



CALGARY SPORT & SOCIAL CLUB

SLO-PITCH LEAGUE RULES

Last Updated: March, 2012



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1. RECENT REVISIONS & UPDATES

Last Updated

March 27, 2012

New Rules

- **Illegal Equipment** (Page 7)
 - Restricted game balls to those with a .40 core, 400 compression.
 - CSSC has created an [illegal bat list](#) as of Spring 2012, any player caught using an illegal bat may face suspension or ejection.
 - Instituted a mandatory pre-game equipment review between captains.

April 1, 2011

New Rules

- **Pinch Runner** – Clarified that the runner must be the same sex as the player that they are replacing. (Page 12)
- **Batting Order** – Clarified the batting order for teams who are short of players. (Page 11)
- **Infield Fly Base Running** – Clarified that players on base may choose to advance in an infield fly scenario (Page 11).

2. SPORTSMANSHIP

The SSC encourages a fun-first, winning-second attitude in all leagues. All players are expected to abide by the SSC sportsmanship policies, any player or team who does not will be subject to suspensions or league expulsion.

ZERO TOLERANCE POLICY

In order to promote a safe and sportsmanlike environment for its players, the SSC has clarified its stance on unsportsmanlike behaviour. All players must understand the expectations for playing in SSC leagues. Team Captains are required by the SSC to ask players to leave the gym/field if they are involved with any of the following acts:

- Swearing directly at another player or the Coordinator.
- Intentionally pushing, shoving or making physical contact with another player.
- Making comments to instigate an altercation with another player.

In addition to being dismissed from the game, a one week suspension (or more) may be assigned by the SSC to the involved player or team.

SPORTSMANSHIP RATINGS

In order to encourage sportsmanlike play, each team must choose and report a rating for their opponent directly after the game.

- The sportsmanship rating(s) for your opponent gets reported when the Team Captain submits the game results online.
- If a team captain does not report their score by 5:00pm the following day, their team will receive a 0 sportsmanship rating (unless their opponent has given them a -1/-2) and the score will be processed as their opponent reported it.

For a description of how to rate your opponent, see below.

Really Recreational Division

In the Really Rec division, each team gives their opponent 2 separate ratings for Sportsmanship. The first is for "Accountability" and the second is for "Spirit". See below for guidelines:

"Accountability" Rating:

This rating is based solely on how you felt your opponent took responsibility for calling their own fouls. A team that does well on Accountability either: committed few or no fouls so it was not an issue, or committed several fouls and made a genuine attempt to call most of them.

Maximum Points that can be awarded by opposition	Rating	Explanation
1 (1 for Accountability)	(+1)	The team went above and beyond. They knew the rules well and were honest about enforcing them against themselves.
	(0)	The team was OK. There were no major issues, but the team did not put in extra effort to make fair calls or follow the rules.
	(-1)	The team either broke some rules and didn't call themselves, or tried to enforce rules that were wrong.

"Spirit of the Game" Rating:

This rating is based solely on how fun your opponent was. A high rating would be for a team that appeared to put fun first and winning second, demonstrated respectful behaviour and encouraged themselves and/or their opponent in a positive way.

Maximum Points that can be awarded by opposition	Rating	Explanation
1 (1 for Spirit of the Game)	(+1)	The team went above and beyond. They were clearly having fun, cheered themselves and their opponent, didn't argue disputed calls.

	(0)	The team was OK. There were no major issues, but the team did not put in extra effort to put fun ahead of winning.
	(-1)	The team was not fun to play against. My team would not like to play them again, and this has nothing to do with the score of the game.

Rec, Rec Plus, Intermediate, Intermediate Plus, Competitive Divisions

In any division other than Really Rec, the Sportsmanship rating should combine "Accountability" and "Spirit of the Game". Accountability is based on how you felt your opponent took responsibility for calling their own fouls. A team that does well on Accountability either: committed few or no fouls so it was not an issue, or committed several fouls but made a genuine attempt to call most of them. Spirit is based on how fun your opponent was. A high rating would be for a team that appeared to have a fun-first, winning second attitude and encouraged themselves and/or their opponent in a positive way. See below for guidelines:

Maximum Points that can be awarded by opposition	Rating	Explanation
1 (one overall)	(+1)	The team was a lot of fun and made a genuine attempt to call their fouls.
	(0)	The team was OK. There are two scenarios: (1) they were average in both Fun and Accountability; (2) They were strong in one area but weak in the other area.
	(-1)	The team was not fun (too intense or aggressive) and generally did not follow the rules and call their own infractions/penalties.

REPORTING SPORTSMANSHIP CONCERNS

- If during the game you have a concern with the other team, address the issue respectfully with the Team Captain at the appropriate time (during play on the sidelines or at halftime).
- If at the end of the game you do not feel that the issue has been resolved, report the details of the issue to the SSC by 5pm the next day by using the online complaint form - [Click here.](#)
- If you give a -1/-2 and do not support the rating with a complaint form by 5pm the next day, SSC staff cannot properly act on the issue and the rating will be changed to a zero.

Click on the links below for full details on the following topics:

- [Full sportsmanship policy](#)
- [End of season sportsmanship rating review](#)
- [How the SSC handles complaints](#)
- [Nominate a Lady Bing Team](#)

3. WAIVERS

- All players must sign a [waiver](#) every season before playing their first game. The waiver can only be completed online.
- Any player that subs in (even if only for one game) must fill out a waiver prior to playing. Captains are responsible to ensure that this is done.
- The waiver outlines the SSC's liability and sportsmanship policies.

WEATHER POLICY

The SSC office is not open on weekends so all Saturday and Sunday games are subject to the rain or shine policy!

Weeknight games are played in most weather conditions and are rarely canceled. In the event that the SSC deems the fields unplayable, the weather update bulletin on the SSC website will be updated no later than 5:00pm on game day. If games are canceled, they will be re-scheduled. If the weather bulletin states that the games are "on", the rain or shine policy will apply.

RAIN OR SHINE POLICY

- Teams must report to their field regardless of weather conditions, or be subject to default rules.
- If it is raining or snowing at game time, the SSC requires teams to wait it out for at least 20 minutes before deciding to call the game.
 - If poor weather or slippery field conditions are still a factor after 20 minutes, you must discuss rescheduling options with your opponent prior to leaving the field.
 - The SSC will help with rescheduling but the teams must provide two potential dates that both teams can play on. Dates must be on a day other than your regular league night and must be a minimum of one week prior to the start of playoffs.
- On nights with poor weather, when games have not been cancelled by the SSC, if less than half the teams in a division play their games then the SSC will automatically reschedule all games from that night via a double-header or a season extension. For games that were played, where both teams want their score to count, they will not need to re-play that game.
- If there are multiple rain-outs in one season, the SSC may be required to shorten the season.
- The SSC may not always be able to reschedule the games (due to field availability and amount of notice time) so teams cancel at their own risk.

For complete details on the weather policy, please [click here](#).

SLO-PITCH SPECIFIC WEATHER GUIDELINES

- If poor weather causes the game to be stopped before five innings are completed, the teams must wait at least 20 minutes for the weather to pass. If less than five innings have been completed, the game will be rescheduled and replayed at a later date.
- After five innings are completed, the game is eligible for a win or a loss in the standings. If after five innings of play, the conditions become unplayable, the two captains can meet and decide to:
 - Call the game and the score will stand as is (from the final complete inning). The team leading after the last full inning records a victory. If the score is tied when the game is called, a tie is awarded.
 - Play out the inning to completion and then call the game.
 - Wait out the rain for up to 20 minutes and then the team that is losing can choose to have both teams play out the inning to complete the game.

It can be very difficult to reschedule games. Don't call games without good reason. Be prepared to play through some poor weather!

5. DEFAULTS

- All teams are to be at the facility 15 minutes prior to their scheduled game time.
- At game time any teams not meeting the minimum player requirements will default the game.
- Defaults scores are outlined below:
 - Really Rec: recorded as 15-0 with a sportsmanship rating of -2 for the defaulting team.

- Rec, Rec+, Int, Int+, Comp: recorded as 20-0 with a sportsmanship rating of -1 for the defaulting team.
- The default fine is \$50.
- Teams must provide the fee before their next game.
- If a team fails to pay on time their next game will be played, but will be recorded as a loss to them with a score equal to the default score. The actual score of the match will be applied to their opponent; they will not be awarded a default win. The score of this match will not be changed once the team pays their default fee.
- Teams defaulted against will be refunded \$50 to the credit card that was used to register the team.
- If a team defaults on a second night, their status in the league will be under review.
- Singles players are not charged a default fee if their team defaults. If a singles team is defaulted against, they will receive a gift certificate to the Season Ending Party.

6. SCHEDULES

- Schedules are posted online 48 hours prior to the first game.
- If the schedules are not posted you may assume the schedule has not been completed. Please do not contact the SSC regarding your schedule until after it has been posted.
- Games can be played anytime between 6:00pm-11:00pm on weeknights and 8:30am-11:00pm on weekends.
- Singles team names are assigned by the SSC office staff. All individuals' names will appear on the schedule with their team name.

7. ROSTERS & SUBS

- When registering a full team, there is no maximum limit to the number of players that you can have on the roster.
- A full team on the field consists of:
 - "3-Pitch": 9 players with a minimum of 3 females.
 - "Traditional": 10 players with a minimum of 3 females.
- The minimum amount of players required in order to avoid a default is:
 - "3-Pitch": 6 players including at least 2 females.
 - "Traditional": 7 players including at least 2 females.
- A sub-list can be requested from the office. If you recruit a sub, it is your responsibility to ensure they are ready to play (know the rules, will play at the proper level and have submitted a waiver).
- A team may bring in subs that are not listed on the roster. They must fill out a waiver prior to playing.
- In the spirit of sportsmanship, captains are expected to replace players with a person of a similar skill level. Bringing in "ringers" for regular season and particularly playoff games is discouraged.
- If you are playing in a league where there are other SSC teams playing before you, your team may borrow players under this condition: to increase your team to a minimum full line-up. The SSC considers it to be an unfair advantage if a team borrows players to bolster their line-up.
- Individual team rosters will be e-mailed out 48 hours prior to game one.
- Subs in Playoffs:
 - Subs are expected to play at the same skill level of the player that they are replacing.
 - The top 4 teams can only bring in subs that have played at least one game in the regular season.
 - To help avoid defaults in the **playoffs**, teams, excluding the top 4 (teams ranking 1-4 in the standings after regular season games), are welcome to bring in subs who have not played at least one regular season game with the team.

8. FACILITIES

AS OF 2009, THE SSC HAS BEEN PUT ON PROBATION FROM THE CITY RENTALS OFFICE DUE TO SEVERAL COMPLAINTS FROM VARIOUS SOURCES REGARDING INNAPPROPRIATE BEHAVIOUR AT THE FIELDS. ANY PLAYERS RESPONSIBLE FOR FURTHER COMPLAINTS WILL BE SUBJECT TO FINES AND EJECTION FROM ALL SSC LEAGUES.

Both teams are to set-up the field according to the [field set-up instructions](#).

- The SSC rents facilities from Parks and Recreation or private establishments. As tenants, players must respect the standards and rules of each facility.

- Consumption of alcohol is not allowed at the fields; players caught violating this by-law are subject to fines from the City and/or the SSC.
- Most fields do not have a port-a-potti or washroom. Players must not urinate on public property.
- Any player who causes the SSC to receive a complaint regarding a field rented by the SSC will face a \$100 fine and may be ejected from the league. For full details on the Facility Complaint Policy, please [click here](#).
- Players are expected to clean up after themselves, please do not leave any garbage behind.
- Facilities are chosen based on quality and location. Some leagues utilize many facilities; the SSC always tries to ensure a fair distribution of locations throughout the city in each division.
- Some fields have a short outfield or obstacles and it is necessary for the Captains to agree ahead of time (or after any completed inning) to implement "ground rule doubles" to replace home runs.
- The SSC asks all players to arrive 15 minutes prior to the game start time. This 15 minutes should be used to change shoes, stretch, set up fields, and any other pre-game preparations.
- Players are not permitted to wear metal cleats.
- Players caught using any bat outlined in the CSSC's [illegal bat list](#) may face suspension or ejection from the league.
- Players are responsible for property damage.

9. EQUIPMENT

All team captains are required to pick up their equipment at the equipment pick-up dates prior to the start of the season.

- The first team to arrive at the diamond is to set-up the field according to the field set-up instructions ([click here](#)). The other team's markers will also be required to set-up the field. Four markers are used for the Respect Line, with the two outside markers also marking the foul lines past 1st and 3rd base. The same procedure is used to mark the Home Run Line, with the outside markers also extending the 1st and 3rd base lines into the outfield.
- Two lines need to be drawn into the shale: one for the commitment line half-way between home and 3rd base; and one for the home scoring line that is drawn perpendicular to the 3rd base line and at the same point as the front of the home plate.
- The SSC issues two Wilson deMarini softballs to each team with a .40 core, 400 compression (reduced flight). Please use these balls in the game. You may use a different brand of ball as a replacement provided it has the same specifications. Failure to use a regulation ball may result in a team fine or suspension if reported.
- Teams are required to bring their own bats. The CSSC has created an [illegal bat list](#) which outlines any bat that is not permitted to use during gameplay. Team captains should print the illegal bat list and bring it with them to the game. If you are reported using an illegal bat (one that appears on the list), you may face suspension or ejection from the Club.
- Before the beginning of each game, team captains should meet to review the game equipment and make sure that all bats and balls being used for the game meet the above regulations.

"3-Pitch"

- A representative from each team will pick up: three bases, one first base safety mat, one home plate safety mat, four boundary markers and two balls.
- At the time of registration, a deposit of \$50.00 is required. This deposit will be fully refunded at the end of the season when the equipment is returned.
- Metal cleats are not allowed.

"Traditional"

- A representative from each team will pick up: three bases, one first base safety mat, one home plate safety mat, one strike mat, four white boundary markers and two balls.
- At the time of registration, a deposit of \$100.00 is required. This deposit will be fully refunded at the end of the season when the equipment is returned.
- Metal cleats are not allowed.

EQUIPMENT RETURN

- At the end of the season, equipment return dates will be set by the SSC and will be e-mailed to each team.
- If teams do not return their equipment on the set dates, they may forfeit their refund, however, please contact the SSC in this case.

- Full refunds are issued for equipment that is returned in reusable condition. If there are any missing items, you will not be fully refunded.
- All equipment must be cleaned prior to returning it. If equipment is not cleaned a \$15 fee will be taken from your deposit. Car washes work well for cleaning the equipment.
- If you are continuing into the next season, keep your equipment and return it at the end of the summer season.

10. REPORTING RESULTS

- Team captains are responsible to report the score of their game and the spirit rating of their opponent to the SSC by 5:00pm the following day.
- All scores must be submitted using the online score report form [click here](#). The username and password will be emailed to each team captain when the schedules are posted.
- If a team captain does not report their score by 5:00pm the following day, their team will receive a 0 sportsmanship rating (unless their opponent has given them a -1/-2) and the score will be processed as their opponent reported it.
 - Mercy will be called when one team gains a lead of 15 (Really Rec) or 20 runs (all other divisions). The score will freeze and teams are encouraged to play the rest of the game for fun.

11. STANDINGS

For all SSC sports, scores are to be reported by the Team Captain to the office by 5:00pm the day after the game. The SSC admin staff will process scores and post the updated standings to the website within 72 hours of the games. Each set of SSC standings will display notes at the bottom outlining how the standings are calculated.

HOW TEAMS ARE RANKED

Really Recreational

- 1st criteria: Total Points are derived from 2 points for a win and 1 point for a tie. Actual spirit points (maximum of 2) are then added to your points earned from wins and ties to result in your Total Points.
- PLS (Points lost due to spirit rating) can negatively affect your Total Points. Each time a team receives a -1 from two opponents over the season, they lose 1 point off their Total points.
- 2nd criteria: Differential of runs scored vs. runs allowed (Mercy rule in effect in each game).

Recreational

- 1st criteria: Total Points are derived from 2 points for a win and 1 point for a tie. Actual spirit points (maximum of 1) are then added to your points earned from wins and ties to result in your Total Points.
- PLS (Points lost due to spirit rating) can negatively affect your Total Points. Each time a team receives a -1 from two opponents over the season, they lose 1 point off their Total points.
- 2nd criteria: Differential of runs scored vs. runs allowed (Mercy rule in effect in each game).

Recreational Plus, Intermediate, Intermediate Plus, Competitive

- 1st criteria: Total Points are derived from 2 points for a win and 1 for a tie.
- PLS (Points lost due to spirit rating) can negatively affect your Total Points. Each time a team receives a -1 from two opponents over the season, they lose 1 point off their Total points.
- 2nd criteria: Actual spirit points earned (maximum of 1).
- 3rd criteria: Differential of runs scored vs. runs allowed (Mercy rule in effect in each game).

12. PLAYOFFS

- All teams are guaranteed 2 playoff games. The top 4 teams will play for the league championship.
- League champs receive t-shirts and need to attend the Season Ending Party to pick them up.
- Sportsmanship during the playoffs is very important – a team that wins their playoff game but has sportsmanship issues may have their win overturned and may not be allowed to play their final game or participate in future seasons.
- For rules regarding subs in playoffs, please see Section 7: Rosters and Subs.
- There are no ties in playoffs.

- If the score is tied at the end of 7 innings, one or more extra innings will be played.
 - Both teams get a chance to hit. If after 1 complete extra inning the game is still tied, the next extra inning(s) will be played using the "International Scoring Rule".
 - International Scoring Rule: Each team (when hitting) will start with the player who was the final out of the previous inning on 2nd base, then proceed as normal from there.

13. LEAGUE SPECIFIC RULES

EXPECTATIONS OF PLAYERS

All players participating in SSC co-ed leagues are expected to play with respect and a "fun first" attitude. In Slo-Pitch, there is an emphasis on the players to know the rules and manage their own actions on the field. There are no Umpires at Slo-Pitch games.

- All players participating in SSC leagues are expected to play with respect for everyone at the field and with a "fun first" attitude. Slo-Pitch can be an intense sport however, the SSC Slo-Pitch leagues must be a fun, non-threatening environment.
- Players are expected to use appropriate equipment in all leagues.
- All players are expected to know the rules and manage their actions on the field.
- Players should promote fun and safety throughout the game by: following the rules and talking to their own teammates who are not following the rules.
- Promote sportsmanship throughout the game. Let the opposing Team Captain know if you are enjoying their team, congratulate your opponent on fun and fair play throughout the game.
- Players that are concerned about a player on the opposing team are required to talk to their Team Captain so he/she can address the issue with the opposing Team Captain at the appropriate time.
- Players are expected to act in a respectful manner if approached by an opposing Team Captain regarding their style of play and to make any requested changes.
- Teams are expected to cheer for their opponents at the end of a game.
- Players can provide constructive feedback to the SSC as needed, regarding field conditions, unsportsmanlike play, or helpful comments.

GAME PLAY EXPECTATIONS

- Before the game, the Captains will meet to introduce themselves, review the opposition's bats and game balls, discuss field specific restrictions and rules or sportsmanship issues that need to be emphasized.
- Team Captains are to communicate their expectations to each other. At the end of the pre-game meeting Team Captains are required to communicate all information with their players.
- At halftime, the Team Captains meet with one another to discuss any issues that arose in the first half. It is the responsibility of each Captain to communicate these issues to their teammates before resuming play.
- At the end of the game, all players shake hands and Team Captains meet to discuss any issues with the game.

GAME FORMAT

Game Times

- Teams are expected to arrive 15 minutes prior to their scheduled start time in order to warm up and set up the field.
 - Games are 7 innings, unless darkness prohibits a full game. If darkness may potentially end the game, the captains must confer on an inning by inning basis as to when the last inning will be called.
 - If a game is called because of darkness, the final score will be as it stood at the completion on the last full inning played.
 - Some diamonds will have an early and late game. The two captains in the early game must ensure that the game gets started on time and is finished before the start of the late game. A new inning may not be started with less than 10 minutes before the start of the next game.

Keeping Score

- A coin toss will determine who the Home Team is and therefore which team gets the last bat.
- Both captains will bring a [score sheet](#) to every game.
- Teams must track the batter results each inning for their own team as well as runs scored by the opposing team.
- Please confirm the score with the other captain at the end of each half inning. Confirm the score with the other captain at the end of the game to ensure that both teams report the same score.
- If there is a discrepancy at the end of the game, figure it out at the field so that both teams report the same score to the SSC.
- A team can score and count a maximum of 7 runs in one inning with the exception of the final inning where there are unlimited runs.
- If the team due to bat in the bottom of the 7th inning is leading the game, the game is over and the score will stand as is. There is no situation where this rule does not apply.
 - In the bottom of the 7th inning, once the batting team has scored the winning run the game is over. The final score will stand as the winning team winning by 1 run.
- Playing extra innings to break a tie is not encouraged, but the captains may decide on this issue if time permits.
- Mercy will be called when one team gains a lead of 15 (Really Rec) or 20 runs (all other divisions). The score will freeze and teams are encouraged to play the rest of the game for fun.

PITCHING

- The pitching mound should be ~50 feet from the home plate (~17 paces). Captains decide on the exact pitching mound location prior to starting the game.
- "3-Pitch" teams pitch to their own players - each batter will receive a maximum of 3 pitches regardless of if they are balls/strikes/fouls.
 - In the "3-Pitch" league only, the pitcher does not field the ball. If the pitcher on a hit inadvertently touches the ball, the play is canceled and re-pitched.
 - To stop a play, the infielder will throw the ball to the pitcher.
- "Traditional" teams pitch to the opposing team:
 - Each batter will receive up to 3 strikes and/or 4 balls.
 - The pitch must be between 6 and 12 feet or it will be deemed a ball.
 - If the ball arcs less than 6 feet or more than 12 feet and the batter swings, the ball is in play and the pitch counts.
 - A strike occurs on: a foul ball, a swing and a miss, or if the batter takes the pitch and it lands on the strike mat. On the third strike, the batter is out.
 - If the ball hits any part of home plate it is deemed a 'ball'. On the fourth ball, the batter walks to 1st.
 - If a male batter is walked with balls on each of the first 4 pitches, and is followed by a female batter, the male batter will automatically advance to 2nd base on the walk. The female batter up next has the option to bat or automatically take first base. Other runners already on base will advance only if the walked batter forces them (forced play).

HITTING

There are three components to the batting order rule that all players must understand:

1. Male/female placement in the batting rotation:

- A typical batting rotation is M-M-F assuming there are twice as many guys as girls
- In "3-Pitch" there can never be more than two male batters in a row.
- In "Traditional", 3 male batters may bat in a row in one (and only one) part of the batting order.
- Example: M-M-F-M-M-M-F-M-M-F – this is a legal batting order.
M-F-M-M-M-F-M-M-M-F – this is NOT a legal batting order.
- There is no limit on the size of a batting order as long as the male to female ratio stays intact.

2. Male batters in the batting order:

- "3-Pitch": If there are more than 6 males, they can all have a permanent position in the batting order.

- "Traditional": If there are more than 7, they can all have a permanent position in the batting order.
- In the event that there are more than 6 males ("3-Pitch") or 7 males ("Traditional") and all of them want to have a regular turn batting, the team is to record each of their names onto the score sheet ensuring that the male to female requirements in section 1 above are met. This is achieved by penciling in the word 'female' for every third batter (with the one exception where 3 males may bat in a row as outlined in section 1 above). In this scenario the females remain in the same sequence and would hit as required to maintain the proper male to female ratio.
- Example: Mo, Zak, female, Bill, Jed, female, Bob, Mat, female, Dan, Hal, female, Rob, Von, female
- In the example above if you had only 3 females they would bat more often than once per full rotation.
- Example: Starting in the first inning Ruth would bat 3rd, Mary would be 6th, Jen 9th, Ruth 12th, Mary 15th, Jen 18th, etc. as the innings progress.

3. Female batters in the batting order:

- 3 females must appear in the batting order and be in the first 9 batters ("3-Pitch") or 10 batters ("Traditional")
- If only 2 female players are present at the game then every 3rd female spot is an automatic out. This is still the case if a team is playing with a short roster. Example: If they had only 7 players, their order would be as follows: m-f-m-f-m-f-m-out
- If there are more than three females all of them are to be placed into permanent positions in the batting order.
- There is no bunting allowed in any SSC Slo-Pitch division.
- When any player is hitting, the ball does not have to pass the pitcher to be live, but the batter must have taken a full swing at the ball (i.e. a bunting motion is not allowed).
- If the two teams agree that the batter did not make an attempt at a full swing, it would be considered a strike.
- Regular Slo-pitch hitting rules will apply to the "Traditional" leagues. This means that any batter who has two strikes and then hits a foul ball is out.
- The infield fly rule applies - if there are less than 2 outs and runners on 1st and 2nd or 1st, 2nd and 3rd, then on an infield fly the batter is automatically declared out (the infielders do not have to make an attempt to catch the ball). This prevents the fielder from purposely dropping the fly ball in an attempt to force runners out. An infield fly is defined as: the hit must be 8' or higher, must have an up and then down arc (line drives are exempt), and does not go past the infield. The entire shale is considered the infield when determining if this rule applies. Note: in some other leagues, the infielder must be able to catch the ball with 'ordinary effort' for it to be deemed an infield fly. This is not the case in SSC leagues because there are no official umpires to make this determination.
- On an infield fly play, a player who is already on base may choose to try to advance to the next base. If the fly ball is caught the runner must tag up before advancing. As a result a double play can occur via a force out if they have lead off and the ball is caught by the baseman before they tag up. If the fly ball is not caught the runner may advance without tagging up, but may be tagged out by the defence while between bases (with the exception of a play at home plate).
- Out of Play: any hits (infield or outfield) that fall outside of the 'out of play' lines are not catchable for an out. The corners of the backstop are the most common reference point for designating the Out of Play lines. These lines are in effect to the end of the outfield; therefore, if a fly ball is outside of these lines it is not catchable for an out.
- Clarification on Foul Balls:
 - If a ground ball starts out foul but curves back into fair territory before it passes 1st or 3rd base then it is a fair ball, as long as it is not touched by an infielder while in foul territory.
 - If a line drive passes 1st or 3rd base outside of the base line but then curves back in and first touches the ground in fair territory in the outfield, then it is a fair ball.
 - If a ball is hit into fair territory and then rolls outside the 1st or 3rd base line once it has passed the bases then it is a fair ball.
 - If the ball is hit and first touches the home plate (NOT the strike mat) and then rolls into fair territory it is considered a fair ball. If the ball is hit and touches the home plate or the strike mat and then rolls into foul territory it is considered a foul. If the ball first touches the strike mat and then rolls fair, it is a foul ball.
 - If the ball is hit and touches the batter's body (e.g. foot) and then rolls into fair territory it is a dead ball strike, if the player is still in the batter's box when it hits them. If they are outside the batter's box and running towards 1st base and it then hits their body while the ball is in fair territory, then they are out.
 - If a player catches a foul ball that is within bounds, the base runners are allowed to tag-up unless it is the batter's third strike. In this case the batter is out and the runners may not advance.
- If a batter steps across, or onto the home plate and/or strike mat to attempt to hit a ball, it is an automatic out.
- Home Runs are limited to 5 per game for each team. Before the game, the captains will designate a 'home run line' using four white cones at the edge of the outfield. A hit is considered a home run when it travels in the air, over the home run line. It is NOT considered a home run if the defence commits errors and a player is able to score or if a line drive or grounder passes between the fielders and past the Home Run line. If a ball passes the home run line in the air, it automatically becomes a dead ball and cannot be fielded to make a play. If a ball first touches the ground and then rolls

over the line, it is a live ball. Any long hits (home runs) hit after the 5 per game limit has been reached will be considered doubles (player stops at second base).

- In the Really Rec division, each player is only allowed to hit one home run per game. If a player gets more than one, they will be considered a double (player stops at second base).
- Deciding on the home run line: mark the cones at 300 feet (100 paces) if there are no obstructions.
 - **Note: some SSC diamonds are too short to mark a home run line**, and therefore no cones are required in one or both outfields and any long balls will be deemed ground rule doubles. Captains should decide before the game starts if this will be in effect at their field. A rule of thumb is any edge of field that is 240 feet (80 paces) or less from home plate must apply the ground rule double rule.

BASE RUNNING

- Lead-offs are not allowed - the runner is called out if they leave the bag before the bat makes contact with the ball.
- The orange safety base is beside the white 1st base to protect both the runner and the infielder. The safety base is to be placed 6 inches from 1st base. There are two possible scenarios:
 - A single base hit: If the batter will not be running past first base, they must step on the orange safety base. If the runner touches any part of the white 1st base then they are out. If the 1st baseman touches any part of the orange safety base as they catch the throw, then the runner is safe.
 - If the runner is rounding 1st base on a hit where there will be no throw to 1st base, they are allowed to touch the white base instead of the safety base. The 1st baseman must move out of the runner's path as he/she rounds 1st base.
- When running from 3rd base towards home plate the runner is to keep outside of the baseline and is considered safe if he/she passes the [home base line](#) (the runner must have one foot on the ground past the line) before the catcher has the ball while touching home plate. If a base runner touches the home plate while attempting to score it is an automatic out.
- To record an out at home, the catcher cannot tag the runner, they must touch home plate with possession of the ball before the runner touches down with one foot past the home run line. **The runner will be out if they touch home plate rather than passing the home base line.**
- A commitment line will be drawn halfway between 3rd base and home plate. Once a runner passes this line by touching the ground beyond the line they must proceed to the home line (they cannot run back to 3rd). The runner is out if the back-catcher catches the ball before the runner passes the home line.
- Sliding into 2nd or 3rd base is permitted. Sliding into home is never allowed. Sliding into 1st base is only allowed if the runner is returning to 1st base, not on their initial hit and run to 1st base.
- Tagging up and running on a caught outfield fly is permitted. The runner must stay on the base until the ball contacts any part of the fielder's body or glove.
- If the third out occurs on a fly-out the inning is over. The fielders do not have to field the ball in to make any plays and any runs scored do not count.
- With two outs, if a runner scores before a non-forced third out is made, the run will count.
- Pinch Running - Pinch runners are allowed for injured players. A pinch runner can step in at anytime. If the batter is not running at all, the pinch runner must start from behind the plane of the plate. The pinch runner must be the last out of the same gender as the player that they are running for.

DEFENCE AND FIELDING

- A full "3-Pitch" team in the field consists of 9 players: a catcher, 4 infielders, 3 outfielders and a rover.
- A full "Traditional" team consists of 10 players: a catcher, a pitcher, 4 infielders, 3 outfielders and a rover.
- Bases should be 65' apart, unless limited by the size of the shale infield.
- The defence may tag a base runner, who is not on a base to record an out, except between the respect line and home plate. In this instance home plate must be touched before the runner crosses the home plate line.
- On a throw to 1st base, if the 1st baseman is touching the safety base when the ball arrives then the runner will be safe (to avoid collisions).
- The respect line rule applies in all divisions. Infielders cannot pinch in, they must stay along the base lines until the ball has been hit. Outfielders must stay behind the respect line until the ball has been hit; the respect line is 10 paces (30 feet) from the edge of the infield. The rover must also abide by the outfield respect line.
- If an overthrow occurs on a play and the ball rolls out of play:
 - 'Out of play' is considered to be 10-12 feet beyond the base lines. A good marker on most fields is the corners of the backstop and thus the line that would extend parallel to the first and third base lines.

- For SSC non-umpired leagues, all runners can advance one base beyond their next base on an overthrow. For example, if the runner is running between 1st and 2nd, then he/she can advance to 3rd base.
- For further clarification, even if the runner is standing on 2nd base when the shortstop overthrows to 1st base, that runner will proceed to home.
- Captains may choose to extend the out of play infield boundary lines for overthrows all the way into the outfield. If these boundaries are set, the hitter is not out if the fielder catches the ball beyond the out of play line (the hit would be considered a strike). The purpose of an outfield 'out of play' area is to ensure players' safety and is recommended.
- A foul ball exceeding the height of the batter and caught by the catcher is an out (less than this is simply a strike). Captains or umpires should quickly decide if players are unsure. If an agreement cannot be made, the ruling will be in favour of the batter.
- Interference/obstruction must be avoided at all costs. There are two kinds of interference:
 - Offensive interference from the runner: a base runner is not allowed to collide with a fielder, yell at them or screen them from being able to make a clear throw or to field a hit (waving hands or blocking them from seeing a play). If they do, and the play is not contested by either team, then the runner is out. Regarding the other runners not involved in the interference: if the base runner that interfered with the fielder make physical contact, and the fielder was attempting to make a play at another base, then the base runner where the fielder was attempting to make a play will also be out.
 - Defensive obstruction from the fielder: the fielder may not block the bag by putting their foot or body in front of it or stand in the line of the runner (unless they are making a play on a hit). If they do this and it is uncontested then the runner will be safe at that base. If the fielder on this play throws out a runner at another base then that runner will be out. In a case where the runner would have easily taken the next base if they were not interfered with by a fielder, then they will be awarded that base. E.g. the first baseman stands in the line of the batter as they round first on a play where there was clearly no play to be made at 1st base.
 - Interference is difficult to call, even by sanctioned umpires. SSC players are expected to avoid interference or body contact at all costs, and if a possible interference foul does occur, the two teams need to resolve it quickly and amicably. If the sides are not in agreement then there is an option to replay the play. All base runners return to the bases they were at prior to the hit and batter will begin his/her count from where it was prior to that hit.
- If there are less than 2 outs with a runner on first and an infielder throws to 1st base, there are three possible legal outcomes:
 - The 1st baseman touches the base to force out the hitter. If the runner is standing on 1st base when it is tagged, then they may safely remain on 1st and cannot be tagged out for a double play.
 - The runner is tagged out because they left the base after the hitter was forced out at 1st – this is a double play. There is no forced play here – the runner must be tagged in order to be out.
 - The 1st baseman tags the runner first (they have left the base) and then touches the base to force out the hitter – this is a double play.

UMPIRING

- All SSC games are self-officiated. Teams playing in the game supply the umps.
- Batting team must supply 1st and 3rd base umpires. These umpires must know the rules and be willing to make the tough calls at all bases. In the "Traditional" leagues, the hitting team must also provide a home plate umpire to call balls, strikes and foul balls and any plays at home.
- If an umpire makes a wrong call because they didn't see the play or know the rules, the two captains should quickly agree on the call. Remember this league is for fun, players make mistakes and so will umpires. If you are a player who cannot remain calm or just walk away from a bad call without argument or getting upset - you are playing in the wrong league!

SLO-PITCH ETIQUETTE

The SSC Sportsmanship policy is outlined in section 2 above. There are specific Slo-Pitch etiquette guidelines that must be honoured by all players:

- Players sitting on the bench/sideline must not chatter at the fielders/base runners about missed calls, leading off, or other possible rule violations. This behaviour always leads to frustration and escalated tension. If your opponent seems unaware of a rule, please discuss calmly amongst the captains between innings.
- It is unsportsmanlike for the majority of players on a team to not know the rules. While a team may be 'just out to have fun', they can ruin the experience for everyone if they are constantly violating rules.
- While Captains are encouraged to know and bring the rulebook to the games, it is unsportsmanlike to constantly refer to the rulebook and continually remind your opponent about minor discrepancies.

- Public displays of anger such as bat throwing or kicking equipment has no place in an SSC league. Players doing this are to be removed from the game.
- Directing foul language at an opponent is cause for automatic removal from the game. Captains MUST honour this rule and are obligated to sit or remove from the field any of their players/spectators who are not displaying proper etiquette.
- Drinking alcohol at the field is a fineable offence and is not permitted.
- Players must not leave any types of cans or garbage on the field after the game – the field must be left in cleaner condition than it was when players arrived.
- Community residents are particularly aware of Slo-Pitch players urinating in public. Any complaints to the City will result in the SSC losing the rights to use that field and the offending player or team will be immediately removed from the league.