

EMMSPL Game day Cheat Sheet

See Game Day Rules (Number Shown) for Full Rule.

New Rules in 2019 are highlighted.

EMMSPL strongly advises against wearing jewellery.

Official Rules

SLO-PITCH ONTARIO SPO HANDBOOK. and, Rules and Bylaws of EMMSPL (# 1)

Bats: ASA/USA Softball and USSSA rules (# 2)

Game Start and End

Scheduled Start (# 3)

Weekdays 7:00pm and 8:45pm

Sundays 9:00am, 10:45am or 12:30pm

5 minutes between games (# 4)

Incident Weather: Teams must show up, rainouts called by the umpire at the field. (#5)

Rainouts: If a game is called due to rain, the following games are also rained out. (#6)

8 players to play. 15 minute grace allowed (# 7)

The opposing team provides a "catcher" if fewer than 9 players. (# 8)

9 Innings unless other rule has stopped game. **Incl. doubleheaders** (# 9)

International Tie-Breaker after 9th. 1 out and the **"Last Batter to complete an at bat"** at 2nd base. Until Curfew (#10)

Curfew: No new inning will start 100 minutes after the *scheduled* start. Hard stop of 11pm on weekdays (lights) and 1pm Sundays (if another permit). (#11)

Mercy Rule: 20 run differential on/after 7. Teams can resign at any time. 7 Runs per Inning except 8 & 9 or any inning starting after 85 minutes if played. (#12)

Forfeited games, Umpire leaves field, field open for practise, non-forfeiting gets first choice. (#14)

Teams responsible for fans and may forfeit after umpire warning. (#15)

Batting Orders and Uniforms

Batting Orders. A player who has not batted may be moved to the bottom of the order. Players may be removed without penalty (#17)

Improper line-up cards (First Initial, Last Name and Number) is an automatic out, and card must be fixed. (no batters lose their at-bat) (#17)

Substitute players at the bottom of order. (#18)

Late arriving players at bottom of order. (#19)

After July 1st, out-of-uniform players bat AFTER uniformed-registered players and BEFORE spares. (Appeal not needed). Uniform tops with numbers, any traditional baseball caps. No metal spikes. (#20)

April 2019

Field and Equipment

Home Team 2 balls; 1 new, 1 "good shape" (#21)

The Home Team to set up diamond, in consultation with the Umpire, (#22)

- 1st & 3rd bases are 65 feet from home;
- the pitching mound is 50 ft from home;
- the Commit line is 20 ft from home plate

Playing Rules

Scoring disputes resolved at the end of the half inning in question. Teams to verify the score at the end of each half inning. (#23)

5 warm-up pitches 1st inning, after 1 pitch. (#24)

Player not present when due up is out. (#25)

A strike is 6 – 12 feet arc. (#26)

Batted ball hits Home Plate or Mat is foul. (#27)

All Parks: Match +5 HR max (over fence), additional HR are single. (#30)

Lead-offs: No anticipation steps till ball hits bat, Runner is out, "No Pitch" is called. (#32)

Courtesy Runners: max of 7, any player. If an injury after 7 use last player "out". Injured player cannot return. (#33)

Protests

Any protests made before play resumes. Umpire's judgement not open to protest (#37)

Playoffs Only

Complete nine (9) inning games, no curfew. **All mercy rules apply.** If suspended, resume at next slot. New players added to bottom. (#16) (rev 2019)

Umpires Responsibilities

Verify and share the game rosters and announce changes

Verify & track scores each half inning prior to first pitch. If conflict **Home Team** score used. Once inning has started scores are considered correct.

Keep track of courtesy runners;

Initial and give to the winning team the score sheet containing the final game score;

Report ejections and cause to Umpire in Chief.

If unruly fans, advise captains to control and issue default if warranted.

Report any alcohol infractions.

Announce a forfeit and leave field.

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Alcohol (#38)

Alcohol is not to be present or consumed by game roster players either before or during a game. If BEFORE the game, the offending player(s) will not be allowed to play. If during the game in any location, either in or outside the team dugout, the offending player(s) will be ejected from the game AND the game will be declared a forfeit. Team Representatives, as well as the offending player(s), will be subject to a suspension.

Ejections and Suspensions (#39)

Umpire to report all ejections to Team Captain and Umpire in Chief as:

- Profanity/Non egregious (balance of game, no suspension for 1st offence)
- Ejection or Fighting (balance plus minimum 2 game suspension)

Ejected players must leave field and park immediately. If an ejection results less than eight players the game is a forfeit.

Suspensions of 2 or more games accompany all ejections except the "1st Profanity/Non-egregious". Such suspension to be in force automatically and immediately Suspended players must stay away from the park during suspension.

Captains Responsibilities

Prepare 2 game rosters on League supplied forms. A simple slip of paper is not acceptable.

Show jersey number and the League-registered name (First Initial, Last Name, Number) for all regular players Nicknames or abbreviations, etc. are not acceptable; see rule 17.

Announce all roster changes (i.e. late arriving or early departing players) to the Umpire;

All subs to be registered on league website within a reasonable time after a game but before playing a second game.

Keeps score, announcing to the umpire at the end of each half inning the score as recorded.

Is responsible for the conduct of fans. Team will default the game if, upon request of the game official, decorum is not restored.

(Winning Team) Retrieve umpire-initialled score sheet and keep until end of the season.

(Winning Team) Submit the game result via website game report by the following Wednesday, or the result will be filed as a TIE. (Home Team reports, if the game ends in a tie OR is rained out,)

In event of rainout of first game, call teams in second game, Home calls home, Visitor calls Visitor. (see captains list)

Consult with the umpire for the consequence of an ejection and advise the offending player accordingly. (Suspensions where applicable are automatic, and subsequent games are default if a suspended player is in line-up)

Advise League Executive in the event of a known forfeit. See Forfeit Bond Rules for specifics. It is Team Captains' responsibility to get confirmation from Executive.