



**RULE
MODIFICATIONS,
CHARTER, BYLAWS AND
GENERAL CONVENTIONS
OF THE SCARBOROUGH
SENIORS SLO-PITCH
LEAGUE**

2017 EDITION

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League play shall be governed by the current Slo-Pitch National Rules, except as amended herein. Rule changes can only be made by written submission to the Rules Committee and require Executive approval.

THE PLAYING FIELD

RULE 1

Official Dimensions of the DIAMOND shall be:

1. **Playing Field:** out of bounds is set the same for all fields – lines extending from the screen of the backstop and parallel to the foul lines.
2. **Baselines:** 60 feet.
3. **Pitching Distance:** 50 feet to 65 feet.
4. **Strike Plate:** a strikeboard [2'x3'] is used at home plate.
5. **Commitment Line:** 20 feet from home plate.
6. **Scoring Line:** Enforced at home plate.

EQUIPMENT

RULE 2

1. **Shoes:** A player discovered to be wearing improper shoes (i.e. metal spikes or cleats) will change footwear when warned or will be ejected.
2. **Uniforms:** Players must wear league-issued team sweaters and hats while on the field. If the appropriate hat or sweater in a wearable size is not available, the umpire/executive may allow the substitution of the previous year's team sweater or hat until such time as the current year's uniform is available.

A player cannot doctor his hat or sweater in any way. The umpire will ask the player to fix the problem; if the player does not he will be not allowed to play that or any other game until his uniform is returned to its original condition.

In addition: the sponsor's logo must be clearly visible so no other attire may be worn over the team shirt with the exception of extreme inclement weather conditions.

 - 2a. **Penalty for non-compliance:** When directed by the umpire to wear his team shirt and/or hat, a player who refuses to comply will be ejected from the game; he must also leave the

diamond and failure to do so will result in a forfeit.

3. **Bats:** Only League-supplied bats may be used during play. Similar bats acquired by a team will not be allowed and, if used, the game will be defaulted by the offending team. Each team shall have a total of five (5) bats provided by the League.

DEFINITIONS

RULE 3

1. **Ground Rule Double:** Any ball landing in fair territory and going out of bounds through the unfenced areas on diamond #2 or under the fence on diamond#1 or #2 shall be ruled a ground rule double.

2. **Strike Zone:** A plywood strike-plate measuring 2' x 3' is used. A strike will be called if a batter swings and misses, fouls off a pitch, or a legally pitched ball strikes any part of the strike-plate without having previously touched the ground. For the purposes of determining a fair ball, the strike-plate shall be determined to be in fair territory. The batter/baserunner may legally touch the board only after hitting the ball. A baserunner may never legally touch the board [or jump over part of the board] while trying to score - doing so results in an out call.

THE GAME

RULE 4

1. **The home team** is designated in the schedule and has the responsibility of returning game equipment to the Equipment Room after the second game.

2. **Fitness of the ground:** Unless contacted otherwise the games will proceed. The condition of the field for playing purposes shall be decided at game time by the umpires in consultation with the team managers. Once the game has begun, the plate umpire will be the sole judge as to suspension or postponement of the game. If the first game has been suspended the second game will also be suspended. Home team managers are to contact the managers of the teams playing the second game on the same diamond. Any two managers along with the plate umpire [that is, 2 of the 3] may decide to cancel their games due to excessive temperatures.

This may occur at any time before or during the game. Rainout/Heat games will not be rescheduled. Each team will receive one point in the standings.

3. All games must start at the scheduled time unless advanced/delayed by agreement by both managers and the umpires, but can be no longer than a 10-minute extension. Warm-up time is to be allowed at the discretion of the umpires and is not to interfere with the assigned start time.

4. **Game Length:** 7 innings;

5. **Tied game:** In the event of a tied game during the regular season an extra inning may be played if time allows. The team's last batter in the 7th inning [ie who was at bat when the 3rd out was made] going to second base and with one out. That player may take a courtesy runner - doing so before the first pitch is made - but must take 2nd base before asking for the courtesy runner. For the extra inning, teams may field any eleven players regardless of previous sit-outs. Only one extra inning is allowed to determine a winner. The team that wins will receive two points and the losing team will receive no points. Teams will receive one point each if the tie is not broken after the extra inning. In the playoffs only, as many extra innings as are required to determine a winner will be played.

6. **Run Limit:** Except for the 7th inning [or extra inning] a cap of 5 runs per inning is enforced.

7. **Score Report:** Each team must keep a score sheet. Final score of the game is to be given to the Scorekeeper Coordinator [rob macintyre] by the winning manager at the end of the game or by email ASAP after the game, in order to maintain league records. If a winning team fails to report the score prior to the next regularly scheduled game, it will be a default.

THE PLAYERS

RULE 5

1. **A TEAM** shall consist of:
 [defensively on the field] a minimum of 9 to a maximum of 11 players who are league members in good standing.

2. **Roster Minimum:** A team must have a minimum of 7 roster players available at the start of the game. Any fewer than 7 roster players will result in a default, as no team may start a

game with less than seven of their own players. During the game if a roster player must leave the game due to injury, sickness or medical related problem, the game will continue. [Refer to Part 6 Injuries]

3. **Substitutions:** A maximum of three players may be picked up to reach a complement of 11 - eg, Start with 7 + 3 = 10, Start with 8 + 3 = 11, Start with 9 + 2 = 11 and so on.

In the event that a player is injured for the duration of the season and there are no eligible reserve players on the wait list, then the team need only have 6 roster players and can pick up 4 replacement players.

Substitute players must play from the start of the game and cannot join a game in progress. There may be some leeway in the first inning if agreed to by both umpire and opponent.

If player(s) are needed to reach 11, the substitute(s) must either match the rating or be from a lower rating than the player they are replacing or the team will forfeit the game. Any roster player arriving late will be able to participate regardless of the progress of the game unless he is the 14th player or his addition puts his team above its rating allocation. A team may not improve its players' ratings when a team player arrives late and joins the game in progress. Managers will have to make a decision of which player is to continue the game, either the late arrival roster player, say an "AA", or the "AA" substitute player.

[Regular Season Option] A manager may prefer to play with a complete team rather than 11 players and may opt to add players of equal or lesser rating to bring the total number of players to 13.

4. **Defensive Substitution:** A player can only be substituted for, during an inning, by a direct switch with a player on the field, unless in the opinion of the umpire the player has been injured.

5. **Participation:** Every player participating in the game must appear as listed in the team's batting order and must bat in order unless injured. Players being picked up must be placed at the end of the batting order. On defense, only 11 players may be on the field at any time and, except for the catcher, the pitcher [who must be on the mound area] and the 4 outfielders [who must start on the grass] may be anywhere on the field in fair territory. No player may sit out consecutive innings, except in case of injury, and if a team has 13 players all players must sit

out at least once. When a team has 13 players if a player is found to have not sat at least once then both the player and his manager will serve a one game suspension.

6. **Injuries:** The ball shall be declared dead when a player is injured seriously enough that, in the opinion of the umpires, he needs immediate assistance. All play will cease and base runner(s) must return to the last base touched. In case of injury a player is allowed to sit out more than one inning before re-entering the game. If he is unable to bat during the injury period he will be counted as an out. If withdrawn from the game then his spot in the order is removed without penalty.

However, in the playoffs since a team is required to field a complete roster of 13 players, if a player does not show and is not replaced or must leave the game for any reason, his spot in the lineup will be an automatic out.

PITCHING

RULE 6

The pitched ball must have a *perceptible* minimum arc of 6' before it contacts the strikeboard and shall not exceed 12'. Any pitch which seems to be flat or has no perceptible arc or exceeds the maximum arc is an illegal pitch. A batter may hit an illegal pitch and the play stands. Umpire's judgment is final.

BATTING

RULE 7

1. **Batters Box:** A batter may bat from any position in relation to home plate as long as he does not contact the strike-plate, or have his entire foot directly in front of, or behind, the strike-plate when the ball is struck.

2. **No Outfield throw to 1B allowed:**

2a. No player may throw the ball to 1B to put out the batter if the ball has touched the OF grass or the player is standing on the grass when he plays the ball;

2b. The 4 OFs must start each at bat on the grass and may not enter the infield until the ball is hit and cannot throw to 1B;

2c. A relay throw to 1B involving an OF is NOT allowed;

2d. If the batter rounds 1B towards 2B then he puts himself at risk of being put out by any player.

BASERUNNING

RULE 8

1. **Courtesy Runner:** Any player may take a Courtesy Runner after he has reached base without restriction.
 - 1a. A player can refuse to accept a Courtesy Runner despite his manager's instruction [the player's choice takes precedence].
 - 1b. Courtesy Runner may only run once in an inning. There can be no substitute for a Courtesy Runner [with exception of injury]: if the Courtesy Runner's time at bat occurs while he is on base, he will be called out as a batter; the Courtesy Runner must take base before the first legal pitch to the next batter.
 - 1c. If a player has taken a courtesy runner he thereby disqualifies himself from being a courtesy runner.
2. **Sliding:** Sliding is not permitted unless the runner is returning to the previous base. The player will be called out.
3. **Auto Force:** When a baserunner tries to advance to a base on which there is normally no force (i.e. the runner is on 2B with no runner at 1B or the batter attempts to stretch a single into extra bases) he places himself in a "force situation".
 - 3a. If the defensive player has control of the ball and is in legal contact with the base before the runner touches the base, the runner will be called out, but only if the runner actually contacts the base. If the runner has not touched the base he may choose to retreat to the previous base touched and must be tagged to be put out.
 - 3b. The runner may slide when returning to a previous base.
4. **Commitment & Scoring Lines:**
 - 4a. To retire a runner attempting to score, the defensive player must be in contact with any part of the strike-plate and in possession and control of the ball before the runner steps on the scoring line or crosses same with at least one foot past the line and on the ground.
 - 4b. Any attempt to tag the runner after he crosses the Commitment Line will be ruled an obstruction and the runner is

awarded home.

4c. No baserunner should ever run so close to the strike-board that he might make any contact with the catcher AND if contact is made with a catcher on the plate then the baserunner is called out.

5. **Deliberate Collisions:** Both offensive and defensive players should avoid all collisions or be subject to ejection (except in instances of interference or obstruction), based on the umpire's judgment.

PROTESTS

RULE 9

1. **Rule Protest:** Any game rule protest [not involving the umpire's judgment] must be made at the time of the decision and protested before the next pitch is delivered. The umpire[s] will take note of the protest and BOTH teams must set down in their separate scoresheets when the protest happened and include runners on base, the number of outs and the score. The game will continue under protest. After the game the team which protested the game MUST make a written report to the President and UIC within 24 hours.
2. **Illegal Player Protest:** If a team discovers that its opponent has fielded an illegal player [such as a player who has not signed a waiver or a player of a higher rating substituting for a player of a lower rating] then the team must file their protest within 24 hours of the end of the game to the President and the UIC.



SSSPL Charter

NAME

ARTICLE 1

The name of the League is the Scarborough Seniors Slo-Pitch League. Its acronym is SSSPL.

JURISDICTION

ARTICLE 2

The league recognizes and conducts its affairs within the limitations allowed by the Department of Parks and Recreation, City of Toronto. All rules outside that of accepted practice shall be instituted in the interests of safety, fair play and City limitations.

MISSION STATEMENT

ARTICLE 3

SSSPL is a non-profit recreational league whose guiding core values include universal participation and respect for all our members regardless of their ability while providing a safe and enjoyable experience.

LEAGUE SPIRIT

ARTICLE 4

It is understood that all League members participate in the SSSPL and maintain a camaraderie not only with team mates but also with their opponents. To this end League rules will reflect and bolster this spirit and tradition.

It is considered in bad form to: verbally abuse, malign or interfere with an opponent or umpire; or to collide with an opponent with an intent to injure.



SSSPL Bylaws

MEMBERSHIP

ARTICLE 1

1. League Membership

1a. A player is recognized as a member of the League by his acceptance of League rules and his appropriate conduct by those rules including payment of fees, signing the League waiver form and being at least 55 years of age.

1b. Past players who actively participate in the League in non-playing roles are considered League members.

1c. Any individual who performs in any capacity for the League shall be recognized as a member.

2. Disqualification:

2a. Physical violence (requires hearing);

2b. Non-payment of League fees;

2c. Over accumulation of reprimands.

MEMBERSHIP DUES

ARTICLE 2

1. Membership fee is determined by the League Executive in the offseason and confirmed at the annual Spring meeting.

2. All fees are due in accordance to a deadline as determined by the Executive Financial Officer prior to the start of the season.

EXECUTIVE OFFICERS

ARTICLE 3

1. **The League Executive** shall manage the affairs of the League and shall consist of (minimally):

1a. a President;

1b. a Vice President;

1c. a Treasurer;

1d. as many additional persons as the Executive sees fit including such posts as Scheduler, Umpire-in-Chief or Secretary.

2. **The Rules Committee** which will attend meetings as called by the Executive when disciplinary or other matters

exceed the scope of the Executive's powers and shall consist of:

2a. The Umpire-in-Chief as its Chair;

2b. All team managers;

3. **Selection and Terms of Office**

3a. The League Executive Officers are considered volunteers and have no set minimum term of office; an Officer may resign with reasonable notice and be replaced with a 2/3 majority approval of the Executive for the new Officer; if there is a contest for a position and there is less than a 2/3 majority approval, then a League meeting must be called to elect by simple majority vote.

3b. Assistant volunteers are appointed by the League Executive on a voluntary basis and their terms of office have no set limits except as dictated by the League Executive;

4. **Duties and Powers of the League Executive Body**

4a. **The League Executive:**

i) Accepts responsibility for the timely execution of League matters including Insurance, Finances, Scheduling, Permit Applications and other Administrative functions and to this end will report to the League on a regular basis;

ii) Is empowered to assign duties to Assistants with majority approval of its officers;

iii) Is empowered to remove Assistant(s) from post(s) with a 2/3 majority approval of its officers;

iv) Is empowered to change operational procedures to facilitate the execution of their duties with the majority approval of its officers;

v) Shall handle disciplinary matters and dispense discipline as set out in Article 6: Disciplinary Matters;

vi) Cannot alter the Rules of Play.

4b. **Executive Officer Powers**

(i) Each Officer has autonomy within the scope of his portfolio but must report regularly to the President. It is understood that no Executive Officer will release policy to the League without first advising the rest of the League Executive beforehand - and preferably seeking their input before making a final decision.

(ii) Each Officer is entitled to vote on issues within the League Executive.

(iii) All Executive Officers have an equal vote but in the matter of Ties the President will have final choice; In the absence of the President the Vice President will have power of tie breaker.

(iv) Since most volunteers are also players it is also understood that Executive Officers should be protected from unfair or malicious abuse by either managers or players. To that end if the majority of Executive Officers agree that a player, a manager or a team has crossed a line then the League Executive is entitled to dispense appropriate discipline as it deems fit.

4c. **Assistants to the League Executive:**

i) perform beneficial League duties;

ii) are accountable and report to the President.

5. **Executive Impeachment**

In the event that an Executive Officer is absent from duty or utterly unresponsive to the rest of the League Executive the other Officers may - *by a 2/3 majority agreement* - dismiss the Officer and either seek or recommend a replacement.

MEETINGS

ARTICLE 4

1. Official League meetings can only be called by the President except in situations where all the other Executive Officers unanimously support a meeting.

2. Mid-season meeting(s) will be called by the League Executive as the President sees fit.

3. **Voting:**

3a. In Executive Voting each Executive has 1 vote;

3b. In Rules Committee Voting if the Managers are deadlocked then the Executive [usually the UIC] holds the tie breaker;

3c. No Game Rule may be changed during the playing season except in the interests of safety; May 1st to October 1st is the period in which to bring forward suggestions to the Executive and Rules Committee.

FINANCIAL & LEGAL MATTERS

ARTICLE 5

1. The League Executive shall not enter the League into any debt and shall only spend those funds collected for League purposes as outlined in Article II.
2. All work done within the League is strictly voluntary and any remuneration is to cover outside expenses only.
3. The League shall indemnify and save harmless out of League funds any Officers or Assistants who incur any costs as a result of any suit brought against them through the execution of their Office.

DISCIPLINARY MATTERS

ARTICLE 6

1. **Complaints:** A complaint may be filed for excessive verbal abuse, malicious physical intimidation, or game ejection.
2. **Suspensions:** A Suspension will be given to a Player when a complaint against him is upheld by the League Executive. When a team plays a suspended player during an appeal period if the suspension is later upheld, any wins will be negated.
3. **Membership Termination:** A Player may be banished when a physical assault occurs or when behaviour has become so problematic that all other forms of discipline are ineffective.
4. **Waivers:** A team that fields a player prior to signing a waiver will forfeit that game(s).



General Conventions

PLAYERS

ARTICLE 1

1. Players have the right to privacy and that any information provided will not be put to any improper use.
2. All potential players must attend a Rating Day to determine their rating before being drafted or placed on the waiting list.
3. **Disqualification:**
 - 3a. Non-payment of League Fees.
 - 3b. Commits a physically violent act.
 - 3c. Entitles Player to a League Hearing.
4. **Suspension:** no appeal when within the limits set for the League Executive.

DRAFT PROTOCOLS

ARTICLE 2

1. **Right of First Selection:** Determined by the combined sum of the manager's and assistant manager's ratings; the managers with the lowest rating total select first and the highest last. Ties are settled by coin toss.
2. **Selection Limitations:** Each Manager has a Draft Point Limit [DPL] which is determined by subtracting the manager's and assistant's managers combined rating points from the universal DPL. Managers may choose from any category at any time but a penalty may apply when choosing from a lower category.
3. **Selection Order Penalty:** A team must exhaust its DPL before selecting from a lower category ["B" or "C"] or lose a point from its DPL for each occurrence.
4. Each team has 2 minutes to make their draft choice.
5. **Seniority Prioritization / Categories**
 - 5a. Category 1: Any player who was drafted and played in the previous season is automatically included in the current player draft list unless he advises the Executive that he does not intend to play in the current year.
 - 5b. Category 2: Any player who was unable to play the

previous season due to a medical condition [or injury sustained in that same previous season] and excuses himself with proper notice to the Executive will be added to the current player draft list as room allows. If there are no spots available then these players are put to the top of the wait list [seniority determined by date application was received].

5c. Category 3: Any player who was added as a 'post draft' replacement player in the previous season and played out the season will be added to the current player draft list as room allows. If there are no spots available then these players follow the 'medical leave' additions on the wait list [seniority determined by date started playing in previous season].

5d. Category 4: Any new player who has been ranked at the tryouts may be added to the current player draft list as room allows and is strictly limited by the number of open spots [seniority determined by date application received]. Anyone not drafted is added to the wait list behind Category 2 & 3; in addition they are selected according to their rating which must match the rating of the player they are replacing.

5e. Category 5: Any other player who has played previously in the league but not in the immediately preceding season [for whatever reason including prolonged medical problem] forfeits his seniority and will be added to the player draft list as room allows. When added to the wait list, seniority is determined by date application received. *

5f. This assumes that the player has paid his dues in full and on time. Any player not in good standing will be relegated automatically to Category #5.

* A player may appeal his Category status to the Executive if he can show just cause for his absence; the Executive will then make a decision that will be binding without further appeal.

WAIVERS

ARTICLE 3

1. Every League Member who takes part in any League game in any capacity must sign a Waiver before being considered a legal player and/or a Member in good standing.
2. A team which fields an unsigned player will forfeit any game the player appears in.

RAINOUTS

ARTICLE 4

1. Players are expected to show up for all games unless City Parks declares field conditions unplayable.
2. League Weather Officer may declare the day a rainout.
3. The Plate Umpire and Managers may agree to a rainout.
4. Rainouts will not be rescheduled and will be treated as tied games with each team receiving 1 point.

SCORES & STANDINGS

ARTICLE 5

1. **Scores** shall be reported within 24 hours.
2. **Ties in the Standings at season's end** are settled by descending priority:

2 teams	-	head to head
3+ teams	-	(a) head to head
		(b) run differential
		(c) runs scored
		(d) runs against

PLAYOFFS

ARTICLE 6

1. **Format:**
Preliminary Round Robin
 Pool 1: Teams ranked 1, 4, 6 & 8 play each other once;
 Pool 2: Teams ranked 2, 3, 5 & 7 play each other once.
Championship Series
 The top 2 teams play a best 2 of 3 Championship.
Consolation Series
 The 3rd and 4th place teams play a best 2 of 3 .
2. Tied Ranks are settled by head-to-head and PMD [Plus Minus Differential limits wins to +7 runs and a loss to -7 runs].
3. **Home Team:** Higher-placed team(s) in regular season has home game advantage [or first choice] in all playoff games.