the current playing season.

It is the responsibility of the Directors (Team Captain/Coach) to make sure that their personnel carry out this constitution and League rules of play to the fullest.

**ARTICLE 7: MEMBERSHIP DUES**

The League Executive will determine membership dues and members will be advised prior to the start of the season. Each team member will pay dues or fees that the Executive feels adequate to cover costs of expenses for activities. Dues or fees are to be paid by cheque or cash**. \*The roster needs to be turned in by the 1st Wednesday in July.**\*

Any refunds of membership dues will be at the discretion of the Executive.

**ARTICLE 8: DUTIES of the EXECUTIVE**

The League will have the following officers: President, Vice President, Past President, Treasurer, two Secretaries and two Committee Directors. Those underlined are the senior Executive.

The Executive will be elected for a two-year term at the FallGeneral Meeting by voting members present at the meeting. The duties of the Executive will be as follows:

- Conduct the business of the League between General Meetings.

- Carry out such duties as required by the Constitution of the League.

- Make decisions that are in the best interest of the League.

- Arrange all schedules, events or other activities and protect the interests of the

League.

- Will have the authority to suspend members for any infraction of the rules or

regulations covered by this constitution.

- Exercise all duties and powers when fines, fees or suspensions are assessed to any

player, coach, manager or person associated with any team.

- Has a direct vote into the decision of the suppliers for goods and services used by

the League (i.e., umpires). These contracts are to be reviewed and awarded on a

yearly basis.

- Has the right to make minor decisions unilaterally.

The **President** will preside at the General Meetings and Executive Meetings and confer with SPN as to the deadline for registration forms and fees.

The **Vice President** will assist the President and in the event that the President is absent, will preside at the meeting. In the event that all persons on the Executive are absent, any Vice President agreed upon by the Executive will preside. The Vice President will also be the umpireliaison.

The Past President will be there in an advisory capacity only and will assist the new Executive in executing their positions and maintenance of League records.

The **Treasurer** will complete and keep full and proper the financial transactions of the League. He/she will deposit all moneys in a financial institution in the name of the League. He/she will pay approved accounts by cheque. All cheques are to be signed by the Treasurer and the President or the Vice President for any bank transaction on behalf of the League. The Treasurer will also ensure that the umpires’ fees are paid.

The **Secretaries** will keep a correct record of all proceedings and transactions of all General Meetings and Executive Meetings, as well as other official documents of the League.

The Committee Directors will assist the Executive in the operation of the League, thus enabling the League to meet its aims and objectives.

**ARTICLE 9: UMPIRE – in – CHIEF**

The Executive will appoint or have selected an Umpire-in-Chief each year and will hold a honorary position on the executive. The Executive and the Umpire-in-Chief will agree upon the duties and terms of the position.

The Umpire-in-Chief may be paid an honorarium as agreed upon by the Executive.

If the assigned umpire or umpires fail to appear, or the League is unable to find someone to umpire, both teams must agree on a replacement umpire of their choosing.

If an official umpire(s) fail to appear, the honorarium paid to the Umpire-in-Chief will be reduced by $25.00 per occurrence.

The Umpire-in-Chief must report any players expelled or games played under protest. This information is to be given to the Executive within 24 hours of the game in written form.

**ARTICLE 10: MEETINGS**

There will be a minimum of two compulsory General Meeting of the League per year, one in late Winter/early Spring and one in the Fall. The meetings will be at such time and place as designated by the Executive. These meetings will be held no sooner than between the end of the current season and the beginning of the next season with at least one-month notice.

Team representatives will be notified of the meeting at least two weeks prior to the date of the meeting. Failure to have at least 1 team representative at both General Meetings will result in a fine.

A statement of League finances will be issued prior to or at the FallGeneral Meeting.

A Special General Meeting of the League may be called by the Executive, notice of which will not be less than 48 hours.

Failure to have one representative at any scheduled meeting will result in a fine of $20.00. Decisions rendered by the Directors and Executive are binding to all teams, whether or not a delegate was present to vote on them.

The Executive will meet prior to each General Meeting to conduct League business, and anyother meetings***,*** as deemed necessary.

**ARTICLE 11: AMENDMENTS OF THE CONSTITUTION, BYLAWS AND RULES**

Amendments will be made on the recommendation of team representatives or by members of the Executive. These amendments may be enacted at the Fall General Meeting, or at any Special Meeting called for the specific purpose of enacting amendments. Amendments must obtain more than 50 percent of the vote to be enacted. Any proposed amendments must be made in writing to the Executive two weeks prior to the Fall General Meeting.

**ARTICLE 12: NOMINATING AND VOTING PROCEDURES**

The Executive will be duly elected annually at the Fall General Meeting***.***

The Executive will present a list of nominations at the Fall General Meeting. The list will specify the names of all candidates and the positions contested. The President will request nominations for each Executive position from the voting members at the meeting. Those accepting nominations will have their names added to the list.

Election of the Executive will be by a show of hands. Members present may request the elections to be by **BALLOT**.

A QUORUM WILL CONSIST OF 50% OF THE ELIGIBLE VOTING DELEGATES.

Candidates for the position of President must have at least one year’s experience on the League Executive. A member of the Executive cannot hold the same position for more than two (2) consecutive years.

The candidates for President, Vice President and Treasurer receiving the most votes will be elected to those positions. Secretaries and Committee Directors will be those candidates receiving the most votes to fill the number of positions required. In event all positions are not filled, the Executive may appoint persons to fill these vacancies.

Each team in good standing is entitled to two (2) votes. **Voting by proxy is not permitted.** No person is allowed to vote in two (2) capacities. Majority votes will be the most votes received in favour or against, by the Directors and Executive present at that meeting. Executive members are permitted to vote at General, or Special Meetings. However, in the event of a tie, the Executive will exercise the tie-breaking vote through the President. The President will NOT vote at Executive Meetings, except to break a tie vote.

**ARTICLE 13: REMUNERATION and HONORARIUMS**

The Executive will determine any remuneration and/or honorariums to be paid. A maximum limit of $50.00 per Executive member is set. No payment is to be made that may endanger the League’s financial position at any time. The Executive and the Committee Directors will be exempt from payment of League social functions and will be permitted one guest each without charge to any such function.

**ARTICLE 14: PLAYOFFS**

1. All teams finishing the regular season in first (1st) through eighth (8th) place will play for the Championship “A” and the Championship “B” titles.
2. All teams finishing the regular season in ninth (9th) through sixteenth (16th) place will play for the Championship “C” and the Championship “D” titles.
3. All teams playing for the “A” and “B” titles and the “C” and “D” titles will be placed into two pools of four (4) teams each. The pools will be called the “Odd” and “Even” pools. The final standings will determine the pool each team is in.
4. Each pool will play a round robin event with four (4) games guaranteed.
5. The first (1st) and second (2nd) place teams from each pool will play each other and the third (3rd) and fourth (4th) place teams from each pool will play each other.
6. The winner of the first (1st) and second (2nd) place team in each division will advance straight to the final. The loser will play the winner from the third (3rd) and fourth (4th) place game. The winner of this game will advance to the final.

**PLAYOFF FORMAT**

Teams 1- 8 will play for the “A” and “B” Championship titles.

“Odd” Pool “Even” Pool

1st 2nd

3rd 4th

5th 6th

7th 8th

Each team guaranteed four (4) games. (Includes Semi-final)

Teams 9 - 16 will play for the “C” and “D” Championship titles.

“Odd” Pool “Even” Pool

9th 10th

11th 12th

13th 14th

15th 16th

Each team guaranteed four (4) games. (Includes Semi-final)

**ORDER OF PLAY**

**Saturday** Round Robin

Round 1 “Odd” “Even” “Odd” “Even”

1st Vs 7th 2nd Vs 8th 9th Vs 15th 10th Vs 16th

3rd Vs 5th 4th Vs 6th 11th Vs 13th 12th Vs 14th

Round 2 1st Vs 5th 2nd Vs 6th 9th Vs 13th 10th Vs 14th

3rd Vs 5th 4th Vs 8th 11th Vs 15th 12th Vs 16th

Round 3 1st Vs 3rd 2nd Vs 4th 9th Vs 11th 10th Vs 12th

5th Vs 7th 6th Vs 8th 13th Vs 15th 14th Vs 16th

**Sunday**

Quarter Finals All Divisions

1st Vs 2nd Winner to Finals, Loser to Semi-Finals

3rd Vs 4th Winner to Semi-Finals

Semi-Finals

Loser of 1st and 2nd place game Vs Winner of 3rd and 4th place game

Winner advances to Finals

**PART 2: SPECIAL OPERATING RULES**

**ARTICLE 1: AWARDS**

The League Executive, according to the playoff format used will present team awards.

**ARTICLE 2: UMPIRES**

The League will use a one or two man umpire system. The League will pay for the cost of the umpires used in the opening weekend, the regular season as well as the playoffs.

**ARTICLE 3: APPEALS AND PROTESTS**

**NOTE: Protests pertain strictly to the playing rules of the game, while an appeal relates to constitutional enforcement, League Executive decisions, etc.**

Any League team representative, coach or manager has the right to appeal to the League for review of any decision related to the constitution or any decision made by the Executive that the appealing member believes is not in the best interest of softball.

Any formal appeal must be made in writing to the President within 48 hours of being informed of the decision. The written appeal should include all pertinent details and must be accompanied by a $25.00 appeal fee. Should the appeal be upheld the team would be refunded the fee.

Any protest related to the playing rules must be made as per the Official Softball Canada Rules and rules related to the Maple Leaf Mixed Slo-Pitch League (MLMSPL).

Any protest must be made in writing to the President within 48 hours after the scheduled time of the game in question. A $25.00 protest fee must accompany the written protest. Should the protest be upheld the team would be refunded the fee.

The President must receive appeals or protests pertaining to the play-off games no later than 30 minutes following the game in question.

If no official protest is made in writing to the League President by the protest deadline, it is assumed that the team no longer wishes a ruling to be made. However, if the Executive feels it is in the best interest of the League to investigate the situation further and take action if necessary, it may do so despite the fact no official protest was made.

A Special Appeal Committee will meet at the call of the President to review any formal appeal or any protest related to the playing rules that require an Executive ruling. The committee will be appointed and chaired by the President or his designate and consist of at least 3 other persons. Where possible, a minimum of one (1) member of the Appeal Committee must be a concerned citizen, who is not a member of the League Executive or a League Official.

**ARTICLE 4: PENALTIES**

Fines will be determined at a League meeting and voted upon by the League members.

Dues, fees, fines and assessments are to be paid by cheque or cash. Any team or team member that writes a NSF cheque to the League will automatically be fined $25.00 and be suspended on notification. The suspension will remain until all debts are paid to the League and are cleared through the League’s financial institution. Any games scheduled while a team is under suspension will be considered a defaulted game.

Any team defaulting games will pay a fine for the default plus reimburse the League for any costs incurred, including umpires, travel, rental etc.

Any past or present member of the League, Executive or Directors found to have misappropriated funds will, by Directors vote, be dismissed from the League for life and face criminal prosecution. As well, an order of restitution will be sought in a court of law.

Fines will be assessed by the Executive for suspensions, umpiring duties, league meetings and for personal conduct detrimental to the League.

Fines are to be paid by cash or cheque made payable to the “Maple Leaf Mixed Slo-Pitch League” and be in the hands of the Treasurer within one week of notification. Notification will either be by phone or written notice. Failure to settle payment of fines within that time may result is suspension of that team.

**FINES:**

Missing a League Meeting…..……………………………………………………………. $ 20.00 Ineligible Player/per player….……………………………………………………………. $ 20.00 Use of Illegal Bat................................................................................................................ $ 20.00 NSF Cheque………………………………………………………………………………. $ 25.00 Unsportsmanlike Conduct/per infraction………………………………………………….. $ 25.00 Not turning in a score card…. …………………………………………………………… $ 20.00 Teams not in uniform (similar color)……….……………………………………………………………………………… $ 10.00 Defaults/per game with 24 hours or more notice………………………………………… $ 10.00 Defaults/per game with less than 24 hours notice………………………………………… $ 25.00 Appeals…………………………………………………………………………………… $ 25.00 Protests…………………………………………………………………………………… $ 25.00

**DEFAULT:**

- Any team failing to show up for games. - Ineligible player(s) on the field. - Use of an illegal bat. - Players ejected from the game not leaving the playing area, his or her team defaults the game. - Games(s) scheduled while awaiting payment of any debt(s). - Only if less than eight (8) players show up for a game (i.e. there must be at least three (3) women on the field at all times).

**FORFEIT:**

- Any team defaulting three (3) games during the regular season will automatically forfeit its play-off position. - Postponement of a game if the other team is not in agreement.

**SUSPENSION:**

- Fines not paid at the time of registration for dues owing from the previous year. - Threatening or manhandling of an umpire. - Forfeiting two (2) games. - Fines not paid prior to the next League game.

**NOTE:**

Any team (s) with outstanding debts will not be in good standing with the League until paid in full. All players on that roster at the time of debt will be considered suspended. Individual players may apply to have suspensions lifted and standing reinstated by paying their ratio of the team’s fine to the Executive.

**ARTICLE 5: AFFILIATION**

The League will affiliate with the Slo Pitch National.

The League will abide by the rules and regulation of the Slo Pitch National, and the Canadian Amateur Softball Association, except as amended herein.

**ARTICLE 6: FUND RAISING**

Fundraising conducted by the League to raise money for future expenses each year or the following year will be determined by the Executive. Each team must support the fundraising event if held by selling ticketsor supplying prizes.

The Executive will hold the TEAM responsible for any team members who have tickets for the banquet and don’t show up. Any ticket money owing or penalties levied that night must be paid by the next years’ registration or the team will be suspended.

**PART 3: REGULATIONS AND BYLAWS**

**ARTICLE 1: CONDUCT**

The registered manager and coaches of teams are responsible and accountable for the conduct of their respective team members and any spectators associated with the team.

Any team member who shows a lack of respect (verbal or physical abuse) towards an umpire or league member on or off the field at any time is automatically suspended from the League activities and play until further notice. Lack of team responsibility in this regard will result in a $25.00 fine and possible suspension.

A player ejected from the game must be out of sight and sound of the umpire. A player not leaving may force his own team to default the game. Any ejection will be reviewed by the Executive and could result in a fine or suspension.

**ARTICLE 2: LIABILITY**

The League accepts no liability or responsibility for injuries or accidents sustained during games or other activities, including players and spectators vehicles. All persons parking at any field do so at their own risk.

The League does not accept any responsibility to teams, players or family and friends for injuries or accidents sustained during any game activity carried out within the League and its property.

**ARTICLE 3: STATISTICS**

The home team is responsible for turning in the game card immediately upon completion of the game(s). All game cards must be turned in at the beer gardens to the secretary or to thedesignated spot.

Every team must turn in their game cards on Wednesday night. If a team fails to turn in the game card within one (1) hour of play, the team will be given a loss for that game.

**ARTICLE 4: STANDINGS**

Teams will be awarded 2 points for a win, 1 point for a tie and 0 points for a loss. Their total points obtained over the season will determine team standings.

**ARTICLE 5: SCHEDULING**

The League will be responsible for scheduling diamonds. All regular League games will be played on Wednesdays. Postponed, rained out or make up games will be rescheduled by the Executive. The League Executive will also have the right to schedule games in the form of a double header or on weekends if so required.

The schedule will be binding on all teams. The schedule may be altered at the discretion of the Executive.

Games must start at 6:30 p.m. unless otherwise stated in the schedule or changed by the Executive. If a team has 8 players (3 must be female, see Part 4 Article 6) the game must start with no grace period. If a team does not have the 8 players required, there will be a 10 minute grace period, but they will forfeit their first at bat. Any team not ready at the scheduled starting time will default the game. A second default or forfeit may be cause for suspension and a third default or forfeit will result in automatic expulsion from the League. There will be a time limit imposed on the first game fordouble headers.

Any teams requesting postponement must obtain permission from their opposition as well as the President. Both teams and the Executive must mutually agree upon postponement. If the opposing team is not in agreement, then a defaulted game will be imposed against the team seeking postponement.

A teams games which were played before being banished or disbanded will not be counted in the standings.

**ARTICLE 6: REIMBURSEMENTS**

Expenses incurred by an individual for the benefit of the League will be reimbursed to the amount as deemed justifiable by the Executive.

**ARTICLE 7: TEAMS**

Whenever possible the League will consist of no more than sixteen (16) teams; unless it is in the best interest of the League to accept new teams or decrease the number of teams participating in the League.

A new team entering the League will be considered a new team, only if it has less than six (6) team players from the past year.

Acceptance of new teams will be done by majority vote at the Spring General Meeting. A new team will be on a one-year probation period and their final acceptance into the League will be reviewed at the Annual General Meeting the following year.

The League Executive will have the authority to fill any vacancies that occur after the Spring General Meeting to bring the total number of teams in the League to a maximum of sixteen (16). The League Executive reserves the right to scrutinize teams’ and/or players.

**PART 4: RULES**

**ARTICLE 1: REFERENCE**

The League will abide by the current edition of the Canadian Amateur Softball Association Rules and the Slo-Pitch National Rules governing the playing of Slo-Pitch softball including playing rules; except as amended herein. **(Any rule not listed here will follow the SPN Rules)**

**ARTICLE 2: PLAYING FIELD**

Where a regulation field is not being used, the umpire will determine any special ground rules that he deems necessary. He will advise both teams prior to the start of the game of any special ground rules to be enforced.

**ARTICLE 3: EQUIPMENT**

SPN approved official softball bats will be used in this League. The use of banned bats or any bat not approved by SPN will be considered illegal. If an illegal bat is used during the game this will be treated the same as using an illegal player. This is an automatic default of the game, a fine and a possible suspension for both the player and the team. Anyone caught using an altered bat will suffer the above penalties and be suspended for a minimum of 3 full seasons. The umpires have been instructed to notify the Executive of the team and owner’s name whenever an illegal bat has been found. If an illegal bat is found before a game begins, the first incident will result in a reprimand, a second incident will result in a suspension for the player and/or team.

The Worth Hot Dot will be the official softball for the League. The Executive reserves the right to determine the official softball.

Any player will not wear steel or metal spikes. Only shoes with rubber or plastic cleats may be worn.

The home team will supply the necessary equipment: i.e., game card and two (2) new balls and sufficient playable balls at all times.

**ARTICLE 4: TIE GAMES**

All games ending in a tie after completion of regulation play will remain as a tie. Each team will receive one (1) point.

**ARTICLE 5: RUN RULE**

The umpire will call the game if: one team is leading by twelve (12) runs at the end of the fifth (5th) inning for a seven (7) inning game.

No team will be able to score more than 7 runs per inning except the “last” inning which will be designated as open, this rule would not be in effect anytime in the playoffs.

**ARTICLE 6: PLAYERS and SUBSTITUTIONS**

A team will consist of ten (10) players: six (6) males and four (4) females.

A team should always have a minimum of four (4) females defensively and offensively and a maximum of six (6) males defensively. Each team is to consist of 10 players of which 4 must be female and on the field at all times.

Teams must field at least eight (8) roster players to start a game. A team may play with 9 players or 8 players but the team will play a player short in the field for each player missing and at least three (3) players must be female or the team forfeits the game. If a team is playing with only three (3) females the team can only play a maximum of six (6) males defensively and offensively.

If the 9th and/or 10th player show-up at the game, they may enter without penalty and void the auto-outs only if they are marked on the score card as a spare. If a team cannot field eight (8) players (again three (3) must be female) by game time, they will default and be fined accordingly.

Batting order, six (6) male and four (4) female players will be considered a "normal" line up. At no time can a team bat more than 2 males in a row regardless of the number of automatic out.

Teams must set their batting order in the usual manner however; the automatic out must be in the number ten (10) position. When a team is playing with nine (9) players and only three (3) of them are female you must set your batting order accordingly:

1. Female 2. Male 3. Male 4. Female 5. Male 6. Male 7. Female 8. Male 9. Female 10. Auto

If a team is playing with nine players, the team **must** play with one automatic out in their batting order. There will only be one automatic out no matter how many players are missing. The automatic out must be in the number ten (10) position. Teams must notify the umpire when this occurs in an inning.

A team may play twelve (12) batters seven males (7) and five (5) females. The team will still field only ten (10) players, four (4) must be female. Should the team wish to play with more females they are able to do so. The extra two (2) batters may enter into the game in any field position in any inning. (e.g.: P1 plays in first inning, P11 plays in second inning, P1 plays in third and P11 in fourth etc. P2 plays in first inning, and P12 plays in second inning, P2 plays in third and P12 plays in fourth etc. The extra two (2) batters may also just bat in rotation and not play the field at all.

If a team chooses to play with twelve batters, and an injury occurs, and there are no substitutes available the following applies: first injury – one automatic out, second injury – two automatic outs, third injury forfeit of game. Remember a team cannot bat more than two (2) male players in a row.

Prior to the game starting, each team must exchange the team lineups listed in proper batting order.

If a substitution is to be made, the change must be given to the opposing team and the umpire notified. Substitutes or regular players must be on the roster in order to play. Any substitute players not on the roster will be considered ineligible players and the team will be penalized accordingly.

COURTESY RUNNER A courtesy runner may be used a maximum of five (5) times per game (3) three of which can be used for a male payer, the same courtesy runner cannot be used more than once except a female runner for female player in which 1 female can run twice.

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, a female for a female, or a female for a male.

A minimum of ten (10) fielded players must be in uniform (similar color) by the third week of play. Failure to comply will result in a $10.00 fine to the team, which must be paid prior to the start of the following week’s games. Any team wishing to change the color of their uniform, or the team name, must have authorization from the Executive.

ELIGIBLE PLAYERS

Players must play a minimum of six (6) regular season games to be eligible for Playoffs. Only four (4) of the six (6) games from the opening weekend can be used toward eligibility. The remaining two (2) games must be played on a Wednesday night.

All players must be 18 years of age

**ARTICLE 7: THE GAME**

A regulation game will consist of seven (7) innings. Playoff games will consist of seven (7) innings for all games including the Round Robin, Quarter-finals, Semi-finals & Finals.

A game, which is called because of rain or darkness, will be considered a complete game during the regular season, after three (3) full innings in a double header or four (4) full innings in a single game. Anything less than this will be rescheduled and played again in its entirety. In the playoffs, a game which is called will continue from the point at which it was called.

All 1st games will start at 6:30pm and will be played in full. 2nd games will be played after the second game has ended and will played to completion or if due to darkness a minimum of 3 innings.

Any runner touching home plate/mat when advancing to home will be called out. The runner must cross an imaginary line in the foul territory starting at the front corner of the mat closest to third base and perpendicular to the third base line. To further avoid collisions at home plate, once a runner has crossed the commitment line, that runner may not be tagged. An out may only be recorded when the opposing player is on home plate prior to the runner crossing the imaginary line discussed above.

No runner will slide into first base or home plate.

When a female is batting, all fielders, with the exception of the pitcher, must play outside the baselines.

**ARTICLE 8: WALK RULE**

If a male batter is walked without any strike being recorded (4 straight balls) and a female batter follows, he will be awarded 2nd base. The following female batter will have the option of batting or being awarded a base on balls. If the male batter has at least one strike he will only be awarded 1st base. This rule only applies if the female batter is in the on deck circle during the male batter's at-bat.

**ARTICLE 9: TIE-BREAKER RULE**

The criteria to determine divisional and/or grand aggregate placing will be as follows:

1. Record against each other.

2. Number of wins in the season.

3. Playoff game.

In the event of a three-way tie, after consideration of record against each other, the Tie-Breaker rule shall be as follows:

Runs for less runs against ex: 25 runs for – 10 runs against = 15 net runs

**ARTICLE 10: EXPULSION RULE**

For players ejected from any game the following rule will apply:

First Expulsion: Game being played, plus one game and an unsportsmanlike fine of $25.00.

Second Expulsion: Automatic 2 game suspension and an unsportsmanlike fine of $25.00.

Third Expulsion: Suspension for the remaining season and Executive will review.