

2023 Scarborough Over 55 Slo-Pitch League

Official Rules of Play

Regular SPN 2023 Slo-Pitch Rules rules apply except as listed below:

Registration Form & Waivers: Each player/person must be registered and in good standing with Slo-Pitch National (SPN) and have the properly filled out on-line waiver form signed each year before going on the playing field. If you are a NEW member to SPN and looking to create an account for yourself, please visit the SPN website at www.slo-pitch.com and click on LOGIN TO SPN CENTRAL Click on the Register tab and fill out the required information.

Age Eligibility: All players must be 55 years or older by the end of the calendar year of the slo-pitch season, except each team is allowed two underage players (50 years plus in the calendar year of the current season) on their roster. Any players not meeting the age eligibility but played the previous season will be grand fathered.

Team Rosters: Each team is allowed a roster of up to 18 players and strongly encouraged to have a minimum of 15. Team rosters will be locked in after the third (3) game of the regular season.

Lost or found items: If you find something - Do not take it home! Give it to a Team Manager or Convenor. If no one is there, report it to the Convenor. If you have lost something, contact the Convenor.

Home Team: is the first team on the schedule. The home team of the 1st game is responsible for putting out the bases and setting up all equipment with the base distances at 65 feet. The home team of the 2nd game is responsible for putting all bases and equipment in the designated storage bin and lock.

Commitment & Scoring Line in effect. The plate (any part) must be used for an out and there is no tagging beyond the commitment line.

Pitching: The pitching arc will be 6 to 12 feet. Strike zone is a home plate mat approx. 24"x36" A team can designate to use a pitching screen (optional) for any game.

The screen will directly face home plate within one to three feet in front of the pitching rubber for pitchers using the screen. The screen may be positioned anywhere from the outer left side of the pitching rubber for a right-handed pitcher to the outer right side of the pitching rubber for a lefthanded pitcher. Any ball hitting the screen is considered a dead ball and count as a strike. If hit on third strike the batter is out (base runners can not advance). If a fielder hits the screen with a throw, it is again live and base runners can advance at their own risk

If using the screen, after releasing the ball, the pitcher must go behind the screen and can not play a batted ball, either in the air or on the ground.

If a fielder hits the screen with a throw, it is again live and base runners can advance at their own risk.

No batter's 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 in front of, or behind, the strike-plate when the ball is struck.

Bats: used during play must be approved SPN stamped bats with appropriate thumb print. No Seniors bats allowed.

Balls: SPN Hot Dot logged balls only

Mercy Rule: – Five (5) runs per inning with the last inning open.

Courtesy Runners: A runner can be replaced at any time and at any base. No runners from the screen. A player can only be used once per inning as a courtesy runner.

Homerun: On an over-the-fence homer, all runners have the option of: touching all the bases to go home or only advancing 1 base and then go directly off the field. The league uses the Plus Two rule for home runners. A team is allowed two home runs more than the opposing team at any time during the game. If a batter hits a home run over the Plus Two rule it is deemed a strike and if the third strike the batter is out.

No Outfield Throw to First Base: No player may throw the ball to first base to put out a batter if the ball has touched the outfield grass or the player is standing on the grass when he plays the ball. The 11th player (rover) is considered an infielder and may throw the ball to first base if he is positioned on the infield at the start of the pitch.

Anticipation step allowed: after ball crosses the plate.

Sliding is allowed: at all bases except home plate. Tagging for an out is allowed at all bases except home plate.

Game Times: First Game: Starts at 9:AM with the second game at 11:00AM. Games are scheduled for 9 innings. The Umpire has the discretion to add extra time and/or start batters with a 1 and 1 count to get in as many innings as possible.

Infield & Warm-ups: Umpires are responsible to maintain time limits. After the 1st inning any & all warmups are at the Umpire's discretion. The objective is to complete maximum innings.

Grace period: 15 minutes - which will be deducted from the allowed game time.

Default Game: No player limits to start the game, but have 8 players minimum. If starting with less than 11 of their own players, a team can borrow players to field a team up to, but not exceeding 11 players. All managers have the responsibility to find substitute players to avoid a league default. Players borrowed from other league teams must wear their own team shirt so the outfielders can identify who they are and not confuse them as new players. Please borrow players for the "purpose of fielding a team" and not to win a game. Try to replace the player with a similar skill as the one lost. Substitute players must be placed at the bottom of the batting order.

Under 55 players can not be used for substitutions.

Regular Season Standings: Winning Team – 2 points Tie – 1 point Losing Team – 0 points

Play-off Qualification: To be eligible to play in the final games, a player must have participated - a minimum of 33% of the regular season games. (A 15-game season schedule = 5 to qualify)

Regular Season Tie Breaker: 1 - Head-to-head if applicable 2. Plus/ minus 3. Least runs allowed 4. Most runs for 5.

Player removed from game: will not be a void in the batting line up or an out. Go to the next batter on the list. Once removed the player may not re-enter the game. Unlimited batters

allowed. A player removed in the last inning will be considered an out at his at bat unless replaced by an approved roster player for that team.

Player injury: The ball shall be declared dead when a player is injured seriously enough that: in the opinion of the umpire, he needs immediate assistance. Play will cease & all base runners must return to the last base touched.

Rainout Scoring: If game-1 is rained out, so is game-2. When both teams are rained out, these games will not be made up as all teams should have equal numbers of games to determine league standings. The exception would be if one game played on a given day and the other did not. In this case, the teams short a game will play a 4-point game on their next meeting. If they are not to meet again (last 3 weeks) and it affects the league standing – a 4 point game will be given to the previous meeting between the two teams

Field Fitness: The playing fitness of the field shall be decided before the game by the umpires in consultation with team managers. Once the game has begun, the umpires will be the sole judges to suspension or postpone the game.

Ties: Allowed in regular season games.

Playoffs: Playoff format and schedule will be set by League Executive prior the last regular season game.?

Interpretation & suggestions: Contact your: A -Team Manager, B -Executive Member

Rules changes are voted on by the Team Managers. In the event of a tie, the League President will be the deciding vote.

No rule may be waived or amended either by agreement or consent of players, managers, umpires or officials of the League.

Winning Team Manager to submit game scores to Nigel (nigelh.to@gmail.com)

League team standings will be posted on the Website. <https://scarboroughslopitch.com>