

2024 K-W MENNONITE LADIES SLO-PITCH RULES

Tournament Info/Rules:

- The home team on schedule is in red.
- A player may play in the tournament as long as 7 games have been played in our league during the current year and one year prior or 4 games this year. Rain outs count if you show up.
- There are to be ten players in the field, and all players must bat. Teams must have a minimum of 7 players to start the game.
- Each team player is to wear a team shirt or a shirt of the same color to be able to play during the game.
- Games are 55 min in length. No new innings will start after 55 minutes. Play to the end of 7 innings or the last inning completed after the time is up. Ties are not played out.
- There is no limit of runs per inning during the tournament.
- The final game for each pool has no time limit. All 7 innings are played, and ties are played out.
- Prior to the game each team should notify the umpire of a spokesperson. This is to be the only person that can converse with the umpire. One warning will be given for unsportsmanlike conduct (profanity, etc.). After this the player or fan will be ejected from the park.
- It is okay to wear jewelry, but it is not advised.
- No practicing on the field.
- The pitcher will get five warm up pitches at the beginning and then only two. New pitchers will get five warm ups. If the original pitcher returns she will only get two.
- The MERCY RULE does not apply during the tournament.

Regular Season Game Details:

- The home team is to provide all bases, including a safety bag for first, a home plate, and a tape measure. The orange safety bag must have 2 spikes. The white portion is to have one spike. It is suggested that second and third base also have 2 spikes.
- There are to be ten players in the field, and all players must bat. Teams must have a minimum of 7 players to start the game.
- Team players are to be 16 and over. However, teams may have up to two ladies who are 14 or 15 on the roster if they can't come up with a full team.
- It is recommended that jewelry not be worn.
- Each team player is to wear a team shirt or a shirt of the same color to play during the game.
- All players must be rostered with a team. Subs may play for multiple teams during regular season play but may only play for the team they are rostered for during tournament play.
- Games are to start at 7:00 pm. If not started by 7:10 the game is forfeited.
- Play 7 innings or dark whichever comes first. This is to be decided by the ump.

- The first four innings have a limit of 8 runs per inning. The fifth inning on, will be open. The 5th inning must be completed to be considered a game. Game may be called after 5 innings if one team is winning by more than 20 runs. However, both teams must agree. Two points will be given for a win and one point for a tie.
- Prior to the game each team should notify the umpire of a spokesperson. This is to be the only person that can converse with the umpire. One warning will be given for unsportsmanlike conduct (profanity, etc...). After this the player or fan will be ejected from the park.
- If lightning occurs the game can be called by the umpires after discussing with team captains.
- The winning team captain is responsible to email the final score to jkooy@lhcs.net after each game.
- According to the City of Kitchener, we must have a person trained in First Aid at each city of Kitchener game.
- Smoking, vaping (e-cigarette use) and cannabis use are prohibited on or near all playing fields. Drinking alcohol is also prohibited.

First Aid:

- Any participant (player, coach or umpire) who is bleeding or has blood on their clothes may not participate until the bleeding is controlled and the soiled clothing changed or covered. Each team is to be equipped with a proper first aid kit.

Measurements:

- 55 ft. baselines with a pitching distance of at least 43 ft but no more than 47 ft. The line of commitment is to be 21 ft.

Pitching:

- A step may be taken in any direction simultaneous with the release of the pitch provided the pivot foot remains in contact with the starting distance until the pitch is released
- The pitch must have a perceptible arch of 6 ft. from the ground and hit home plate to be a strike. A pitch with less than a 6ft. arch is an illegal pitch and is called a ball against the pitcher. It must be called a ball by the umpire before it hits the plate.

Batting:

- No stealing bases, bunting, or lead offs until the ball is hit.
- It is NOT a dead ball if the ball hits the plate and rolls fair, the ball is in play. If the ball hits the plate and rolls foul, it is foul. If it sits on the plate it is considered a fair ball.

- No contact of any kind is to be made with home plate. While making contact with the ball you must be within the batter's box or the batter is out. Any player who touches the plate while making contact with the ball is out.
- Any foul ball above the batter's head may be caught for an out if it is above 6 ft.
- The third foul is an out.
- When a player arrives late and has been through the batting order, the player may be added to the bottom of the batting order. A late player can be added anytime during the game.
- When a player leaves the diamond early, they are scratched. If a player gets injured and wants to sit out an inning, they would be out when it is their turn at bat. Any late comers or players scratched are responsible for letting both scorekeepers know.
- If a player goes up to bat out of order and makes it to a base, the player who was supposed to be up is out. However, if the error is noticed mid bat, the proper player takes over the batter's count.

Running:

- A line must be drawn from both the 1st base line and the third base line to the fence at the back stop. The 1st line is the line to run across for runs and the 3rd line is to be used for the runner from the fence.
- Three courtesy runners will be allowed per team per game for any runner who reaches first base. Courtesy runners may be used at any base. The courtesy runner may be any player listed on the roster. However, if they miss their at bat, they are out. Exception of more than 3 courtesy runners will be given due to injury in which case there can be a runner from the fence after a consultation with umpires and captains.
- A designated runner is an identified player, acknowledged by both teams before the game begins, who will have a designated runner throughout the game. A designated runner will start from a line drawn (not holding onto the fence), lined up with third base and will be in all cases the most recent "out" or if there are not any "outs", it will be the last player on the batting order.
- Sliding is permitted at 2nd and 3rd. Intentional sliding at 1st and home will result in an out.
- A run is scored when a player crosses a line drawn at home plate. It is to be drawn back to the fence directly in line with the first base line. The base runner will be called out if they touch home plate.
- The batter must touch the orange portion only on the safety bag and the defender is permitted to only touch the white portion when the play is at first. If an extra base hit is anticipated and the runner is rounding to go to second, she must touch the white part of the bag (not touching the safety bag). If a runner after touching the orange bag realizes she can proceed to second, she must touch the white bag before proceeding to second.

