

# **CFB KINGSTON**

## **SLO-PITCH BY-LAWS 2019**

Revised: 28May19

1. The following shall constitute the By-Laws governing CFB Kingston's Slo-Pitch League. These By-Laws shall be reviewed annually, and amended for the betterment of the league in accordance with changes from the CAF National Sports Rulebook and Softball Canada.
2. The current Non Public Property (NPP) Garrison Slo-Pitch League Sports Constitution shall dictate the policies and procedures upon how the league will operate. A copy of this Constitution shall be issued to all Team Representatives.

### **REGISTRATION:**

3.
  - a) League registration costs will be determined at the beginning of each season at the annual general meeting based on forecast expenses for the season. League fees must be paid in full prior to the start of the season. Failure to pay these fees on time will result in the offending team to receive a default for every game played, until the fees have been paid in full.
  - b) The league will consist of as many teams that register at the annual general meeting. Units intending to enter a team into the league must have a minimum 20 (twenty) players on their nominal roll. Any team that plays a game with players that are not registered properly on their team nominal roll shall receive a loss for that game.
  - c) The release of a player from a unit team to play for another team within the league can be accomplished through the use of a waiver. The losing and gaining team reps must both sign the waiver, with final approval from the Manager F&S. A player may request a waiver only once during the season. Once an individual has played five (5) games for a team he/she is considered ineligible for waivers.

### **PLAYING RULES:**

4. All rules for playing will be drawn from the current Softball Canada Rulebook and shall be amplified herein:
  - a) Only official softballs will be used;
  - b) All base lines shall be in accordance with Softball Canada Rulebook, with the exception of an angled safety line running between 3<sup>rd</sup> base line and home plate line. The safety line shall run from the following points, commitment line towards home, to a point 6 feet away from home plate along the home plate line;
  - c) The home plate line shall run from the batter's box to the fence line running perpendicular to the 3<sup>rd</sup> base line;
  - d) The commitment line is a line drawn 21 feet from the back of home plate and perpendicular to the third base line. When a runner crosses this line (i.e. one foot completely over the line and touching the ground) he shall be called out when the ball is legally held by a defensive player who is in contact with home plate (no tag is necessary)

before the runner crosses the home plate line. Exception is a runner who crosses the line, but must tag up on a caught fly ball, therefore returning to 3<sup>rd</sup> base;

e) At no time shall any offensive player come within 6 feet of home plate, except the batter; for each player found inside this exclusion area, the runner will be considered out;

f) The maximum number of player's on the field for the defensive team is 10;

g) A team shall forfeit a game if they cannot field 7 players when they are to take the field. A grace period of 15 minutes will be permitted for a team to gather its minimum amount of players to start the game;

i. Late arriving players can fill the game sheet anytime during the game, except after the 5th (fifth) inning;

ii. All players on the game sheet shall play a minimum of two innings;

iii. All players on the game sheet shall be in the batting order; and

iv. The opposing team will provide a player to fill the position of catcher for the short-handed team. A short-handed team is defined as a team with less than 9 players on the field. When a player is catcher for the short-handed team, the catcher shall not make any plays at home plate (i.e. catch a foul ball). If any plays are made by the catcher, the ball will be considered a DEAD BALL. The catcher is expected to move out of the way of a play to allow the defensive team the opportunity to make a play. If the catcher interferes with a play, the batter will be called "OUT".

h) A player may be replaced in the field at any time during the inning;

i) Home plate shall be made of wood (size: approx. 2 ft x 3 ft);

j) All pitches shall be thrown with an arc having a minimum of 6 ft and maximum of 12 ft. The pitcher must have at least one foot in contact with the pitcher's mound at the start of the pitch;

k) Absolutely NO CHOPPING or BUNTING the ball. A player that chops or bunts the ball shall be called OUT;

l) No stealing of bases. No lead-off allowed. The base runner shall stay in contact with their base until the pitched ball makes contact with the bat. Leaving the base early constitutes an OUT;

m) All defensive players (with the exception of the pitcher) must remain behind the baseline, until contact of the ball has been made. All outfielders must remain on the grass (off the in-field) until contact with the ball has been made. Upon contact, players may run in on the ball to make a play;

n) On field warm-ups are permitted for both early and late games, 15 minutes prior to the scheduled start time;

- o) The pitcher shall be allowed three (3) warm-up pitches between innings;
- p) Absolutely NO SLIDING (if player is found to intentionally slide, they shall be considered OUT);
- q) Players hitting/diving to the ground to avoid a tag once they have made contact with the base, shall NOT be considered OUT for sliding. Judgment is required, but a player must be within 5 ft of the base to not be considered in breach of the sliding rule;
- r) Only 1<sup>st</sup> base shall have the run past rule applied. If the runner turns to the right on 1<sup>st</sup> base, they cannot be tagged out; if they turn to the left with the “intent” of going to the next base, then they can be tagged OUT;
- s) During the regular season, if time allows games shall consist of a maximum of 7 innings (the 7<sup>th</sup> inning shall be an open inning);
- t) One run shall be scored each time a runner legally touches 1<sup>st</sup>, 2<sup>nd</sup>, 3<sup>rd</sup> bases and crosses the home plate line before the third out of the inning;
- u) All out of play areas are extensions of the backstop;
- v) A maximum of ten (10) batters per inning;  
*Note: it is up to the 10th batter to let the opposing team know they are last batter.*
  - i. When the tenth (10) batter is up, the tenth batter must put the ball in play. No strike out allowed. The inning will end with a fly out, forced out on base or a defensive player ahead of the tenth (10) batter.
- w) The ten (10) run mercy rule after five (5) innings will be in effect;
- x) Extra innings shall only be played in the tournament. Tie games during the regular season shall stand;
- y) Players must wear an approved CSA helmet while at bat and running the bases. If the batter does not have a helmet, the play shall stop until the batter puts a helmet on and then the play shall continue;
- z) The safety bag (white and orange) shall be used on 1<sup>st</sup> base with the following specific rules:
  - i. Unless the runner is making a try for 2<sup>nd</sup> base, the runner shall only touch the orange side of the bag;
  - ii. The first baseman shall only use the white side of the base, if the first baseman is found using the orange side and interfering with the runner, the offensive team is given an automatic double. The first baseman may put his foot on the orange side of the bag to catch the ball, but only if it does not interfere with the runner; and

- iii. Unless there is a play on 1<sup>st</sup>, the first baseman shall give the runner the right of way for using the white side to round first and proceed to second. If the first baseman interferes with the runner, then 2<sup>nd</sup> base shall automatically be awarded.
  
- aa) The batter shall remain in the batter's box while hitting the ball. The batter will be automatically out if at any time, one or both feet leave the batters box completely. If the foot/feet is/are partially on the batters box line then the batter is NOT out;
  
- bb) Pinch runners are only allowed to be used if a player has been injured during the game they are playing in. If a batter requires a pinch runner for an injury sustained prior to the game, the Team Rep/Captain must advise the opposing team prior to the start of that game. Pinch runners will be the last batter out. They must start behind the catcher with one hand in contact with the center of the back stop and cannot run until contact with the ball has been made;
  
- cc) If a player is injured during the game and cannot continue, they must be crossed off the game sheet and cannot re-enter the game (it will be recorded as a game played in the stats). When it comes to their turn in the batting order it will NOT count as an automatic out. If that team started the game with 7 players and due to the injury now has 6 players, the game will continue and it will not count as a default;
  
- dd) A batter running from home to first base can be tagged out;
  
- ee) If an illegal pitch is called it is up to the batter to decide whether to swing or not. Every illegal pitch is considered a BALL unless the batter swings at it, then it is in play;
  
- ff) Anytime the ball hits the plate after the batter has made contact with it, the ball will be considered DEAD BALL (dead ball is neither a strike nor a ball). Anytime the ball hits the batter on initial contact at home plate, whether it rolls into fair or foul territory and/or remains on the plate, it will also be considered a DEAD BALL;
  
- gg) Helmets with ear flaps must be worn. Catcher's masks will be provided and may be worn at the players' discretion;
  
- hh) Only 1 home run (over the fence) shall be allowed per inning. All other home runs over the fence thereafter in the same inning shall be ruled as a double. The only exception to this rule will be if the tenth (10<sup>th</sup>) batter hits the ball over the fence, then the homerun will stand; and
  
- ii) The only bats permitted in the Intersection league are Softball Canada approved bats. It is the Team Rep/Captains responsibility to inspect the opposing teams' bats before the start of the game to ensure that no illegal bats are used. All teams will, before the start of each game, have all bats being used for that game lined up against the fence. After the start of the game, bats can be kept wherever players choose. If bats were not checked before the start of the game and it is found out after a game is played that an illegal bat was used, the score of the game will stand as is; no default will result.

**SCORING:**

5. It shall be the responsibility of the winning Team Rep to collect both score sheets and turn them in (deposit in mailbox at diamond #2). If only one score sheet is turned in or only one score sheet can be found, then the game shall be scored as a tie. Both score sheets shall be signed by each Team Rep/Coach and the Official/Umpire for that game (only during the end of season tournament).

Points shall be awarded as follows:

Win	= 2 points
Tie	= 1 point
Loss/Default	= 0 points

**POSTPONED & DEFAULTED GAMES:**

6. Once the season schedule is published, changes shall only be considered for military commitments.

7. CFB Kingston Grounds personnel may declare the fields unplayable due to rain, and if so, this must be done by 1300 of game day. The Military Sports Department will then contact all Team Reps to advise them of the cancellation, and a re-schedule date and time.

8. If a game is not cancelled by 1300 by the Military Sports Department, and the fields are deemed unplayable by the two Team Reps at the start time, then the Home Team Rep will contact the Military Sports Department to re-schedule the game. Both teams must be able to field a team for this rule to apply; otherwise, rule 11 shall apply.

9. To cancel a game, the Team Rep/Coach must contact both opposing Team Reps, League President and Military Sports Coordinator by 1200 of game day by e-mail. Once confirmed by the opposing team, the Team Rep/Coach will then contact the Military Sports Department to book a re-scheduling time. Only one attempt will be made to re-schedule a cancelled game. If a game is cancelled a second time by the same team that originally cancelled, then that team will receive a loss for the game. If the opposing team cancels the game, then both teams will receive a tie.

10. A team shall take a loss if they have defaulted a game. Games lost by default shall not be re-played. After a team has three (3) No Shows/Defaults, the Sports Department shall determine whether the team shall continue through the season.

11. Defaulted games shall be declared when:

- i. Either or both teams do not show within 15 minutes after the scheduled start time of the game;
- ii. Either or both teams cannot field a team under sub para 4. f) above; and
- iii. Any combination of para 9. i. and 9. ii.

### **UMPIRES / OFFICIATING:**

12. Registered umpires shall only be used in the end of season tournament. During regular season games, umpiring will be by self-umpiring and shall be discussed prior to the start of each game by the Team Reps/Captain:

- i. Members of the two teams playing will umpire the game. Teams shall select a primary and secondary official who will umpire from behind the plate while his or her own team is batting. When the primary official is batting or running, the teams secondary official shall umpire;
- ii. With shared officiating responsibilities, fair play is an absolute necessity. Polite reminders of playing rules, if deemed necessary, shall be the responsibility of the Team Reps only. Others shall not become involved; otherwise, they will be at risk of ejection from the game and playing area. Umpires are acting in a strict voluntary capacity for the benefit of all. Intimidation and/or confrontation will NOT BE TOLERATED;
- iii. Base coaches are not umpires and will NOT make calls during the game. They are there for the purposes of advising their base runners;
- iv. Over-zealous players shall be brought to the attention of the Sports Coordinator through the use of e-mail. The e-mail will outline the incident, so that their contributions to the recreational/fun nature of the league can be assessed. The Manager Fitness & Sports has the right to suspend players/teams from further participation in the league; and
- v. Only the Team Rep/Alternate Rep/Coach may handle a dispute on the field.

### **REDRESSING OF A CALL OR GAME:**

13. If a Coach/Team Rep wishes to redress a call or protest the outcome of a game, they shall do so via e-mail to the Sports Coordinator NLT 1200 the following day after the game was played. If the redress is not received by the deadline, it will not be dealt with. If necessary the Sports Coordinator will contact the opposing Team Reps to gather all required information before making a decision in consultation with the Manager Fitness & Sports. All decisions are final.

### **AWARDS:**

14. The league season winners will be presented with the Slo-Pitch plaque with their team name engraved on it (Note: plaque will hang at the Kingston Military Community Sports Centre). The end of season tournament winners will be presented with the tournament trophy, which can be held at their Unit lines until the following season.

- a. If there are funds in the Slo-Pitch account the Special Events Committee is to determine what if any awards are to be purchased for the end of season tournament.

Approved / Not Approved

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Steve Ruttan  
Manager F&S  
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Date: 28 May 2019