

## TOYOTA TOURNAMENT - Slo-Pitch Rules 2024

Play will abide by Slo-Pitch Ontario rules, including the use of illegal bats.  
The following game exceptions and modifications will apply:

Home team is the first team listed in the schedule.

All games played within your division shall be 7 innings in length or to the time limit of one hour (whichever comes first). No new inning will be started after 50 minutes. The umpire will call last inning.

**3<sup>rd</sup> strike foul rule applies. A batter will be called out if he/she hits a foul ball with 2 strikes on them.**

**A maximum of 5 runs can be scored per inning, excluding the last inning which will be open. Home team will bat due to +/-.**

When a male batter receives a walk, the female following must take her turn at bat.

Batting order does not need to be guy/girl rotation.

Each team must field a minimum of 9 players, less than 9 will result in a game forfeit. There must be a minimum of 2 females on the field (in any position). If due to game day injuries a team can no longer field 9, game may continue on with less fielders(no extra males) so long as opposing team agrees prior to start.

In the event that one of the two females on a team gets injured, a team may still play with 9 players on the field. When up to bat the injured female is an automatic out.

At the end of each game, both team captains are responsible for handing in or texting scores to the stats table convenor.

In the result of any game forfeit the final score will be the amount of innings played to 0. If the game is not played then the score will be 7 - 0.

A team may exchange players within their batting order (or add players to their batting order) provided that team has not gone through their entire batting order at least once. I.e. if you only have 8 players at the start of a game, you may start playing and add additional players to the batting order (who are on your roster), if they arrive late, provided you have not gone through your entire batting order yet. **Note:** If a player on the batting order is not present when their turn to bat comes up, they will be an automatic out.

6-12 pitching arc applies.

Players are prohibited from sliding into home plate.

If a player is in the batting order, they must field at least a minimum of 1 inning.

There will be 3 courtesy runners allowed per game per team. They can be used whenever and wherever (except when determining a tie breaker).

Lead offs and anticipation steps are not permitted. Back foot must stay in contact.

Rovers are permitted given that all players are behind the 175m arc.

## **HOME RUN RULE**

No team shall have more than two (2) homeruns at any time during the game than the opposing team. (ie. If team A hits 2 home runs in the top of 1st inning, then team 2 may hit 4 in the bottom of inning). Any home runs after team limit will be an "out", and runners will NOT advance.

**MERCY RULE:** The game can be called if a team is ahead by 10 runs anytime after the 5<sup>th</sup> inning. Home team will always bat in the bottom of inning if down.

Any player ejected from a game will be suspended from play for the duration of the tournament. The ejected player must leave the playing and bench area immediately, and may not interfere in any way, shape or form (i.e. verbally) with the play of the game. If the player refuses to leave or interferes with the game in any way, the umpire may at his/her discretion call the game a forfeit.

The decision of the umpire is final. Any issues that come up during the day regarding tournament format, tie breaking, etc. will be handled by the tournament conveners.

Round robin games may end in a tie. The following is the points system:

Win = 2 points

Tie = 1 point

Loss = 0 points

**There will be a run cap of +7, however actual scores will be kept in the event of tie breaker procedure.**

If there is a tie after the round robin games, the following procedure will be used:

- 1) Head to head
- 2) Run differential (+/-)
- 3) Least amount of runs against
- 4) Most runs for
- 5) Coin toss

If any of the semi-final games are tied at the end of 7 innings (or the last inning due to the time limit) an extra inning will NOT be played and the game will revert back to the **last played inning** where a tie did not exist between the two teams.

## **Team Conduct**

Violence will not be tolerated. If a player or spectator is verbally abusing a player, staff, spectator or umpire, they will be warned and if it continues, will be ejected from the game and the tournament. If a player or spectator physically assaults another player, staff, spectator or umpire, they risk their entire team being ejected from the game and the tournament.

1. Alcohol abuse will not be tolerated. No alcohol is allowed on the benches, or in the parking lot of the tournament site. If the umpire feels that a player or players are too inebriated to play and there is a safety concern, it is the umpires' discretion as to whether or not to call the game or eject those players in question.

Rules related to suspension of individual/team ejection when related to alcohol abuse are up to the discretion of the Corolla Park staff. This may also depend on the park venue being used.

2. If anyone is caught with alcohol where not permitted, indecent exposure or any other unlawful practice, they risk being charged.
3. Captains are responsible for the conduct of their team. Please ensure your players are staying within the guidelines listed above. Remember this is meant to be a fun, recreational tournament.

**GOOD LUCK AND HAVE FUN!**