

Vancouver Advertising Slo-Pitch League (VASL)

2009 Rules and Regulations

(SPN rules apply unless stated otherwise)



Vancouver Advertising
Slopitch League

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FIRST RULE

The goal of this league is ***to provide a fun and enjoyable environment*** for all participants. Every other rule that follows is aimed at ensuring this purpose.

NUMBER OF PLAYERS

A team consists of ten players (6 male, 4 female). The 10th player must play the rover position which is anywhere in the outfield (please see explanation below). They cannot play an extra infield position.

Please note the following exceptions:

Only 9 players:

Play 6 male and 3 female. You play the same rules as 10 players with no automatic out, but you still must bat 4 women. You are allowed to rotate one of your other women into that batting position. An automatic out will only occur if that person's batting spot comes up while she is still on base, so make sure that you always bat someone who is not due up for some time. Should you have a 5 male 4 female roster, you do not bat 6 men.

Only 8 players:

The opposing team will supply you with a non-playing catcher. They are only allowed to catch and throw the ball back to the pitcher. They are not allowed to participate in any play. You still must bat 4 women, so the same rule applies as with 9 players. You rotate the girls into the open batting positions and again an automatic out only occurs if that person's normal batting spot comes up and they are still on base.

7 players or less:

The game is defaulted by a score of 10-0. Should the two teams want to divide up and play a practice game, please do so. The umpire and the park have already been paid for anyway.

OUTFIELD

The cones must be 150 feet from home plate, to be consistent with most SPN leagues. This means that when a female is batting all outfielders must be on this line or farther, and cannot move forward until the ball is hit. The umpires play with this type of rule all the time, so they will have no trouble enforcing it.

AGE LIMITATION

All players must be a minimum of 18 years old. 16 and 17 year old players may play only if they have submitted a signed waiver on the team's SPN insurance form prior to playing.

EXTRA BATTERS

With a 10-player line-up you are allowed to bat extra players if you wish, but you must always add one male and one female. In other words you can bat 7 men and 5 women, 8 men and 6 women, etc.

BATTING ORDER and SUBSTITUTION

We allow unlimited substitutions; a player may come in and out more than once, regardless of where the player is repositioned in the batting order upon returning. A player must always play in the field immediately before they enter or re-enter the batting order. We have no rule as to how many men may bat in a row. When substituting, it must be guy for guy, girl for girl, or girl for guy.

THE GAME (and OPEN INNING RULE)

If time allows all games will be 9 innings, with the 9th being open. An open inning must be played.

Any new inning that begins after 8pm will be declared the open inning.

If the game is tied at the end of play, each team will be awarded one point. We do not play extra innings during league play.

Five innings constitutes a full game. Should you start a game and due to bad weather not complete five innings, it's declared no contest, and the entire game is replayed.

The home team is responsible to provide all bases, home plate, home plate mat, cones for foul and commitment lines, and one new ball per game. All teams will be given 12 balls at the start of the year. This will be enough for all your home games and the first game of the playoffs. Both teams should have their next best game ball available in case one gets lost or damaged. It's the visiting team's responsibility to supply the extra scoring plate.

START TIMES

All games start at 6:30. From the umpire's point of view this is when the clock starts. If teams aren't ready to play at 6:30 here's how it is handled:

One team is ready and the other one isn't...

The offending team has until 6:40 to field a team. If they can start play at or before 6:40 the game begins at the top of the 2nd inning and the offending team is down 5-0. If they can't start the game before 6:40 then the game is a 10-0 default.

Neither team is ready at 6:30...

Both teams have until 6:40 to field a team. If by 6:40 both teams still aren't ready the game is declared no contest, no points are awarded and the game will not be re-scheduled. If both teams can start prior 6:40 the game begins as normal. The only penalty is that you've lost some time.

SPEED OF PLAY

Because of the time limits we're encouraging all teams to play as fast as possible. Simple things like always having your batting order and substitutions ready can save you 10 to 15 minutes per game.

Pitchers will get a maximum of three warm-up pitches per inning, and the on deck circle must always be filled. No infield or outfield balls are allowed after the first inning, and the umpires are being instructed to keep things moving.

RAIN-OUTS

Rainout hot line: (604) 714-2434

Please make sure that all players have this number. On game days a notice will be on the line by 4:00. If the game is still on both teams are to go to the park, and a decision will be made at the park between the two team captains and the umpire.

If in the umpire's judgment, the field is unsafe to play, the game will be called and a make-up scheduled. Please be aware that due to a limited number of diamonds make-ups will be scheduled as soon as possible.

RESCHEDULED GAMES

Should your team wish to reschedule a game for a legitimate reason, e-mail the league scheduler with your request. It will be forwarded to the opposing team with various options for their approval. Ideally we want to accommodate all legitimate requests. However if a date cannot be worked out then the requesting team loses by default. **Note: all reschedules require a minimum of 24 hours notice.** No reschedules can be granted on the day of a game, as the umpires have already been paid for that game.

League Scheduler: John DeAngeli jdeangeli@png.canwest.com (604) 605-2748

DEFAULTS

All teams have been required to post a \$100 default deposit. You will not be charged for your 1st default. You lose \$50 for your 2nd default, and on your 3rd default you lose the remaining \$50 and are immediately expelled from the league. Your league fees will not be refunded.

THE DIAMOND

Base paths are 65 feet. All bases must be double-spiked. This is now part of the SPN Insurance Regulations. Please measure as close as possible and don't assume that the "dirt area" on some of the diamonds is where the bases should be. A number of the diamonds are used for minor league softball and their dimensions are 50 or 55 feet.

The pitching mound must be a minimum of 50 feet from home plate. Please note that under no circumstances are you allowed to pitch from closer than 50 feet. Two reasons: 1) it would give the pitcher a fielding advantage on bunts. 2) It's an insurance regulation. You are allowed to pitch from as far back as 60 feet.

The commitment line is 21 feet from home plate. Once a runner has crossed this line they must go home, and the encroachment lines are 50 feet from home plate.

Someone should always carry a rake and shovel in the car. We're responsible to get the fields in playing shape and a little bit of work on a wet diamond can make a huge difference to the quality of the game and safety.

PITCHING

The arc must be 6 to 12 feet. The umpire may call "illegal" pitch on any ball that is too high or low. An illegal pitch is a ball; however the batter may still hit it if they wish.

WALKS

If a male batter walks on 4 consecutive balls and a female is up next, the male gets second base and the female must bat. On any batter, (male or female) if after throwing a strike you decide to walk a batter, you just advise the umpire and no further pitches are required.

STRIKES

If the pitch is thrown with the proper arc and hits any part of the plate or mat, it is a strike. The mat is 24 x 36 inches. **Note:** there is a smaller mat available so if you're buying one make sure you get the larger size. There is one grace foul ball on a third strike (other than bunting - see next rule). The batter is out on the second foul.

BUNTING

- Only women can bunt.
- A third strike foul on a bunt is an out.
- A safety or encroachment line will be marked at 50 feet.

Fielders cannot move closer than this line until the batter squares to bunt. Once the batter has made this indication she cannot hit away. If she does she is called out.

LEAD-OFFS

Lead-offs are permitted once the ball enters the strike zone. If the umpire feels the runner has left too soon the runner is out.

HOME PLATE RULE

The runner must not touch the home plate or mat. They can only touch the designated scoring plate, which will be placed approximately 8 feet behind home plate. The scoring plate is an official SPN rule.

If the extra plate is not available, then the umpire will draw in a scoring line and the runner must cross that line. For a runner to be out the catcher must have the ball and touch home plate (***only the plate, not the mat***) before the runner touches the scoring plate or line. Please note that any fielder also has the option of tagging the runner if they wish.

OVER-RUN

The runner can over-run first base. They can turn either way and return back to the bag. If in the umpire's judgment an attempt was made to go to second then the play is live and they can be tagged out.

COURTESY RUNNERS

Batters must get to first base.

We allow a courtesy runner only if someone is injured, and it can be anyone in the line-up of the same sex. There is a limit of three courtesy runners total per game, and the same courtesy runner cannot be used more than once.

MERCY RULE

We have a maximum of 5 runs per inning except for the open inning, which is unlimited.

20 run mercy rule: If one team is ahead by 20 runs or more anytime after 6 innings the game is over.

Please note that if the home team is ahead going into to bottom half of the open inning, or if they are already ahead by 20 runs or more after 6 innings, they do not take their bat.

JEWELRY

SPN rules allow for absolutely no jewelry. This is for safety and Insurance purposes.

UMPIRE COMPLAINTS

If you feel that an umpire has over stepped their authority, or has not interpreted our rules correctly please let the rules committee know immediately. They will then take the matter up with the umpires association and get it resolved.

Please note that it is the responsibility of the team captains to always have a copy of our rules. These umpires do a number of different leagues, and the rules vary. It's suggested that the captains have a quick meeting with the umpire prior the game and do a quick review.

UMPIRE OR PLAYER ABUSE

No physical or verbal abuse of an umpire or player will be tolerated, and the umpire has the power to eject any player from the game if deemed necessary. An ejection automatically results in a one game suspension for the next game your team plays. This applies to both the regular season and playoffs.

Any player who uses any level of violence can be permanently expelled from the league by a 3/4 vote of the rules committee. The rules committee will request information from both team captains and the umpire, before forwarding the complaint to the rules committee for a final decision.

ALCOHOL POLICY

It is the official league policy that alcohol is not allowed at any of the parks.

This is also stated on all of our permits. However should you choose to ignore this policy we ask all teams to use common sense, and adhere to the following:

- No alcohol on the diamond. Keep it at the bench in your coolers
- Use plastic cups. No cans or bottles.
- Bring along garbage bags and clean-up all empties.

Please note that if any fines are incurred they are the responsibility of the team or teams involved, not the league.

PLAYOFFS & ELIGIBILITY

All players must have played a minimum of five league games for their team during the season in order to qualify for playoffs. No exceptions. Teams will be responsible for providing the eligibility of any player.

A player may only play for one team in the playoffs, even if they played five games with more than one team in the regular season.

SCORES

Phone them in, along with both teams' MVP picks from the park before you leave.

The winning team is responsible for notifying the league statistician of the game results by the morning after the game, along with the MVP picks for both teams. Please make sure that both teams agree on the final score. The actual score sheet is not required. However all team captains should keep them in case a player's playoff eligibility is questioned. As a suggestion most teams have at least one cell phone.

VASL Statistician: John DeAngeli
(604) 605-2748

jdeangeli@png.canwest.com

MVP SELECTIONS

Right after each game please choose a female and male MVP from the opposing team. The winning team will notify the league statistician of the picks for both teams along with the score. The person with the most votes throughout the year will receive their award at the year-end function.

LEAGUE TIE BREAKERS

In order to determine playoff positions the tiebreakers are as follows:

- The team with the most wins
- Head to Head competition
- Run differential

RULES COMMITTEE

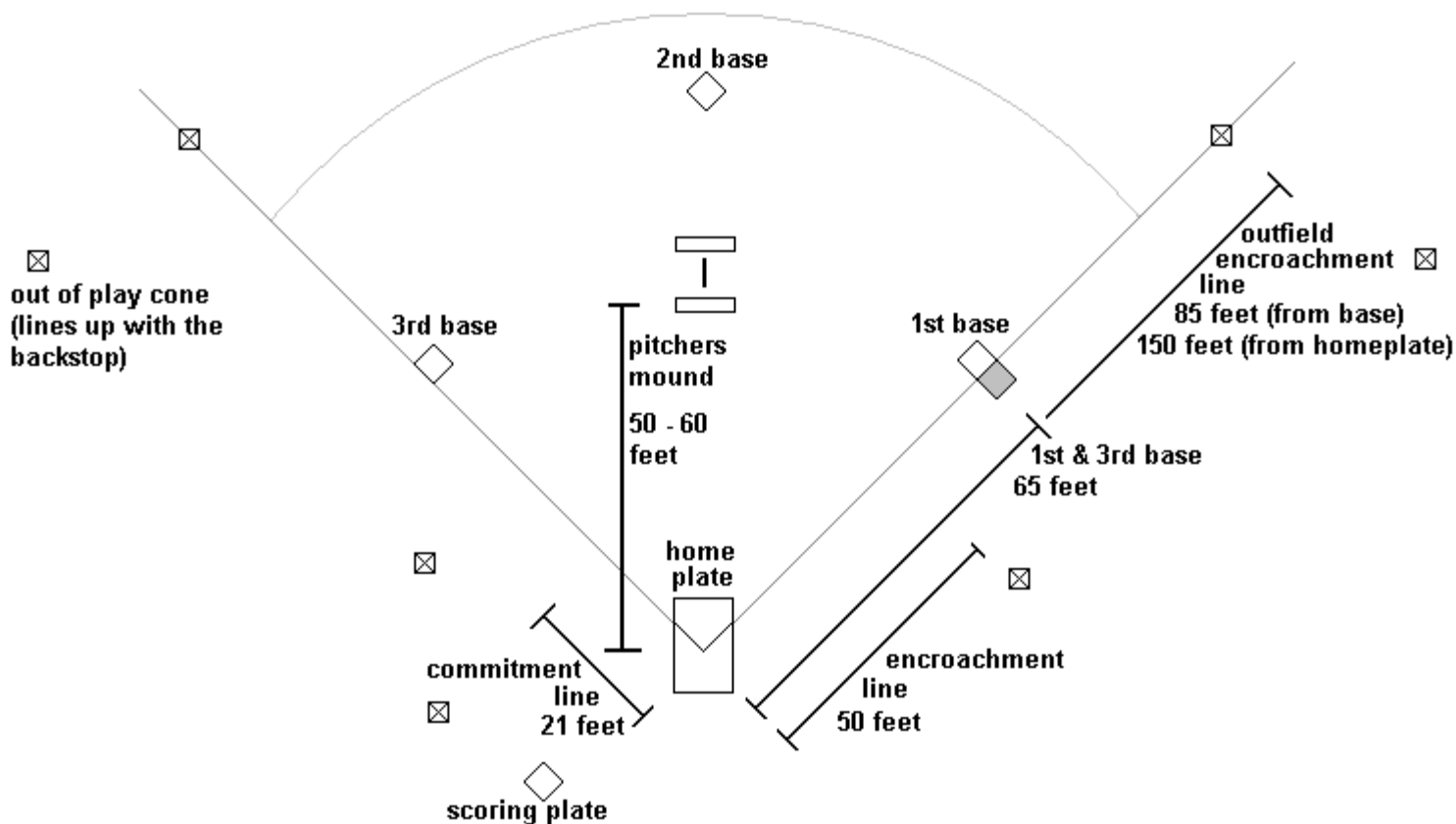
The rules committee consists of the team captains of each team. Any questions, concerns, or disputes regarding the rules should be forwarded to the rules committee chairperson. Any required actions will be carried out by the rules committee less the teams involved in the dispute, if any.

Rules Committee Chairman: Glenn Cooper (604) 374-5223 (Cell)
glennc@canada.com

LAST RULE

See First Rule.

THE SLOWPITCH DIAMOND



1st Base is a double safety base. The orange bag is in foul territory, the white bag in fair territory.

1st and 3rd Base are 65 feet from the back tip of Home Plate to the far outside corner of the bags (white bag for 1st).

Cones (Minimum of 4 needed):

Two cones on the foul lines 150 feet from the back tip of home plate (85 feet from the back corner of the bases). Two more at the same distance, but in line with the fence or backstop to denote the "out of play" boundary.

Encroachment Lines:

Outfield encroachment line: the cones at 150 feet mark the outfield encroachment line – outfielders can not play in closer than this line when women are up to bat. The line "curves" around the outfield – remind the umpire if you see outfielders coming in on women batters.

Infield encroachment line: you can use two more cones if you wish to mark this line, although it's not absolutely necessary. Infielders are not allowed to come closer than 50 feet from home plate when a woman is at bat (in order to prevent them from getting too close to field a bunt). The infield encroachment line starts at the inner range of the pitching area, so basically a semi-circle from the front of the pitching area to the foul lines denotes the infield encroachment area.

Commitment Line:

A smaller cone or marker is placed by the fence marking the spot 21 feet down the 3rd base line from the back tip of home plate. This is the commitment line – a player on 3rd running to home (actually running to the scoring plate) can not turn back once crossing that mark – otherwise he or she is automatically out.