

K-W Christian Men's Slo-Pitch League Play-off Rules 2024

1. The home team supplies home plate if needed, bases are provided by the City/Township. There will be enough for 1 per game in the RR and 2 per game in the playoff portion of the tournament. The convenor will have and supply the balls for the day.
2. The team which finished higher in the regular season standings may choose to be Home or Away during the round robin. The team which finished higher during the round robin has the choice of being Home or Away for the semi-finals and finals.
3. Each team must identify a designated representative before the first pitch. All questionable calls must go through the representative to the umpire.
4. One warning will be given for unsportsmanlike conduct. After this, the player will be ejected.
5. A minimum of 8 players is required within 5 minutes of the start time or the game is forfeited. The game must start when the eighth player arrives after the scheduled start time.
6. If both managers discuss and agree before the game to allow specific players to leave early or arrive late, or if a player is injured during the game and cannot continue playing, that player will be skipped over in the batting order and not declared out.
7. All players must bat during the game. Substitutions may be made on the field.
8. No player may play for more than one team. If a team is short-handed for a game they may not borrow a roster player from any other team. Once any player has played for any team, he is considered a roster player and may not then play for any other team that season.
9. All players must play in a minimum of 3 games in a season to be eligible for that year's tournament or 7 games over 2 seasons. No exceptions to this rule will be granted moving forward.
10. The pitch must be a minimum of 6 feet from the ground as per the NSA and SPO rulebook (no maximum).
11. The pitcher has the option of giving a batter a walk without throwing any pitches.
12. The standard base distance is either 65 feet if bases are not already present or wherever the bases are if they are present.
13. If the batter steps with his entire foot in front of the plate while making contact with the ball, the batter is out.
14. The home plate is live and in fair territory. If the ball is hit by the batter, hits the plate, and stays fair, it is a fair ball.
15. If the batter touches the home plate while making contact with the ball the batter is out. The batter may touch the plate after making contact with the ball without penalty.
16. A runner going home is safe only after any part of his foot touches the ground past the home base line.
17. Catcher may tag a runner running home. This is consistent with SPO/NSA rules.
18. Three courtesy runners will be allowed per team per game for any runner on any base. Courtesy runners may be any roster player.
19. A Division only - at the beginning of every game a player must designate that he will need an injury runner for him during the game. If a player is injured during the game, he may also be replaced by the last out with no consequence and will have an injury runner for him for the rest of the game. Once a player is deemed to need an injury runner he may no longer run for himself the rest of the game. Once a player that is deemed to require an injury runner comes to bat this player must bat for himself and be able to get to first base. If a player is too injured to be able to get to first base he must remove himself from the game. The batter that requires an injury runner cannot run any further than first base, even on a ground rule double. No matter how hard or where the ball is hit in play, he can only get a single and must stay at first until the conclusion of the play and his runner takes over for him. During his at bat, any player on base can still run as normal playing procedures allow. If the batter hits a home run then this counts as a home run and all players walk off the field and count all of the runs. The injury runner must never proceed to run towards or fake that they are running towards second base. (Normally done to fake the fielder into focusing on them instead). Due to many past issues of this the league has voted that this will result in the batter/runner being out, and all runners return to their existing bases the occupied before this batter.

20. B and C Divisions only -Injured players acknowledged by both team managers before or during the game may have an injury runner throughout the game. Injury runners will be in all cases the most recent 'out' or, if no outs have been recorded in the game, it will be the bottom player in the batting order. A courtesy runner can replace an injury runner. The injury runner will start from the point on the ground where the continuation of the third base line meets the backstop fence. Runners must be behind this line at all times and stepping over it will be considered a lead off and the batter will be declared out. The injury runner cannot run any further than first base, even on a ground rule double. No matter how hard or where the ball is hit in play, he can only get a single and must stay at first base until the conclusion of the play. During his at bat, any player on base can still run as normal playing procedures allow. If the batter hits a home run then this counts as a home run and all players walk off the field and count all of the runs. The injury runner must never proceed to run towards or fake that they are running towards second base. (Normally done to fake the fielder into focusing on them instead). Due to many past issues of this the league has voted that this will result in the batter/runner being out, and all runners return to their existing bases the occupied before this batter.
21. A batter (or injury runner) running to first base must touch the orange safety bag only if he is running through the base with no intention to make the turn to second. It does not matter which direction he turns to return to the base - the runner is only in play if he demonstrates intent to move toward second. If he crosses the foul line to enter fair territory before returning to first base, that will also signify intent.
22. +3 Rule: no team may have hit more than three over-the-fence home runs more than the opposing team at any point in the game. The +4th home run will be ruled an out; no runners advance.
23. Base runners are not required to (but may do so if they choose) run the bases on a home run.
24. +10 runs rule: No matter what the score is at the end of the game; for the purpose of determining the +/- for the tournament round robin standings no team will be awarded more than a plus 10 runs for a large victory. This is to prevent teams from continuing to 'pour it on' after the score differential in the game becomes significant. It also gives the losing team a chance to still improve their plus minus in future games (1 bad game doesn't completely ruin their +/- on the tournament)
25. Round robin will be 7 innings and the Semis and Finals are 9 innings. You continue playing until there is no tie in the semi-final and championship games.
 - a. For 7 inning games - There is a 7 run limit for innings 1 through 5 and the remaining innings are open innings. In the event of a shortened game, the last two innings are open innings. The umpire will announce any such changes at the start of the inning.
 - b. For 9 inning games - There is a 7 run limit for innings 1 through 6 and the remaining innings are open innings. In the event of a shortened game, the last two innings are open innings. The umpire will announce any such changes at the start of the inning.
 - c. During the round robin an inning cannot start after 1 hour and 20 minutes, 0 sec. from the scheduled start time of the game. NOTE: The convener will NOT be deciding a game based on 2 peoples differing opinions of the rule. The two team reps must come together and make the decision of whether or not to start a new inning and that will be final. For the semis and finals, an inning cannot start after 1 hour and 45 minutes, 0 sec. from the scheduled start time of the game
26. In case of rain or lightning a complete game is five full innings. Either coach may call a game at any time due to lightning.
27. Batting in the bottom of the last inning if the batting team is winning is not allowed.
28. The umpire's decision is final.
29. Managers are responsible for informing Division Conveners of game results by entering them on the charts provided. State whether you won or lost and the final score.
30. We will use NSAs tiebreaking formula to determine standings