

## **CALGARY SENIOR MEN'S 55+ SLO-PITCH LEAGUE**

### **2019 AAA and AA DIVISION RULES**

League play shall be governed by the current edition of the official slo-pitch rules of SLO-PITCH NATIONAL except as amended below. All players, coaches, and managers shall abide by these rules for all league and playoff games unless prior approval is given by the Rules Committee to make changes.

You may view the current SPN rule book on their website: [www.Slo-pitch.com](http://www.Slo-pitch.com). Click on "About SPN" on the menu bar and then on "2019 SPN Rulebook". You must have Adobe Acrobat installed on your computer to be able to read or print the rules.

CSMS 55+ Recommends all players read, understand and agree to the following:

Any player who has a concern about an injury occurring from being struck with a thrown or batted ball during a CSMS 55+ sanctioned event should address their concerns by the use of protective equipment which is market available and allowed for use.

Additionally, ...

CSMS 55+ strongly recommends that all players wear protective equipment while playing both offensive and defensive positions. Protective equipment including masks, batting/base running helmets, mask/helmet combo, headwear, catcher's equipment and any type of soccer like shin guards may be used by all players at any CSMS 55+ event.

1. Home plate shall be a rectangular white board or rubber mat measuring 2 feet by 3 feet. The center of home plate shall be placed at the intersection of the first and third base lines, with its long axis pointing to second base. A legally pitched ball hitting any part of home plate before it touches the ground is a strike.

2. The HOME PLATE / STRIKE MAT shall be made of rubber or other suitable materials. It shall be a rectangle, 24" wide by 36" long. A representation of a home plate may be drawn on the mat, with the leading edge of the illustration equal to the leading edge of the mat. The sides shall be parallel to the inside of the batter's area, extending forward, toward the pitcher's plate from either base line. The original home plate is to be used only for marking the field with the playing lines. A legally pitched ball hitting any part of home plate before it touches the ground is a strike. THE BATTER'S AREA is an area adjacent to and on either side of the home plate / strike mat, within which the batter takes his position when it is his turn to bat. Prior to the

pitch, he must place both feet on the ground anywhere in the batter's area, not more than 3 feet from the side edge of the home plate / strike mat. When striking the ball at the front of the home plate / strike mat, the trailing foot cannot be completely forward of the front edge of the home plate / strike mat. When striking the ball at the back of the home plate / strike mat, the lead foot cannot be completely behind the back edge of the home plate / strike mat. An ILLEGALLY BATTED BALL is one batted fair or foul by the batter when both of his feet are in contact with the ground, completely outside the approved batter's area or when his foot is in contact with home plate / the strike mat, or when the ball is batted with an illegal bat. When making contact with the ball, the batter may not place a foot on the ground completely within the 24 inch area that is the front of the leading edge of the home plate / strike mat. He may not place a foot on the ground completely within the 24 inch area that is the back of the back edge of the home plate / strike mat. If, in the judgment of the umpire, he has hit an illegally batted ball, the ball is immediately dead, the batter is out, and no runners may advance.

3. The front edge of the pitching rubber, which is 2 feet wide, shall be 50 feet from the center of home plate, centered on a line between home plate and second base. The pitching zone shall be a rectangle 2 feet wide and 10 feet long, with its front edge being the front edge of the pitching rubber. For a legal pitch to occur, the pitcher shall have his pivot foot entirely within the pitching zone or in contact with the pitching rubber during the release of the ball.

4. Once a runner from third base has touched the ground on or beyond the commitment line, which is perpendicular to the third base line and 20 feet from the run scoring line, which is an extension of the first base line, he cannot be tagged out. For the runner to be put out after he has touched the ground on or beyond the commitment line, a player from the defensive team must touch home plate while in possession of the ball before the runner touches the ground on or beyond the run scoring line. If the runner touches home plate he is out. If the runner, once having touched or crossed the commitment line, runs back toward third base he shall be called out immediately.

5. Any player may be removed from the lineup at any time because of injury or illness or other reason that requires him to leave the game, without penalty to his team. All players batting after the removed player will move up one position in the batting order.

6. The decision to use a courtesy runner from home for any batter shall be determined solely by that player's manager. If a courtesy runner is used for a batter, that courtesy runner shall stand behind a line 6 feet behind the extension of the third-base line, near the backstop. He may not start to run until after the ball has been hit by the batter and the courtesy runner may not advance beyond first base on the hit ball (including a homerun). The batter shall remain in the

batter's box after hitting the ball until the courtesy runner reaches first base, unless it is necessary for him to move out of the way of a defensive player who is attempting to play the ball. If the batter leaves the batter's box and starts to run toward first base crossing the Batter Line twenty (20) feet towards first base, or in the umpire's opinion his actions interfered with or confused the defensive team in any way, then the ball shall become dead and the batter shall be declared out. In this case, base runners may not advance.

7. Two (2) courtesy runners are allowed per inning except for the open inning and three (3) during the open inning, but a player can only be used once as a courtesy runner in an inning and not more than two (2) times per game. The courtesy runner must be inserted at the first stoppage of play and at the base the batter attained during the play. Courtesy runners shall not be replaced by another courtesy runner in the same inning. An exception shall be made in the case of a subsequent injury to a runner while on base, who may be substituted for at that time. Should a player who has already acted as a courtesy runner in an inning become a courtesy runner again, and this substitution is appealed by the defensive team before the next legal pitch is delivered, then the courtesy runner is out. If a courtesy runner is on base when it is his turn to bat, an out will be recorded, and the next batter in the batting order will come to the plate. The courtesy runner will stay on base. A substitution occurs when a courtesy runner steps on the appropriate base to replace a runner, or takes the appropriate position behind the batter in the case of acting as a courtesy runner for a batter.

8. All players able to play shall bat. Any player arriving after the start of the game can play, but will be entered at the bottom of the batting order.

9. A team manager may cancel a game before 10:00 a.m. on the day of the game by notifying the opposing team manager, if he cannot field a team with at least seven (7) of his own team's players. If he has not cancelled the game by 10:00 a.m. and cannot field a team with at least seven (7) of his own team's players at the scheduled start time, his team shall forfeit the game. His team may play with up to 4 substitute players to bring the team total up to eleven (11) - AAA and twelve (12) - AA. If his team is short of players, he may request the opposition team to catch for his team, and the opposing team shall grant his request.

10. The manager of a team who has nine or fewer players and substitutes for a game may use a player from the league, who is not eligible to play as a substitute, as a catcher. He shall not play any other position, nor shall he bat.

11. AAA Teams may use substitute players from other AAA teams, provide that the substitute player is not on a higher draft line than the player being replaced, or from any AA or A level

team, provided that no substitute player is scheduled to play with his own team at that time. If the AAA team does not have a pitcher from its own team for any game, and that team's manager cannot get a replacement pitcher from the same or a lower draft line or a lower ranked division then a pitcher may be used from a higher draft line. AAA teams that have 10 or fewer of its own players may play the game with 11 players including one substitute player.

12. AA Teams may use substitute players from other AA teams, provide that the substitute player is not on a higher draft line than the player being replaced, or from any AA or A level team, provided that no substitute player is scheduled to play with his own team at that time. If the AA team does not have a pitcher from its own team for any game, and that team's manager cannot get a replacement pitcher from the same or a lower draft line or a lower ranked division then a pitcher may be used from a higher draft line. AA teams that have 10 or fewer of its own players may play the game with 12 players including two substitute players AA Teams may use substitute players from other.

13. Yellow optic balls shall be used for all games. The home team shall provide 1 new ball and 1 or 2 good used balls; or shall provide 2 or 3 good used balls to the umpire at the start of each game. For playoff games, each team will provide the umpire with 1 new ball for each game.

14. All league games will be a maximum of 7 innings, with tie games permitted. Playoff games will include extra innings, if needed, until one team wins. A team may score a maximum of 5 runs in its half of any inning, except for the 7th inning and extra innings in playoff games called open innings, when it may score as many runs as it can.

15. All games will start on time, or early if both teams are ready to play. If two games are to be played on the same diamond in the same evening, then no full inning of the first game shall start within 10 minutes of the scheduled start time of the second game. (If the same two teams are playing both ends of a double header at the same diamond, then with the consent of the two managers, the provisions of this rule with regard to the finish time of the first game may be waived.) If 4 innings or more of any game have been played, then the game is an official game. If fewer than 4 innings have been played then the game will be abandoned, and will be replayed as a makeup game. The same holds true for games called by the umpire for weather or other reasons.

16. If, in the opinion of the umpire, it will not be possible to play all 7 innings in the time allotted, or before darkness makes it unsafe to continue, and at least 3 innings have already been played, then he shall declare the next inning to be the last inning of the game, and it shall be an open inning.

17. Bats with a 2000 or 2004 or 2013 ASA logo on them which are not on the ASA list of non-approved bats, or bats with a USSSA logo on them may be used during any league or playoff game. No other bats are allowed, nor are any bats that are altered or damaged in any way such that, in the opinion of the umpire, they may pose a danger to the players or may give an unfair advantage. Teams are to ensure that all bats that are to be used during a game are available to be inspected by the umpire before the game starts. Illegal or altered bats will be removed from the game and use of said bats will result in an ejection for both player and Coach. Further discipline may be forthcoming as a result.

18. If the run differential at the end of five innings of play (or four and a half innings if the team that is behind in the score is the visiting team) or at any time after that, is 12 runs or more, then the manager of the team that is behind in the score may invoke the mercy rule, that is, the game will end at that time and the final score will be recorded as the score that exists at that time. The decision to invoke the mercy rule rests solely with the manager of the team that is behind in the score, although it is recommended that the manager consult his players before making the decision to end the game.

19. Only pitchers, catchers, and first basemen are allowed to use a trapper or first-baseman's glove.

20. Home Run Rule - Teams are limited to a plus/minus (+/-) 2 homeruns at all times during the game. A batter hitting a ball over the fence in a game in excess of the limit shall be declared out. Any ball touched by a defensive player which then goes over the fence in fair territory shall be a four base award and not considered a home run.

Walk Off Home Run - On any fair-batted ball hit over the fence (touched or untouched) for a home run, the batter and all runners are credited with a score. The batter and any runners do not run the bases but go directly to their team area. If a batter is ruled out because of the excessive home run rule, the ball is dead, no runs may score and all runners must return to the base occupied at the time of the pitch.

Note: For the purpose of this rule, a homerun will be defined as an unaided ball over the fence in fair territory. All homeruns will be considered a homerun even if there is an out recorded by appeal or any other reason. Any fair fly ball that is touched by a defensive player and goes over the fence in fair territory will be declared a four base award and shall not be included in the total of over the fence homeruns.

Note: In divisions using the (+/- 2) home run Rule, once either teams has scored a home run the other team may hit additional home run, so long as neither team is (+/-) equals more or fewer than 3 home runs during the game.

EXAMPLE: During the game, the home team has hit their respective two (2) home runs by the bottom of the 4<sup>th</sup> inning. During the 5<sup>th</sup>inning, the visiting team (which has not scored any home runs yet) hits two (2) home runs. In the bottom of the 5<sup>th</sup> the home team may now hit up to two (2) home runs to go plus (+) two (2) home runs on the Visitors.

21. A batted ball touching any part of the pitching screen in a game will result in a dead ball, a strike will be called on the batter and should it be the batters third strike the batter will be declared out and in all cases runners must return to the base which they legally held prior to the pitch.

22. All pitchers must wear a mask. The wearing of a mask is recommended for all infield positions.