



**CITYWIDE SPORTS
2010 ADULT CO-ED SLO-PITCH
MASTER COPY OF SPRING/SUMMER
REGULAR SEASON PLAYING RULES
APRIL 15, 2010**

IMPORTANT REMINDER:

THE 2010 SPN OFFICIAL RULES BOOK AND THE 2010 BRITISH COLUMBIA POLICIES ARE NOT ALLOWED TO BE IN SITE OF AN UMPIRE DURING A GAME, AS THE UMPIRE WILL IMMEDIATELY EJECT ANY PERSON (S).

A COPY OF THESE 2010 LEAGUE RULES ARE ONLY ACCEPTABLE FOR REFERENCE DURING A GAME.

THE LEAGUE RULES (LISTED BELOW) ARE TO BE FOLLOWED AT ALL TIMES. THE SUGGESTED PARK GROUND RULES ARE TO BE FOLLOWED. HOWEVER, IF BOTH TEAM CAPTAINS' WANT TO USE ANY MODIFICATION, THEY MUST BE DISCUSSED AND DECIDED UPON BY EACH TEAM CAPTAIN AND THE UMPIRE AT THE PRE-GAME MEETING. IF BOTH TEAMS CANNOT AGREE, THE UMPIRE WILL MAKE THE FINAL DECISION.

THE MAIN PURPOSE OF THIS LEAGUE IS TO PROVIDE A FUN, ENJOYABLE AND WELL-ORGANIZED ENVIRONMENT FOR ALL PARTICIPANTS. EVERY RULE AND REGULATION THAT FOLLOWS IS DESIGNED TO MEET THIS PURPOSE.

WE WISH EVERY PLAYER AND TEAM THE VERY BEST FOR THE 2010 SLO-PITCH SEASON. EVERYONE SHOULD REMEMBER TO ENJOY THE EXPERIENCE AND HAVE LOTS OF FUN! ANY COMMENTS AND/OR SUGGESTIONS ARE GREATLY APPRECIATED AND ENCOURAGED.

SINCERELY,

JOHN STONE
PRESIDENT, CITYWIDE SPORTS

A. PLAYING RULES

- SCORING PLATE:**
- (PLACED A MINIMUM SIX FEET AWAY FROM HOME PLATE IN FOUL TERRITORY) - USED **ONLY** BY THE BASE RUNNER TO SCORE A RUN
 - MUST BE SECURELY FASTENED TO THE GROUND
 - THE BASE RUNNER IS IN-JEOPARDY IF THEY FAIL TO TOUCH THE SCORING PLATE
 - NO SLIDING; INTENTIONALLY DIVING; OR FLOPPING ON TOP OF THE SCORING PLATE (OTHERWISE, RUNNER WILL BE CALLED OUT)
 - IN THE EVENT OF INCLIMATE WEATHER - THE UMPIRE WILL DECIDE TO KEEP USING THE SCORING PLATE, OR TO REVERT TO A SCORING LINE

HOME PLATE: A BASE RUNNER IS CALLED OUT IF THEY TOUCH HOME PLATE (FOR ANY REASON)

- HOME AND AWAY TEAMS:**
- AS PER SCHEDULE; HOME TEAMS ARE RESPONSIBLE FOR:**
- SETTING UP THE FIELD (TAKING THE BASES; CONES; AND SCORING PLATE FROM THE EQUIPMENT STORAGE BOX) AND SECURING PROPERLY TO THE FIELD
 - PROVIDE THE TWO GAME BALLS (ONE IS NEW AND THE OTHER IS A BACKUP IN GOOD CONDITION)
 - RAKING THE INFIELD AND BATTER'S AREAS AT HOME PLATE
- A SCHEDULED HOME TEAM NOT HAVING THEIR EQUIPMENT SET WITH THEM:**
- TEAM CAPTAINS' FROM BOTH TEAMS MUST HAVE THEIR EQUIPMENT STORAGE BOX KEYS IN THEIR POSSESSION FOR ALL GAMES

- SCORING COMMITMENT LINE:**
- DRAWN TWENTY FEET FROM THE CORNER OF HOME PLATE CLOSEST TO THIRD BASE AND PERPENDICULAR TO THE THIRD BASE LINE
 - EXTENDS FROM THE BASE LINE TO THE BACKSTOP FENCE, AND INDICATED BY A SAFETY CONE PLACE FLUSH AT THE LINE AND THE BACKSTOP
 - IF THE BASE RUNNER TOUCHES OR CROSSES THIS LINE, THEY HAVE COMMITTED TO SCORE
 - **NO DEFENSIVE PLAYER MAY TAG A BASE RUNNER (ON OR AFTER) THE RUNNER CROSSES THIS LINE. IF THIS OCCURS, THE BASE RUNNER WILL AUTOMATICALLY BE CALLED SAFE.** ONLY FORCE OUTS ARE ALLOWED AT HOME PLATE.

THIRD-STRIKE OUT: (FOUL-OUT, MISSING, OR LOOKING). THE REGULAR STRIKE ZONE IS USED (NO STRIKE MAT)

NO BUNTING: BATTER WILL BE CALLED OUT

NO LEAD-OFFS:	ONLY BASE-RUNNER ANTICIPATION IS PERMITTED (PER SPN RULEBOOK GUIDELINES)
NO OUTFIELD ENCROACHMENT LINE:	THE OUTFIELD AREAS ARE WIDE-OPEN. ALL BASERUNNERS ARE IN JEOPARDY TO BE PUT OUT AT ALL TIMES, AND AT ANY BASE.
DEFENSIVE PLAYER POSITIONING:	DEFENSIVE PLAYER MUST STAND A MINIMUM OF 50 FEET, FROM THE FRONT OF HOME PLATE (IN FAIR TERRITORY), AS EACH PITCH IS DELIVERED – ONLY ALLOWED TO MOVE INWARDS ONLY WHEN CONTACT WITH THE BALL HAS BEEN MADE
PITCHING ZONE:	24 INCHES WIDE, LOCATED BETWEEN 50 AND 65 FEET AWAY FROM HOME PLATE
MODIFIED BC 9 CO-ED RULE:	<ul style="list-style-type: none"> • TEAMS MUST START A GAME WITH A MINIMUM NINE PLAYERS AT THE OFFICIAL GAME START TIME, WHERE A MINIMUM OF THREE FEMALES MUST BE PRESENT • TEAMS ARE ALLOWED TO ADD A TENTH PLAYER TO THE BATTING ORDER AT ANY TIME AFTER THE GAME START (ONLY IF THE PLAYER WAS LISTED ON THEIR LINE-UP CARD AS A SUBSTITUTE OR STARTER) PRIOR TO THE OFFICIAL GAME START TIME • (DUE TO INJURY): A TEAM UNABLE TO FIELD A TENTH PLAYER WILL BE ALLOWED TO COMPLETE THAT GAME WITH THE NINE REMAINING PLAYERS, BUT THEIR MISSING POSITION MUST BE RECORDED AS AN AUTO-OUT. A PLAYER REMOVED FROM THE GAME (DUE TO INJURY) IS INELIGIBLE TO RE-ENTER THE GAME AT ANY SUBSEQUENT TIME. THE PLAYER'S POSITION SHALL BE RECORDED AS AN AUTO-OUT FOR EVERY TIME THE PLAYER WAS DUE TO BAT. • (DUE TO PLAYER EJECTION): A TEAM UNABLE TO FIELD A TENTH PLAYER WILL FORFEIT THE GAME TO THE OPPOSING TEAM <p>TEAMS HAVING LESS THAN NINE PLAYERS TO START OR COMPLETE A GAME WILL FORFEIT THE GAME TO THE OPPOSING TEAM, AFTER THE GRACE TIME PERIOD HAS EXPIRED. AN AUTOMATIC OUT IS RECORDED WHERE A MISSING PLAYER WOULD HAVE BATTED (EITHER THE 9TH OR 10TH BATTING POSITION).</p>
NO-JEWELRY RULE (EXCEPT FOR MEDIC-ALERT BRACELETS) - ALWAYS IN EFFECT:	<ul style="list-style-type: none"> • EXAMPLES INCLUDE: ANY TYPE OF EARRINGS; NOSE STUDS; NOSE RINGS; BELLY-BUTTON RINGS; EYEBROW RINGS, ETC. • IF JEWELRY ITEM(S) CAN'T BE REMOVED, ITEMS MAY BE SECURELY TAPED OR COVERED. IF ANY INJURY RESULTS FROM THIS RULING, AN INSURANCE CLAIM MAY BE DEEMED NULL AND VOID. <p>(FIRST OCCURRENCE - REFERS TO THE 2010 SPN B.C. POLICY, WHICH SUPERCEDES THE RULE INDICATED IN THE 2010 SPN RULE BOOK): THE UMPIRE WILL ISSUE A VERBAL WARNING TO BOTH TEAMS. AND WILL ANNOUNCE THAT THE NEXT OCCURRENCE WILL RESULT IN THE OFFENDED PLAYER BEING CALLED OUT. ANY PLAYER WHO REFUSES TO REMOVE THEIR JEWELRY ITEM (WHEN REQUESTED TO BY THE UMPIRE) WILL BE IMMEDIATELY EJECTED FROM THE GAME.</p>
NO-BLOOD; NO-PROFANITY; PREGNANCY RULES:	ARE ALWAYS IN EFFECT (NO EXCEPTIONS) – PER SPN RULEBOOK GUIDELINES
GAME TIME LENGTHS:	<ul style="list-style-type: none"> • SINGLE GAMES: 90-MINUTE MAX.TIME LIMIT (NO NEW INNING MAY START AFTER 80 MINUTES) • DOUBLE-HEADERS AND MULTI-HEADERS: 80-MINUTE MAX. TIME LIMIT (NO NEW INNING MAY START AFTER 70 MINUTES)
GAMES WILL END (WHICHEVER OCCURS FIRST) BY EITHER:	<ul style="list-style-type: none"> • MERCY RULE • GAME CALLED, DUE TO DARKNESS • GAME CALLED, DUE TO UNSAFE FIELD CONDITIONS • GAME CALLED, DUE TO INCLIMATE WEATHER • TEAM HAVING LESS THAN MINIMAL AMOUNT OF PLAYERS (REFER TO MODIFIED BC NINE RULE ABOVE)

GAMES WILL END CONT'D.	<ul style="list-style-type: none"> AFTER SEVEN COMPLETED INNINGS. IF TIE, REFER TO 'TIEBREAKER RULE' BELOW.
GRACE TIME:	<ul style="list-style-type: none"> TEN MINUTES, IF A TEAM HAVING LESS THAN NINE PLAYERS AT START OF GAME TIME PERIOD IS INCLUDED IN THE SCHEDULED GAME TIME SLOT (NO EXTRA TIME IS ADDED ONTO THE ALLOTTED GAME TIME LENGTH) TEAM (CAUSING THE DELAY) IS PENALIZED WITH A FIVE-RUN DEFICIT (ONCE GRACE TIME HAS REACHED FIVE MINUTES). GAME STARTS AT THE SECOND INNING.
MERCY RULE:	A TEAM AHEAD BY A SCORE OF 12 RUNS OR MORE. ANYTIME (AFTER 5 OR MORE COMPLETED INNINGS, 4 1/2 INNINGS IF THE HOME TEAM IS LEADING), THE GAME IS DECLARED OVER
WARM-UP PERIOD:	<ul style="list-style-type: none"> NO INFIELD OR OUTFIELD WARM-UP BALLS IN THE FIELD AFTER THE FIRST INNING OF A GAME ALL PLAYERS MUST HUSTLE ON/ OFF THE FIELD BETWEEN INNINGS AT ALL TIMES IN A TIMELY MANNER, IN ORDER TO PLAY AS MANY INNINGS POSSIBLE
TIEBREAKER RULE:	AFTER THE COMPLETION OF SEVEN FULL INNINGS (ONLY IF TIME PERMITS). STARTING AT THE TOP OF THE 8TH INNING AND CONTINUING EACH INNING THEREAFTER, THE LAST BATTER FROM THE PREVIOUS INNING IS A BASE RUNNER AT SECOND BASE WITH ONE OUT ASSESSED
OPEN INNINGS:	<ul style="list-style-type: none"> 6TH INNING (AND ALL OTHER INNINGS AFTERWARDS, OR THE LAST DECLARED INNING BY THE UMPIRE) - ONLY IF TIME PERMITS. OTHERWISE, FIVE RUNS MAXIMUM PER INNING BOTH TEAM CAPTAINS' ARE RESPONSIBLE FOR REQUESTING A GAME TIME CHECK TO THE UMPIRE -PRIOR TO THE START OF THE FIFTH INNING (AND THE START OF EACH INNING AFTERWARDS)
FORFEITED GAME:	A TEAM HAVING LESS THAN NINE PLAYERS PRESENT, AFTER THE TEN-MINUTE GRACE TIME HAS BEEN SERVED. THE SCORE OF THE GAME IS RECORDED AS 7-0, AND THE OFFENDING TEAM WILL FACE ADDITIONAL PENALTIES
OFFICIAL LEAGUE GAME BALL:	IS THE .40 C.O.R. 'CRUSHER' OPTIC YELLOW BALL AND/OR THE .40 C.O.R. DEMARINI OPTIC YELLOW BALL
SPN CO-ED WALK RULE:	A MALE BATTER WALKED ON ANY PITCH COUNT (WITH AN ON-DECK FEMALE BATTER) IS AWARDED TWO BASES (THE FEMALE BATTER MUST BAT HER TURN). ALL OTHER SITUATIONS, THE BATTER IS AWARDED ONE BASE.
NO SMOKING OR DRINKING:	NOT ALLOWED ANYWHERE ON THE PLAYING FIELD (INCLUDING THE COACHES' BOXES, AND ANY FAIR/FOUL TERRITORY PLAYING AREAS). DRINKING NOT ALLOWED AT THE DIAMOND LOCATION (INCLUDING PARKING LOTS AND BLEACHERS).
PERSONAL AND TEAM CONDUCT:	<p>CITYWIDE SPORTS IS NOT RESPONSIBLE (IN FULL OR IN PART) FOR:</p> <ul style="list-style-type: none"> PLAYER(S) AND/OR TEAM(S) DETERMINED TO BE IN A VIOLATION OF CONDUCT ANY LEGAL COSTS, FINES OR ANY OTHER CONVICTIONS ETC. WHICH MAY RESULT FROM ONE'S PARTICIPATION OR ATTENDANCE OF A LEAGUE OR NON-LEAGUE SANCTIONED EVENT/ACTIVITY
COURTESY RUNNER RULE:	<ul style="list-style-type: none"> (PROVIDED THE BATTER HAS SAFELY REACHED BASE) MAXIMUM OF THREE TIMES PER TEAM PER GAME ONLY PLAYERS LISTED ON THEIR TEAM'S LINE-UP CARD (EITHER AS A STARTER OR SUBSTITUTE) ARE ELIGIBLE A COURTESY RUNNER MAY BE USED FOR A COURTESY RUNNER; MALE FOR MALE; FEMALE FOR FEMALE; OR A FEMALE FOR MALE A TEAM CANNOT USE THE SAME COURTESY RUNNER MORE THAN ONCE IN A GAME
CO-ED PLAYING RATIO:	<p>CITYWIDE SPORTS PLAYS WITH A CO-ED PLAYING RATIO OF 6&4 – A GAME STARTING WITH A CO-ED PLAYING RATIO OTHER THAN 6&4 (i.e. 5&5): A MALE PLAYER MAY BE SUBSTITUTED FOR A FEMALE PLAYER, TO BRING THE CO-ED PLAYING RATIO TO 6&4. THE CO-ED PLAYING RATIO MAY NEVER EXCEED 6&4 (i.e. 8&2; 7&3; OR 9&1). STARTING PLAYERS ARE ALLOWED TO RE-ENTER THE GAME, AS LONG AS THEY ARE IN THEIR ORIGINAL BATTING POSITION (FOLLOWING THE RE-ENTRY AND</p>

CO-ED PLAYING RATIO: CONT'D.

SUBSTITUTION RULES). **(FOR THIS SITUATION):** A MALE BATTER SUBSTITUTING FOR A FEMALE BATTER WOULD BE ALLOWED, AS LONG AS THERE ARE NO MORE THAN TWO CONSECUTIVE MALE BATTERS THROUGHOUT ANY PART OF THE BATTING ORDER (SUBSTITUTION/RE-ENTRY RULES ALWAYS APPLY).

SLIDING:

- **IS NOT ALLOWED AT EITHER THE SCORING OR HOME PLATES**
- NO BASE RUNNER MAY INTENTIONALLY SLIDE, IN ORDER TO ATTEMPT TO INJURE ANOTHER PLAYER OR SLIDE IN AN AGGRESSIVE MANNER
- A PLAYER WHO IS DETERMINED (IN THE DISCRETION OF THE UMPIRE) WILL BE IMMEDIATELY EJECTED FROM THE GAME, AND WILL FACE FURTHER LEAGUE DISCIPLINARY ACTION

ILLEGAL BATS:

- SPN AND CITYWIDE SPORTS ARE NOT RESPONSIBLE FOR ANY PROBLEMS OF ANY NATURE CAUSED BY THE USE OF SUCH BATS AND/OR INCORRECTLY-LABELED BATS BY THE MANUFACTURER(S)
- ALL SLO-PITCH PLAYERS ARE PUT ON NOTICE THAT THEY ARE PLAYING OR ATTENDING ANY GAME OR EVENT AT THEIR OWN RISK
- SPN (ALONG WITH CITYWIDE SPORTS) FOLLOW THE LATEST A.S.A. (American Softball Association) BAT CERTIFICATION PROGRAM GUIDELINES
- ALL SUSPENSIONS/DISCIPLINARY ACTIONS ARE PER SPN RULEBOOK GUIDELINES

LEGAL SHOES:

- MUST BE MADE WITH EITHER LEATHER OR CANVASS UPPERS (OR SIMILAR MATERIALS)
- THE SOLES MAY HAVE SOFT OR HARD RUBBER CLEATS (DETACHABLE SOFT OR HARD RUBBER CLEATS ARE ALLOWED)

ILLEGAL SHOES:

- INCLUDES METAL CLEATS, METAL SPIKES AND/OR METAL DETACHABLE CLEATS
- PLAYERS DETERMINED TO BE IN USE OF ILLEGAL SHOES WILL BE AUTOMATICALLY EJECTED FROM THE GAME (ALONG WITH THE TEAM COACH - NO OTHER EXCEPTIONS), AND WILL FACE FURTHER LEAGUE DISCIPLINARY ACTION

LEAGUE'S SPN INSURANCE COVERAGE:

- IS VALID **ONLY** AT OFFICIAL LEAGUE SANCTIONED GAMES AND EVENTS (REGULAR SEASON, PLAYOFF AND OTHERWISE)
- THIS POLICY ONLY COVERS BASIC THIRD PARTY LIABILITY (EXAMPLE: A BATTER HITS A FOUL BALL, WHICH INJURES A PEDESTRIAN WALKING BY); AMBULANCE TRANSPORTATION COSTS; AND ANY MEDICAL SUPPLIES NEEDED TO TREAT THE INJURY AT A HOSPITAL
- AN INJURY MUST BE REPORTED NO LATER THAN 24 HOURS AFTER THE TIME OF INCIDENT TO THE LEAGUE PRESIDENT
- ALL REGISTERED PLAYERS PLAYING IN CITYWIDE SPORTS EVENTS AND ACTIVITIES MUST HAVE THEIR OWN PERSONAL MEDICAL AND DENTAL INSURANCE, AND LOSS OF INCOME (EXTENDED AND COMPREHENSIVE) INSURANCE
- THE PERSON WHO SUBMITS A CLAIM IS 100% RESPONSIBLE FOR PAYING ALL ASSOCIATED INSURANCE DEDUCTIBLES AND/OR COSTS
- IF ALCOHOL AND/OR NARCOTICS ARE DETERMINED TO BE A CONTRIBUTING FACTOR IN AN INCIDENT, SPN AND THE INSURANCE UNDERWRITER (THEREFORE) MAY DENY THE CLAIM

PARKING OF VEHICLES:

- ALL VEHICLES SHOULD BE PARKED IN AREAS AWAY FROM THE PLAYING AREA, TO MINIMIZE ANY POTENTIAL DAMAGE (WHICH COULD RESULT FROM A BATTED OR THROWN BALL OR OTHER AIRBORNE EQUIPMENT)
- VEHICLE DAMAGE IS COVERED UNDER THE LEAGUE'S SPN INSURANCE POLICY (YOU ARE PARKING AT YOUR OWN RISK), BUT THE INSURANCE DEDUCTIBLES ARE THE ENTIRE RESPONSIBILITY OF THE CLAIMANT

VALUABLE ITEMS:

FOR MINIMIZING AND REDUCING THEFT AND/OR VANDALISM POSSIBILITIES, ALL VISIBLE AND VALUABLE ITEMS INSIDE YOUR OWN PERSONAL VEHICLE SHOULD BE HIDDEN FROM VIEW

PETS AND/OR CHILDREN:

- PERSONS ARE RESPONSIBLE FOR BEHAVIOR, ACTIONS OR INCIDENTS CAUSED BY, OR INVOLVING EITHER THEIR OWN PETS AND/OR CHILDREN
- ALL PETS (DOGS, ETC.) HAVE TO BE LEASHED
- PETS AND CHILDREN MUST BE AWAY FROM THE PLAYING FIELD AREA, AND BE SUPERVISED AT ALL TIMES (WE DON'T WANT TO SEE OR HEAR OF ANYONE GETTING INJURED ETC. - FOR SAFETY REASONS)

PETS AND/OR CHILDREN: CONT'D.

- THIS IS TO PREVENT OR REDUCE THE POSSIBILITY OF CHILDREN AND/OR PETS FROM DELAYING THE GAME'S PROGRESS, AND FOR PREVENTION OR REDUCTION OF ANY POTENTIAL INJURIES WHICH MAY ARISE (AS A RESULT)

NOISE LEVELS (ABOVE REASONABLY-EXPECTED):

- FOR CONSIDERATION OF OTHERS, PLEASE TURN OFF OR FORWARD ALL PAGER AND/OR MOBILE PHONE INCOMING CALLS IF THEY ARE UNATTENDED TO
- MUSIC, HORNS, WHISTLES OR ANY OTHER NOISE DEVICE OF ANY KIND ARE NOT ALLOWED AT (OR IN THE NEAR VICINITY OF ANY GAME LOCATION)
- ALL PETS (DOGS, ETC.) MUST BE WELL-BEHAVED, AND WITHOUT DISTURBING THE PEACE FOR OTHERS

RESPECTING AN INDIVIDUAL'S RIGHTS:

- NO MEMBER(S) OF ANY TEAM (COACH, MANAGER, PLAYER OR ANY OTHER PERSON) MAY VERBALLY /PHYSICALLY ABUSE OR HARASS ANY PLAYER, COACH, UMPIRE OR ANY OTHER PERSON ANYWHERE AT OR NEAR A GAME LOCATION
- SEVERE DISCIPLINARY ACTION (WITH POTENTIAL INTERVENTION FROM OTHER AUTHORITIES) AND/OR PERMANENT EJECTION FROM THE LEAGUE WILL RESULT - AFTER AN INVESTIGATION REPORT HAS BEEN FINALIZED

NO REFUNDS:

- CITYWIDE SPORTS WILL NOT REFUND ANY PLAYER OR TEAM FOR ANY REASON (PERSONAL INJURY, MOVE, DISMISSAL BY LEAGUE, OWN DECISION TO LEAVE THE LEAGUE, ETC.)
- THIS RULE ALSO APPLIES TO A TEAM'S REMAINING PERFORMANCE BOND BALANCE, IF THEY DECIDE TO LEAVE THE LEAGUE OR DISMISSED BY THE LEAGUE; AND TO A TEAM WHO HAS MADE A DEPOSIT TO SECURE THEIR TEAM'S PLACE IN THE LEAGUE

B. TEAM PLAYING ROSTERS

INSURED PLAYERS:

- ALL PLAYERS MUST BE SIGNED ON THEIR TEAM'S OFFICIAL 2010 SPN TEAM ROSTER FORM
- A PLAYER NOT ON THE ROSTER IS CONSIDERED TO BE AN INELIGIBLE PLAYER AND THEREFORE, NOT COVERED BY THE INSURANCE
- IF THERE ARE ANY ADDITIONS/DELETIONS AFTER THE ROSTER HAS BEEN SUBMITTED TO THE LEAGUE, THE PLAYER'S COMPLETE INFORMATION MUST ALSO BE SUBMITTED INTO THE LEAGUE TO BECOME ELIGIBLE (AND YOU MUST INDICATE ALL CHANGES ON YOUR TEAM'S COPY AS WELL)
- A PLAYER MAY ONLY BE ON ONE CITYWIDE SPORTS TEAM ROSTER COPY (EXCEPTION: IF PLAYER IS ON ANOTHER CITYWIDE SPORTS TEAM ROSTER PLAYING IN ANOTHER CONFERENCE - MAXIMUM OF ONE MALE AND ONE FEMALE)
- NO MORE THAN TWENTY (20) PLAYERS MAY BE PLACED ON AN SPN TEAM ROSTER. IF THERE ARE MORE THAN (20) PLAYERS, AN ADDITIONAL SPN TEAM INSURANCE ROSTER WILL HAVE TO BE PURCHASED FOR AN \$80 FEE.
- ALL PLAYERS MUST BE AT LEAST EIGHTEEN YEARS OF AGE AT THE START OF THE CURRENT REGULAR SEASON
- FOR ANY PLAYERS YOUNGER THAN EIGHTEEN YEARS OF AGE WHO WISH TO PLAY, THE TEAM MUST CONTACT THE LEAGUE PRESIDENT IMMEDIATELY TO SIGN AN INSURANCE WAIVER (WHERE THEIR PARENT OR LEGAL GUARDIAN MUST SIGN)

PLAYERS' I.D.

- ALL PLAYERS MUST HAVE VALID PICTURE I.D. (CURRENT CANADIAN PASSPORT AND/OR DRIVER'S LICENCE IDENTIFICATION) IN THEIR POSSESSION AT ALL TIMES
- THE LEAGUE RESERVES THE RIGHT TO REQUEST I.D. VERIFICATION (AT ANY TIME, AND WHENEVER REQUIRED)
- IF THIS REQUEST CANNOT BE MET, THE PLAYER(S) WILL BE SUSPENDED INDEFINITELY, AND THEIR TEAM WILL FORFEIT THAT PARTICULAR GAME (IN ADDITION TO ALL FURTHER GAMES), UNTIL THE REQUEST HAS BEEN FULFILLED

COMPLETE SPN TEAM INSURANCE ROSTERS:

- MUST BE SUBMITTED INTO THE LEAGUE **ON OR BEFORE MAY 15, 2010**. OTHERWISE, THE TEAM WILL FORFEIT ALL THEIR UPCOMING GAMES – UNTIL THIS IS DONE. THIS **IS NOT A ROSTER FREEZE**, BUT IS DONE – SO THE TEAM INFORMATION CAN BE SUBMITTED TO THE SPN BC OFFICE.

ELIGIBILITY FOR PLAYOFFS:

ALL PLAYERS MUST BE OFFICIALLY REGISTERED ON THEIR TEAM'S ROSTER PRIOR TO THE ROSTER FREEZE DEADLINE (WILL BE DETERMINED BY THE LEAGUE); AND PLAY A MINIMUM OF FIVE (5) GAMES

ELIGIBILITY FOR PLAYOFFS: CONT'D.

WITH THAT TEAM.

**BORROWING (FROM OTHER CITYWIDE SPORTS' TEAM ROSTERS):
BORROWING (FROM OTHER CITYWIDE SPORTS' TEAM ROSTERS):**

(ONLY DURING REGULAR SEASON GAMES ONLY):

- A TEAM (WHO IS SHORT OF PLAYERS, OR HAVING NO SPARES AVAILABLE AT THE START OF A GAME) MAY BORROW A MAXIMUM OF ONE MALE AND ONE FEMALE PLAYER; OR TWO FEMALE PLAYERS FROM ANOTHER CITYWIDE SPORTS LEAGUE TEAM IN ORDER TO PLAY
- THE NAME OF THEIR REGULAR CITYWIDE SPORTS LEAGUE TEAM MUST BE INDICATED ON BOTH THE LINE-UP CARD AND THE GAME SCORE SHEET, AND THE PLAYER'S NAME(S) CIRCLED. THESE PLAYERS MUST BE INDICATED ON THE TEAM'S BOTTOM PART OF THEIR BATTING ORDER (I.E. 8TH; 9TH; OR 10TH BATTING POSITION).
- THEY MUST LEAVE IMMEDIATELY IF THE TEAM'S REGULAR PLAYER ARRIVES AT THE GAME (THEY ALSO MUST BE LISTED ON THE LINE-UP CARD AS A SUBSTITUTE BEFORE THE FIRST PITCH OF A GAME)
- THIS MAY ONLY HAPPEN WHEN A TEAM HAS LESS THAN ELEVEN PLAYERS PRESENT

ROSTER CHANGES AFTER TEAM'S SPN TEAM ROSTER HAS BEEN SUBMITTED TO THE LEAGUE

IF ANY ROSTER CHANGES OCCUR AFTER THEIR TEAM'S 2010 SPN TEAM/INSURANCE ROSTER HAS BEEN SUBMITTED INTO THE LEAGUE (PROVIDING THERE IS NO ROOM TO ADD A PLAYER):

- A \$10 PER TRANSACTION ADMINISTRATIVE FEE WILL BE LEVIED

C. BATTING ORDER

BATTERS:

- (ALL SPARES, AND THOSE NOT CURRENTLY PRESENT) MUST BE LISTED (WITH THEIR FIRST NAME AND INITIAL OF THEIR LAST NAME) ON THE SCORE SHEET AND THE LINE-UP CARD PRIOR TO THE FIRST PITCH OF A GAME. **NO NICKNAMES (ONLY THE PLAYER(S) ACTUAL, REAL NAME.**
- EACH TEAM CAPTAIN MUST DECIDE BEFORE SUBMITTING THE LINE-UP CARD TO THE UMPIRE AND EXCHANGING WITH THE OPPOSING TEAM CAPTAIN ON WHICH BATTERS THEY CHOOSE TO BAT IN THEIR RESPECTIVE TEAM'S ORDER
- OTHERWISE, THE COACH MAY ONLY SUBSTITUTE PLAYER (S) NOT LISTED IN THEIR RESPECTIVE TEAM'S STARTING BATTING ORDER
- THE BATTING ORDER'S POSITION MAY NOT CHANGE (AT ANY TIME) DURING A GAME

SUBSTITUTION:

- A PLAYER DOES NOT HAVE TO PLAY IN A DEFENSIVE POSITION PRIOR TO BEING SUBSTITUTED INTO THE BATTING ORDER
- MALE MUST BAT FOR A MALE, A FEMALE MUST BAT FOR A FEMALE, BUT A FEMALE MAY BAT FOR A MALE
- HOWEVER, A MALE MAY NEVER BAT FOR A FEMALE (EXCEPT AS MENTIONED IN THE 'PLAYING RATIO' SUBSECTION ABOVE
- PLEASE SHOW COURTESY TO YOUR OPPONENTS AND THE UMPIRE BY INFORMING THEM OF ALL OF YOUR TEAM'S CHANGES, OR AN ILLEGAL SUBSTITUTION VIOLATION WILL BE CALLED
- THE PLAYERS IN THE STARTING LINE-UP MAY BE SUBSTITUTED FOR AND SUBSEQUENTLY BE RE-ENTERED ONCE
- A STARTING PLAYER (IF RE-ENTERED) MUST OCCUPY THE SAME POSITION IN THE BATTING ORDER
- THE STARTING PLAYER AND THE SUBSTITUTE PLAYER CANNOT BE IN THE LINE-UP AT THE SAME TIME

MAX. NUMBER OF LISTED PLAYERS:

TEAMS MAY BAT A BATTING ORDER OF UP TO A MAXIMUM OF 16 TOTAL PLAYERS, BUT MUST MEET ALL REQUIRED BATTING ORDER CRITERIA

MISSING PLAYERS:

AN AUTO OUT IS RECORDED WHEN ANY PLAYER(S) WHO ARE LISTED ON THE BATTING ORDER, BUT ARE ABSENT – OR, IF THEY HAVE TO LEAVE THE GAME (PROVIDING THERE ARE NO SUBSTITUTES AVAILABLE TO PLAY)

MALE/FEMALE BATTERS:

THROUGHOUT ANY PART OF THE BATTING ORDER (TOP TO BOTTOM AND VICE-VERSA), NO MORE THAN TWO CONSECUTIVE MALE BATTERS IN A ROW

EXTRA PLAYERS:

- HAVE AN EQUAL NUMBER OF MALES AS FEMALES
- FOR EXAMPLE, A 6&4 TEAM WANTS TO BAT 14 TOTAL BATTERS IN THEIR LINE-UP. THEY MAY DO SO, BUT THEIR FIRST TEN BATTERS MUST BE 6&4 FORMAT, AND THE EXTRA FOUR BATTERS MUST BE COMPRISED OF TWO MALES AND TWO FEMALES

D. PLAYER LINE-UP (DEFENSIVELY)

RE-ENTRY RULE:

- PLAYERS IN THE STARTING LINE-UP MAY BE SUBSTITUTED FOR AND SUBSEQUENTLY BE RE-ENTERED ONCE
- A STARTING PLAYER (IF RE-ENTERED) MUST OCCUPY THE SAME BATTING ORDER POSITION
- STARTING PLAYER AND SUBSTITUTE PLAYER CANNOT BE IN THE LINE-UP AT THE SAME TIME
- YOU MUST NOTIFY THE UMPIRE OF ALL PLAYER'S RE-ENTRY INTO THE GAME (OTHERWISE, WILL BE CONSIDERED AN ILLEGAL RE-ENTRY)

E. EQUIPMENT

PROPER FIELD EQUIPMENT:

- 1ST BASE DOUBLE BAG
- (2) BASES (SECOND AND THIRD BASE)
- ONE RUBBER PITCHER'S PLATE, 24 INCHES IN WIDTH. THE FRONT FACE OF THE PLATE IS PLACED 65 FEET, IN FRONT OF HOME PLATE. A LINE MUST BE MEASURED AND DRAWN 15 FEET FORWARD FROM THE FRONT FACE OF THE PITCHER'S PLATE, FOR ESTABLISHING THE PITCHING ZONE (15 FEET BY 24 INCHES WIDE)
- WHEN SETTING UP THE BASES, PLEASE DO NOT CONDUCT THROWING OR BATTING PRACTISE IN THE AREAS WHERE THE FIELD IS BEING SET UP. THIS CAN CAUSE SERIOUS, PERMANENT INJURY TO SOMEONE, SO PLEASE USE YOUR COMMON SENSE!!!
- ALL BASES MUST BE CORRECTLY SECURE TO THE GROUND, INTO THE PROPER BASE AND/OR PLATE GROUND ANCHORS
- AFTER AN UMPIRE INSPECTS THE FIELD (PRIOR TO THE START OF A GAME, OR ANYTIME DURING A GAME), SET-UP MODIFICATIONS MUST BE PERFORMED, OR THE GAME WILL NOT START (OR CONTINUE). (FOR THIS SITUATION): IF A GAME NEEDS TO BE RESCHEDULED, THE SCHEDULED HOME TEAM IS RESPONSIBLE FOR THE ENTIRE UMPIRING FEE COST.
- TOTAL OF FIVE (5) PLASTIC CONES, LESS THAN ONE FOOT IN HEIGHT
- DELUXE WHITE HOME PLATE (WITH BLACK OUTSIDE RUBBER TRIM)
- WHITE SCORING PLATE (A SECONDARY DELUXE HOME PLATE)

FIRST AID SAFETY

- TEAMS ARE RESPONSIBLE FOR PROVIDING THEIR OWN

F. JERSEYS AND/OR SHIRTS

ALL PLAYERS MUST WEAR A SHIRT OR COVERING, WHENEVER ON THE PLAYING FIELD DURING A GAME. THERE MUST NOT BE (ANY SAYINGS, WORDINGS, PICTURES OR GRAPHICS) DEEMED OFFENSIVE TO A PERSON'S CHARACTER, SEX, RACE, RELIGION, BELIEFS.

G. UMPIRES' RESPONSIBILITIES

- MUST REVIEW ALL GROUND AND LEAGUE RULES WITH BOTH TEAM CAPTAINS'
- INSPECT ALL BATS AND LINE-UP CARDS
- LINE-UP CARDS AND SCORE SHEETS MUST LIST ALL PLAYERS' (PRESENT AND ABSENT) PRIOR TO THE FIRST PITCH OF THE GAME, OR THEY WILL BE INELIGIBLE TO PLAY WHILE THE GAME IS IN PROGRESS
- MUST SIGN THE WINNING TEAM'S SCORE SHEETS
- EJECTED PLAYER(S) MUST VACATE THE PARK LOCATION AND VICINITY WITHIN ONE MINUTE IN A TIMELY FASHION, OR THE GAME WILL BE FORFEITED TO THE OPPOSING TEAM
- ALL BASES MUST BE PROPERLY SECURED. OTHERWISE, A GAME WILL NOT BE ALLOWED TO START (OR CONTINUE)
- **MUST FILE REPORTS OF ANY INCIDENT** (IN WRITING) – FORWARDED TO BOTH CITYWIDE SPORTS AND VSUA

H. FINES AND SUSPENSIONS

PLAYER EJECTIONS:

A PLAYER MAY BE CALLED OUT OR EJECTED FROM A GAME (BY UMPIRE'S DISCRETION, HE/SHE IS PLAYING ROUGH; UNNECESSARY VERBAL ABUSE OR CONDUCT IS DIRECTED TO OTHER PLAYERS, SPECTATORS OR THE UMPIRE).

THESE PENALTIES WILL BE MORE SEVERE (DEPENDING ON THE OCCURRED INCIDENT):

- **FIRST OFFENCE:** PLAYER MUST SIT OUT THE REMAINDER OF THE GAME, AND THE NEXT SCHEDULED TEAM GAME (IN ITS ENTIRETY)
- **SECOND OFFENCE:** PLAYER IS SUSPENDED FIVE CONSECUTIVE GAMES (LEAGUE, PLAYOFF OR ANY COMBINATION OF)
- **THIRD OFFENCE:** PLAYER IS SUSPENDED THE BALANCE OF THE 2010 SEASON (INCLUDING PLAYOFFS), WITH AN ELIGIBILITY REVIEW FOR THE 2011 SEASON. THE SPN BC REGIONAL OFFICE AND VANCOUVER SOFTBALL UMPIRES' ASSOCIATION WILL ALSO BE NOTIFIED.

TEAM PERFORMANCE BOND:

- YOUR 2010 TEAM FEES INCLUDE A NON-REFUNDABLE (FULL OR PARTIAL) \$100 TEAM PERFORMANCE BOND, AND IS HELD BY THE LEAGUE
- ALL FINES WILL BE DEDUCTED FROM THIS BOND, ALONG WITH A NOTICE IN WRITING (WITH THE DATE AND DESCRIPTION OF EACH OFFENSE)
- ONCE A BOND IS WORTH \$25 OR LESS, IT MUST BE BROUGHT UP TO THE \$100 LEVEL, OR THE TEAM WILL BE SUSPENDED INDEFINITELY FROM PLAYING ANY LEAGUE GAMES AND PARTICIPATING IN ANY LEAGUE EVENTS (UNTIL TAKEN CARE OF)
- GAMES MISSED (WHILE UNDER SUSPENSION) WILL NOT BE RESCHEDULED (SCORES WILL BE A 7-0 LOSS)

FINES (ENTITLED TO BE ENFORCED BY LEAGUE):

ABSENCE FROM REQUIRED MEETINGS: \$25 PER MEETING

NSF FUNDS: \$40 FOR 1ST INCIDENT; \$60 FOR 2ND INCIDENT. A 3RD INCIDENT WILL RESULT IN LEAGUE DISMISSAL.

LATE SUBMISSION OF COMPLETED SPN TEAM INSURANCE FORMS (AFTER MAY 15, 2010): TEAM IS SUSPENDED (WITH NO OPPORTUNITY TO RESCHEDULE THESE MISSED GAMES)

MISSING AND/OR DAMAGED EQUIPMENT (i.e. BASES; HOME PLATES; CONES; BASE ANCHOR PLUGS):

- IF TEAM (S) DETERMINED AT FAULT, THEY WILL BE RESPONSIBLE FOR FULL COST REPLACEMENT
- IF TEAM(S) UNDETERMINED TO BE AT FAULT, THE ENTIRE LEAGUE WILL SHARE WITH THE FULL COST REPLACEMENT

FORFEITED/DEFAULTED GAME: FINE AMOUNTS ARE CREDITED TO THE NON-OFFENDING TEAM

- **FIRST OFFENCE:** OFFENDING TEAM IS FINED \$50
- **SECOND OFFENSE:** OFFENDING TEAM IS FINED \$50, AND HAS TO PROVIDED ANOTHER \$100 TEAM PERFORMANCE BOND [OR TEAM WILL BE DISMISSED FOR BALANCE OF 2010 SLO-PITCH SEASON - INCLUDING PLAYOFFS]

NO-SHOWS (TEAM DOESN'T SHOW FOR THEIR GAME): FINE AMOUNTS CREDITED TO THE NON-OFFENDING TEAM

- **FIRST OFFENCE:** OFFENDING TEAM IS FINED \$50
- **SECOND OFFENSE:** OFFENDING TEAM IS FINED \$50, AND HAS TO PROVIDED ANOTHER \$100 TEAM PERFORMANCE BOND [OR TEAM WILL BE DISMISSED FOR BALANCE OF 2010 SLO-PITCH SEASON - INCLUDING PLAYOFFS]

IMPROPER CANCELATION OF GAMES: FINE AMOUNTS ARE CREDITED TO THE NON-OFFENDING TEAM

- **FIRST OFFENCE:** OFFENDING TEAM IS FINED \$50
- **SECOND OFFENSE:** OFFENDING TEAM IS FINED \$50, AND HAS TO PROVIDED ANOTHER \$100 TEAM PERFORMANCE BOND [OR TEAM WILL BE DISMISSED FOR BALANCE OF 2009 SLO-PITCH SEASON - INCLUDING PLAYOFFS]

LATE PHONING IN GAME SCORE RESULTS (MUST BE WITHIN 24 HOURS MAX. AFTER COMPLETING GAME): GAME SCORE RECORDED AS A 0-0 FINAL GAME SCORE (NO REVERSALS)

I. CANCELLING/RESCHEDULING GAMES AND RAINOUTS

MUST REPORT TO THE SCHEDULED GAME LOCATION:

- TEAMS, PLAYERS, AND UMPIRES MUST REPORT TO THE SCHEDULED GAME LOCATION AND TIME (IF NOT NOTIFIED 3 ½ HOURS PRIOR TO THE SCHEDULED GAME START TIME)
- DO NOT CALL THE LEAGUE OR UMPIRING ALLOCATOR IF A GAME IS ON OR OFF! IT IS THE TEAM CAPTAINS' RESPONSIBILITY TO CALL 604-881-1443 AND LISTEN TO THE RECORDED MESSAGE (**PLEASE DO NOT LEAVE A MESSAGE**) NO EARLIER THAN 3 ½ HOURS PRIOR TO THE SCHEDULED GAME START TIME
- IT IS ALSO THE TEAM CAPTAINS' RESPONSIBILITY TO ADVISE ALL OF THEIR PLAYERS A.S.A.P.

CONSIDERATIONS/ REASONS:

CANCELLATION(WEATHER):

- DECISION IS BASED ON ACTUAL FIELD CONDITIONS (NOT IF RAINDROPS ARE FALLING FROM THE SKY)

CANCELLATION BY UMPIRE:

- DUE TO UNSAFE, PLAYABLE CONDITIONS WHEN BOTH TEAMS ARE PRESENT, THE GAME WILL BE RESCHEDULED AT A FUTURE DATE, AND THE UMPIRING FEES WILL BE COVERED BY THE LEAGUE (WITH NO FINANCIAL PENALTY TO EITHER TEAM)

CANCELLATION BY LEAGUE:

- A VOICE-MAIL MESSAGE WILL BE LEFT AT 604-585-1443 NO EARLIER THAN 3 ½ HOURS PRIOR TO A SCHEDULED GAME START TIME (IF THERE ARE ANY CONCERNS DUE TO WEATHER, ETC.)
- IT IS THE TEAM CAPTAINS' RESPONSIBILITY TO CALL THIS NUMBER AND LISTEN TO THE RECORDED MESSAGE, ALONG WITH ADVISING ALL OF THEIR PLAYERS

CANCELLATION BY TEAMS:

- IF BOTH TEAM CAPTAINS' CANCEL THE GAME FOR WHATEVER REASON (PRIOR TO SEVEN DAYS ADVANCE CANCELLATION NOTICE OF THE SCHEDULED GAME START TIME; AND/OR ON A GAME DAY/NIGHT WHEN OTHER LEAGUE GAMES ARE BEING PLAYED); THE GAME WILL BE RESCHEDULED AT A FUTURE DATE
- EACH TEAM SPLITS THE COST OF THE GAME UMPIRING FEE (WILL BE DEDUCTED FROM RESPECTIVE TEAM'S PERFORMANCE BOND)
- A TEAM MUST GIVE THE OPPOSING TEAM A MINIMUM OF SEVEN DAYS ADVANCE CANCELLATION NOTICE OF THE SCHEDULED GAME START TIME, OR WILL FORFEIT THE GAME
- THIS ALLOWS THE LEAGUE ADVANCE TIME, FOR FILLING THE VACATED TIME SLOT
- IF THE LEAGUE IS UNABLE TO FILL THE GAME TIME SLOT WITH BOTH TEAMS AGREEING TO CANCEL, BOTH TEAMS INVOLVED IN THE GAME CANCELLATION WILL BE PENALIZED WITH A GAME FORFEIT (FOR THIS SITUATION, A 0-0 TIE)

RESCHEDULING GAMES:

ALL EFFORTS WILL BE MADE TO HAVE THAT GAME SCHEDULED FOR THE SIMILAR NIGHT AND/OR PARK LOCATION (IF AVAILABILITY ALLOWS). HOWEVER, THERE ARE NO GUARANTEES OF THIS.

CANCELLING GAMES POLICY:

(MUST BE DONE AT LEAST SEVEN DAYS PRIOR TO SCHEDULED GAME TIME START, OR \$50 FINE):

- CALL THE OPPOSING TEAM CAPTAIN (BOTH TEAM CAPTAINS HAVE TO BE IN AGREEMENT)
- NOTIFY **JOHN STONE (LEAGUE PRESIDENT) OF THE GAME CANCELLATION – BY CALLING 604-881-1443**. THE RESCHEDULED GAME DATE MAY NOT BE AT A SUITABLE NIGHT OR LOCATION TO YOU OR YOUR TEAM (EVERY ATTEMPT WILL BE DONE TO RESCHEDULE AT THE SAME LOCATION, AS THERE ARE NO GUARANTEES).
- IF EITHER TEAM CAPTAIN DISAGREES TO CANCEL: PLAYERS FROM EACH TEAM ARE EXPECTED TO SHOW AT THEIR SCHEDULED GAME TIME AND LOCATION, OR THEY WILL FORFEIT THE GAME. IF ONE TEAM FORFEITS, THE TEAMS MAY STILL PLAY THE GAME, BUT THE UMPIRE IS NOT REQUIRED TO STAY AT THE FIELD. THE GAME SCORE (7-0) REMAINS FINAL.
- DEFAULTED AND FORFEITED GAMES ARE TO BE REPORTED BY THE WINNING TEAM

UMPIRE NO-SHOW:

IF AN UMPIRE IS NOT PRESENT AT THE GAME PRIOR TO FIVE MINUTES OF THE SCHEDULED GAME START TIME, PLEASE PHONE OUR UMPIRING ALLOCATOR (PATRICK DOOLEY, AT 604-325-2849) TO ADVISE HIM OF THE SITUATION

J. WINNING TEAM'S RESPONSIBILITIES

WHILE THE GAME IS IN-PROGRESS:

SCORE KEEPERS' FROM BOTH TEAMS MUST VERIFY THE FINAL GAME SCORE AND ANY OTHER INFORMATION PRIOR TO LEAVING THE FIELD LOCATION

ONCE THE GAME ENDS (WHILE AT THE GAME LOCATION):

- THE GAME SCORE SHEET MUST BE SIGNED BY THE UMPIRE, PRIOR TO WHEN THEY LEAVE TO BECOME OFFICIAL
- THE GAME SCORE MUST BE EMAILED IN (INCLUDING THE GAME LOCATION AND THE TEAMS INVOLVED) TO **MICHAEL CHONG (LEAGUE STANDINGS COORDINATOR)** IMMEDIATELY - FOLLOWING COMPLETION OF THEIR GAME
- **DO NOT DESTROY OR LOSE YOUR COPIES (KEEP ON FILE THROUGHOUT THE ENTIRE SEASON, IN CASE OF ANY DISCREPENCIES WHICH MAY HAVE TO BE INVESTIGATED). SPOT CHECKS MAY OCCUR AT ANY TIME DURING THE SEASON, SO ENSURE THAT ALL INFORMATION MATCHES WITH YOUR OPPONENTS BEFORE YOU LEAVE YOUR GAME.**

K. STANDINGS AND GAME SCORES

BASED ON MISSING/LATE GAME SCORE REPORTING:

MISSING AND/OR LATE GAME SCORE REPORTING RESULT IN TEAM PENALTIES MENTIONED ABOVE IN ADDITION, THE FINAL GAME SCORE WILL BE 0-0

BASED ON DEFAULTS AND/OR FORFEIT GAMES:

THE FINAL GAME SCORE WILL BE A 7-0 WIN, IN FAVOR OF THE NON-OFFENDING TEAM

WEEKLY TEAM STANDINGS:

LEAGUE TEAM STANDINGS ARE UPDATED EVERY WEDNESDAY (FOLLOWING COMPLETION OF LEAGUE GAMES FROM THE PREVIOUS WEEK)

L. PROTESTS

VALID REASONS:

WHEN THERE IS A DIFFERENCE OF OPINION ON THE FIELD, BETWEEN THE PROTESTING TEAM AND AN UMPIRE - REGARDING THE APPLICATION OR INTERPRETATION OF EITHER:

- OFFICIAL PRINTED LEAGUE PLAYING RULE(S)
- OFFICIAL PRINTED 2010 SPN RULE(S)

UNPROTESTABLE REASONS:

JUDGEMENT CALLS MADE BY THE UMPIRE (i.e. SAFE; OUT; STRIKE; BALL)

PROCEDURE:

- MUST BE DEALT WITH IMMEDIATELY (BEFORE THE NEXT PITCH) BY THE UMPIRE. IF UNSATISFIED, THE TEAM REPRESENTATIVES CAN DECLARE THE BALANCE OF THE GAME BEING PLAYED UNDER PROTEST, AND MUST COMMUNICATE THIS TO THE UMPIRE.
- THE TEAM REPRESENTATIVE MUST EITHER BY FOLLOWING THROUGH WITH, OR CANCEL THEIR PROTEST - WITHIN 24 HOURS OF THEIR GAME COMPLETION (OTHERWISE, A \$25 TEAM FINE WILL BE LEVIED)
- THE PROTEST MUST BE SUBMITTED IN WRITING TO THE LEAGUE, ALONG WITH A ONE-HUNDRED AND FIFTY (\$150) DOLLAR CASH FEE
- THE FEE WILL BE RETURNED IF THE PROTEST IS UPHELD
- AN OFFICIAL PROTEST IS NULLIFIED - IF THE TEAM (FILING THE PROTEST) WINS THEIR GAME
- THE PRESIDENT SHALL BE INFORMED IMMEDIATELY, AND WILL ARRANGE A COMMITTEE (CONSISTING OF THE LEAGUE VICE-PRESIDENT; AND TWO TEAM REPRESENTATIVES WHO ARE NOT INVOLVED OR ASSOCIATED WITH ANY OF THE TEAM(S) INVOLVED IN THE PROTEST)
- THE COMMITTEE IS RESPONSIBLE FOR OBTAINING ALL FACTUAL INFORMATION, AND WILL MAKE THEIR DECISION PROMPTLY AND NON-OBJECTIVELY