



Twin B's Slo-Pitch League Rules and Policies

Revised 2010.

Twin B's is proudly sanctioned by Slo-Pitch Ontario



TWIN B'S SLO-PITCH LEAGUE 2010 OPERATIONAL RULES

1. League Name: Twin B's Slo-Pitch League - Twin B's signifying Brampton and Bramalea.

2. The League's Executive will consist of:

(A) The Executive Officers: a President, 4 Vice-Presidents, a Vice-President (Mixed), a Statistician, a Secretary/Treasurer, an Umpire-in-Chief and Members-at-Large as determined by the entire membership.

(i) Where matters are to be decided upon by the Executive Officers, and voting is required, the President will only vote in the case of a tie.

(ii) No individual can hold the position of Treasurer for more than three terms in succession unless approved at the AGM.

(B) The Team Representatives (Reps.) and.....

(i) Where matters must be voted on, each Team will only have one vote.

(C) Directors appointed by the Executive Officers for the purpose of performing a specific function relative to the operation of this League. (Divisional Co-Coordiators who in most cases would be Team Reps. could be considered Directors but in any event, each one individual carries only one vote when voting is required.)

3. TEAMS: The number and placement of teams in this League will be determined by the Executive Officers annually.

3a. Each team will be responsible for its own name (distasteful names not allowed), sponsorship, recruitment, uniforms and equipment. A Team Representative (Rep.) will be appointed by each team to represent that Team on the Executive. Two of the team Rep's responsibilities will be to attend League meetings as required and to submit score sheets as required.

3b. Each team will pay an entry fee in order to play in this League. The amount of that annual fee will be determined by the Executive Officers for that year. Principally the fee will be used to pay for facilities, umpires, game balls and League operations. In addition to the entry fee, each team will pay a bond, the amount of which will be determined by the Executive Officers on an annual basis. Fines accumulated by a team will be drawn from the bond. The fate of a team that exhausts its bond rests with the Executive Officers; removal from the League is an option.

At the end of a season, a team may have its bond refunded or applied to the following season's bond. In the event that a team owes more than the bond amount at the end of a season, the overage can be added to the following year's entry fee. (See Rule 24.)

4. When a playing season is complete, the League's Executive will meet at an Annual General Meeting to elect or appoint the Executive Officers for the following season. All members of the Executive will be given no less than 2 weeks notice of the time, date and location of the A.G.M.

5. It is the intention of the League's founders that affiliation with the City of Brampton Parks and Recreation Department be established and maintained. The Executive must adhere to the terms of affiliation.

5a. The Executive Officers may take whatever steps they feel are necessary in order to comply with the player residency condition of this League's affiliation with the City of Brampton Parks and Recreation Department. (Player residency condition - No more than 20% of the League's players can live outside of Brampton.)

6. In the event that a Team or Team Rep. incurs a debt on behalf of a player for the purchase of uniform or equipment, such player will be responsible for said debt on receipt of the relative uniform or equipment.

6a. Any player who is indebted to a Team shall not play for any other Team in this League until such time as said debt is paid or otherwise resolved.

6b. Where any player's debt is disputed, the Executive Officers must be satisfied of said debt before this rule can be enforced.

7. ROSTERS: A team may have up to 20 players on its roster. Where for various reasons a team wishes to carry more than 16 players, it may do so with the approval of the Executive Officers.

7a. The Executive Officers will set the date by which all rosters must be received. Each Team's roster will list the names, date of birth, address, phone number and player number of each of its members. Incomplete rosters WILL NOT BE ACCEPTED.

7b. Roster changes must be approved of and a final date for submissions will be established by the Executive Officers. -The playoff eligibility of any player who is the subject of a roster change or addition will be reviewed by the Executive Officers.

7c. No Team shall play any person who is not listed on its roster and when a team is found to violate this rule, all games will be defaulted in which such player(s) played.

7d. Any team using a player not on its roster must pay a \$25.00 fine for the first violation, \$50.00 for the second, \$100.00 for the third and for the fourth, the Team will be suspended from play.

7e. Any injured player named in a roster may be credited with a game played by appearing at a game and signing the score sheet in the presence of the umpire.

7f. When a Team fails to submit its roster on the submission date, a \$100.00 fine will be imposed against that Team for each regular play date that lapses between the submission date and the actual date upon which the roster is in the hands of an Executive Officer. A Team's failure to submit a complete roster by the submission date will result in suspended play until it is submitted to and confirmed by a League Executive Officer.

7g. A majority of this League's Executive Officers may determine player playoff eligibility by other means if so presented and approved of.

7h. Teams that are members of this League will be permitted to carry a maximum of 3 players on their rosters who are rated above the Team's Slo-Pitch Ontario rating. Player ratings will be based on the previous season's Slo-Pitch Ontario ratings. Team ratings are also based on Slo-Pitch Ontario ratings. (Slo-Pitch National ratings have the same effect on this rule.)

7i. Players or Teams who become-rated higher during a season will be permitted to remain on their Teams or in their Division for the balance of that season. Consideration of the new rating will be given in the following season. Any Team rated higher than the highest level offered by

this League will be permitted to play in the Division of highest level Teams.

7j. Rules concerning levels of play for teams and players in this League have no effect outside of this League.

7k. A player who plays for one Team and then quits, may only play for another team if released to do so by the last Team for which he/she played. Approval of the Executive Officers is also required.

8. Each team can carry two designated spares on its roster. These two players will be eligible to play in the play-offs if: 1. they have been designated as the two spare players prior to the final roster submission date, and 2. they have played one quarter plus one of the number of regular season games. (To gain eligibility, designated spares can play their required number of games at any time during the season. Final roster submission date - June 30 each year.)

9. A playing season commences on the first day of scheduled games and terminates at the end of all playoff games within that season. For the purposes of terms-of office, the Executive's season will run from A.G.M. to A.G.M.

10. The League's playoff schedule and format will be determined by the Executive Officers prior to the playing season's midpoint.

11. If a team wishes to have a regular season game rescheduled, a request must be made to an Executive Officer or a Divisional Co-Coordinator at least two weeks prior to that game. The maximum number of rescheduling requests by a team will not exceed three regular season dates.

11a. Teams must expect that rescheduled games will be scheduled on regular play nights. Unless otherwise agreed to, the League must give teams at least one week's notice of a rescheduled game. All games that are subject to rescheduling will be played at the discretion of the Executive Officers and the appropriate Division Co-Coordinator.

12. Rescheduled games will be played at a time convenient for both teams involved.

12a. Playoff games cannot be rescheduled by a single team request. Teams must expect to play playoff games on nights at the end of the playing season that might normally have been used by the League for regular play dates.

13. Team Reps. are required to attend League meetings as arranged by the Executive Officers. Team Reps. when properly notified (7 full days), particularly in the event that they cannot attend themselves, must ensure that their Teams are represented at said meetings. Failure to do so will result in a Team fine of \$25.00 The imposition of Team fines will be at the discretion of the Executive Officers. Team Rep. fines, although drawn from the bond, do not accumulate as do the other fines.

14. PROTEST PROCEDURE: A team Rep. who protests a game must indicate to the umpire and the opposing Team, the grounds for protest at the time of the incident that precipitates the protest. If a pitch is made after that point and no protest is lodged, there can be no protest.

14a. A protesting Team must document the protest and have the umpire initial the protest at the end of the game.

14b. A protesting Team has 48 hours to submit a written protest along with \$50.00 to any

Executive Officer. A score sheet may be submitted as the written protest if the relative incident is described thereon.

14c. The Executive Officer receiving the protest will then contact the umpire and both Team Reps. to gain an understanding of the protest. A Protest Committee will make a decision within 2 weeks of the protest submission.

14d. If the protest is upheld, all monies will be refunded. A protest loss will result in the loss of the protest fee to League funds.

14e. A Protest Committee will consist of 3 members of the Executive who will be appointed by the Executive Officer receiving the protest. No member of the Committee can be involved in the protest.

Protest decisions can be appealed to an Executive Officer and he/she can appoint an Appeal Committee which will make a final decision relative to the protest. Appeal Committees will be created in a similar fashion to Protest Committees; the same make-up and conditions will apply.

15. Any player determined to have threatened to commit or to have committed any physical aggression against an umpire will be suspended immediately for 5 games in addition to the game in which the incident took place. The act resulting in the suspension may be reviewed by a Committee of 3 members of the Executive appointed by any Executive Officer having knowledge of the incident. Upon review of the incident, the Committee has the authority to recommend a final judgement. This judgement can change the set penalty but must be approved of by the Executive Officers. At least one member of the Committee must be an Executive Officer, if not the one with knowledge of the incident, one appointed by the President or a Vice-President.

16. Any player being the aggressor in a fight will be suspended immediately for 5 games in addition to the game in which the incident takes place. The process of Committee appointment and review will be the same as Rules 14c and 15.

17. Relative to Rules 14e, 15 and 16, Committees can suggest penalties for other participants involved in incidents that the Committee has been formed to deal with. No member of a Committee can be directly involved in the incident for which the Committee was established.

18. Any player receiving a second suspension during a season shall not be permitted to play any further games that season. His/her eligibility to return to play in the following season will be reviewed by the Executive Officers.

19. Committee decisions must be brought to the attention of the appropriate Team Rep.(s) as soon as possible after a decision is made. The Team Rep.(s) then has the responsibility of notifying the player(s) involved of that decision as soon as possible.

20. A suspended player is considered a non-rostered player during the period of his/her suspension.

21. When a suspended player or Team Rep. disagrees with a decision made by a Committee, such person has 48 hours in which to appeal such decision. Appeals must be made to an Executive Officer. The Executive Officer being notified of the request to appeal will acknowledge and set a date on which the appeal will be heard. The appeal must be heard within two weeks and the acknowledgement and date setting must occur within 48 hours. An Appeal Committee must be formed as set out in Rule 14e.

21a. Automatic suspensions cannot be appealed.

22. No member of an Appeal Committee can be a member of any other Committee relative to the same protest or incident.

23. For rule violations, the Executive can impose fines and terms of their payment. With the exception of fines relative to Rule 13, all other fines accumulate and are deducted from a Team's bond.

24. League Play Rules can be changed at any time either by the Executive Officers or the Executive. Rules come into force by simple majority votes. If a rule change is made by the Executive Officers, the remainder of the Executive will be notified as soon as possible. Divisional Co-Coordinator can, with the approval of a simple majority of the Reps. in their Division, change rules of play as they relate only to that Division. The Divisional Co-Coordinator will bring any such rule changes to the attention of an Executive Officer.

25. League Operational Rules can only be changed at the Annual General Meeting. Rules come into force by a simple majority vote.

26. Matters of interpretation relative to all League rules will be the responsibility of the Executive Officers.

27. The President of Twin B's can take whatever steps deemed necessary to ensure the successful continued operation of this league.

Appendix A

PLAY RULES

League play rules are those of Slo-Pitch Ontario with the following exceptions or additions.

1. Home teams are responsible for installing bases, supplying a mat and providing two game balls - one new and one good used. It is recommended that BOTH teams bring their bases and game mat.

The Double Base at first base is mandatory in all Divisions.

Use of Commitment Lines and Safe Lines will be decided on a Division by Division basis, as per S.P.O.A.

At home plate, the League will use the rectangular mat with official Slo-Pitch Ontario specifications and rules.

2. The minimum number of players required to start, play and complete a game is eight. The only exception to this rule is for the games that start a 6:00 pm; for these games a team can start to play with seven players.

3. The scheduled start times for all games are without grace. No grace periods are allowed. Time is determined by the umpire. If no umpire is present at the start of a game, it is the responsibility of both team Reps. to get the game started on time. Where no umpire is present,

Team Reps. have the authority to hire any individual that they agree upon for the purpose of umpiring. In order for the conscripted umpire to be paid, a Team Rep. must submit a voucher with the game score sheet.

3a. If a team does not have enough players to start a game, the game is defaulted. The defaulting team will be fined \$25 for a first default. The fine for a second default is \$50. The fine for a third default is \$100. In the event of a fourth default, the defaulting team will be suspended from all League play.

4. In double-headers where Game #1 is defaulted, Game #2 can be started when both teams are prepared to do so. If this game starts fifteen minutes prior to its scheduled start, it can last 1 hour and 10 minutes with no full innings to start after that time.

5. Players who arrive late for a game can enter the game at any time but must first report to the umpire. Late players will be added to the bottom of the batting order.

6. No player re-entry. A player substituted for cannot re-enter a game. Aside from substitution, any number of players can be added to a batting order, but no more than two can be removed.

7. During a game, all defensive players can be moved from position to position at random and into and out of any defensive position providing they are in the bating order.

8. A maximum of three substitute runners can be used in any one game. If the last substitute runner is on base and due up to bat, an out will be recorded. (Masters 45+ exception.)

9. Regular season games will not go beyond seven innings in length; if tied, each team will receive one point. Extra innings will be played in post-season games.

10. If the lights go out during a game and 5 or more innings have been played (or if the second team at bat has scored more runs than the other team) the game will be considered complete.

11. **MERCY RULE:** Any game in which a team is ahead by twelve or more runs at the end of four and a half or more innings will be terminated. The bottom of the fifth inning will only be played when the losing team is the Home Team This rule applies in regular and post-season play.

12. Any player ejected from a game is automatically suspended from playing in the next scheduled game. An incident report will be completed and forwarded to the League's Executive with respect to any suspension.

13. **JEWELLERY RULE:** Twin B's Umpires will rule on Jewellery in the following manner.

- a). With the exception of Medic Alert chains etc. **no Jewellery shall be worn.**
- b). At the beginning of the Game, remind the Team Captains that no Jewellery shall be worn.
- c). Any Player appearing at Bat wearing Jewellery has refused to remove the Jewellery and therefore is subject to "ejection".
- d). If the Umpire's attention is drawn to a Defensive Player wearing Jewellery, No OUTS will occur on any play in which the Defensive Player has just participated and the Defensive Player is "ejected".
- e). It is the responsibility of the Team Captain to remind Late Arrivals that no Jewellery is to be worn.

14. **PROFANITY RULE:** Any team member openly using profanity during a game shall be EJECTED from further participation in that game. If the profanity is used by a player at a point in the game where his or her further play may be inconsequential, the player ejection may include the following game, notwithstanding that the game may be on a different night.

15. Anticipation permitted. (As per SPOA)

16. The Twin B's Slo-Pitch League is affiliated with the City of Brampton Parks and Recreation Department; as such, the teams and individual players must abide by the conditions and regulations of the Parks and Outdoor Sport Facility Permit that has been granted to the League. (Ref. Twin B's Operation Rule & City of Brampton Facility Permit.)

The City of Brampton, the Parks and Recreation Department, the Twin B's Slo-Pitch League and Executive will not be responsible for any loss of life, injury or loss of property experienced by any member of this League. **All players participate in this League at their own risk.**

Acceptance of your Team application indicates your willingness to comply with the Twin B's Slo-Pitch League rules.

Appendix B

League Fee Payment Policy, NSF & Fines

PAYMENT

Cheque (certified preferred) or a money order made payable to **TWIN B'S SLO-PITCH LEAGUE**. Cash payments will not be received. One cheque per payment. Failure to meet the payment dates will result in a \$25.fine. Payments made once the Season has commenced, will result in additional late payments. If payments are mailed, they must be postmarked no later than the due dates. Please write your name and the team name on the cheque.

Included in all fees for new teams is a \$100.00 non-refundable administration fee. After any part of a team's fees have been paid, and said team is unable to field, such teams will have a \$150.00 administration fee deducted from any refund.

NSF POLICY

Twin B's is not responsible for any penalties incurred relative to NSF cheques received from members of the League. A \$50.00 fine will be imposed upon any team tendering an NSF cheque to the League. This fine is in addition to any costs suffered by the League relative to the cheque involved. All future payments must be certified cheque or a money order.

FINES

\$25 FINE FOR:

- * 1ST DEFAULT
- * MISSED MEETING
- * MISSED/LATE PAYMENT DATE
- * USING AN UNROSTERED PLAYER (ESCALATES)*
- * LATE ROSTER SUBMISSION

\$50 FINE FOR:

- * NSF CHEQUES
- * 2ND DEFAULT
- * CONSECUTIVE MISSED/LATE PAYMENT DATE

\$100 FINE FOR:

- * NOT SUBMITTING YOUR FINAL AND COMPLETED ROSTER BY FINAL DUE DATE
- * 3RD DEFAULT
- * NOT PRODUCING SCORESHEETS WHEN REQUESTED

Appendix C

Score sheets

Twin B's teams will be supplied with score sheets that are to be used and submitted as required. Players participating in a game will have their surnames and numbers recorded on the game score sheet. **Each team will retain its own completed score sheets, win or lose. Score sheets must be kept for the entire season, including play-offs.** Team Reps. are required to note the Umpire's name and number on the face of a game score sheet. The League will instruct umpires to sign score sheets at the end of a game(s). Both teams participating in a game are required to keep score. The Home Team score sheet shall be considered the official game result. (Teams are encouraged to check scores from inning to inning during a game.) Both Team Reps. are required to sign the Home Team score sheet at the end of a game.

Team Reps. will be required to produce game score sheets on the request of an Executive Officer. A requested and completed score sheet must be produced within 4 days of the request. Failure to produce score sheets on request will result in a \$100.00 fine and other such action as determined appropriate by the Executive.

Appendix D

GAME TIMES

SINGLE: One game with no game after. From scheduled start, all games will be seven innings in length or one and a half hours. No innings will start after one hour and ten minutes has elapsed.

TRIPLE GAME FORMAT: Three games on one diamond - floodlit.

Start Game #1 6:15PM - No full innings to start after 7:25PM

Start Game #2 7:40PM - No full innings to start after 8:50PM

Start Game #3 9:05PM - No full innings to start after 10:15PM

FOUR GAME FORMATS: Four games on one diamond - 2 doubleheaders - floodlit. No innings will commence after one hour and five minutes of play. Where game #1 and Game #3 are concluded early, it will be at the discretion of the Team Reps. and the game umpire how excess time is used. (Remember, a game is considered complete if 4 and a half or five innings have been played and time runs out.)

Start Game #1 - 6:00/6:30 PM Games #1 & #2 is played by same 2 teams.

Start Game #2 - 7:15/7:45 PM

Start Game #3 - 8:30/9:00 PM Games #3 & #4 are played by same 2 teams.

Start Game #4 - 9:45/10:45 PM

Start Game #1 - 7:00 PM Games #1 & #2 is played by same 2 teams.

Start Game #2 - 8:15 PM

Remember, there are no grace periods for any Twin B's game!

N.B. DIAMONDS WITH A 6:30 PM START - THE THREE SUBSEQUENT GAME START TIMES ARE ½ HOUR LATER

Appendix E

Standings

League standings will be determined from submitted score sheets or reported scores. Wins, ties, losses, runs for and runs against will be tallied. (Win - 2 Points, Tie - 1 Point) In the event of a tie in the standings at the end of the season, the following formula will be used, in order, to break the ties:

- A) Record against each other; best record gains higher standing.
- B) Team with most wins.
- C) Team with highest run differential.
- D) Team with highest runs for.

The length of a season and game rescheduling will be at the discretion of the Executive Officers. Where for whatever reason playoffs are reached and teams have not played an equal number of games, a winning percentage formula will be used to determine advancing teams.

Appendix F

RAIN OUT POLICY

The City of Brampton has a rain out policy that covers all outdoor sport facilities; part of that policy relates specifically to ball diamonds. Generally that policy will be incorporated in this League's policy.

The Twin B's policy is simply, **GO TO THE DIAMOND!** Whether it has been raining for hours or days, just started raining, looks like rain, or rain is in the forecast, predicting the playability of fields or relying on City information is as certain as the weather itself. To avoid confusion, **GO TO THE DIAMOND!**

If at the diamond a sign indicates that the field is unplayable, do not use the field. Umpires will not officiate games when a field is signed as unplayable. If a field is obviously playable but signed as unplayable, before using the field an attempt should be made to get City clearance to do so. If a field is not signed as unplayable but the umpire makes a decision to not officiate based on field condition, whether or not the game gets played will be at the discretion of the Team Reps. involved.

When in the case of prolonged rain or severe rainfall, an effort will be made to place a message on the League website or phone line relative to the playability of fields. When the Executive is aware of absolute rain out conditions, efforts will be made to notify Team Reps. Consideration will be given to those who must be contacted outside of Brampton first. When the Executive is able to make a clear decision to cancel games, umpires will also be cancelled.

Where we have run into problems in the past is when Team Reps. or individual players take it upon themselves to contact the City to determine field playability. What can happen is that they receive old information and act on it or they receive no information and presume that a field is playable. Invariably what happens is that the Team Rep. who didn't make the call ends up at the diamond ready to play and the League has to pay an umpire for doing nothing other than showing up.

Appendix G

HOME RUN POLICY

Warren Division, No Team in any Game shall exceed, 5 "Over the Fence" Home Runs.

All other Divisions playing on fenced in Diamonds, the Home Run Rule is "Match + 2".

To count as a Home Run under the above Rules, the Ball must be hit over the fence. If the Ball goes over the Fence off a Defensive Player, this doesn't count as a Home Run, but as a 4 Base Award. Nor does an inside the Park Home Run count against the Team's allowable Home Runs.

SPO's Home Run Rules allow only specific numbers of over the fence Home Runs, based on the Level of Ball being Played (e.g.; Recreational = 0).

The Teams and Executive of Twin B's didn't want to be handcuffed by the strictness of the SPO Rules. In addition, a number of our Teams were playing on Diamonds with "Short" Fences and we wanted to inject a level of fairness into the Games.

