

## WCSSAA Boys' Slo Pitch Playing Rules and Regulations

### 1. Date

1.1 The Waterloo County Secondary School Athletic Association Boys' Slo Pitch schedule shall be played in the months May to June unless extraordinary circumstances dictate a change.

### 2. Location

2.1 The locations of the regular season and play-off games shall be determined by available facilities.

2.2 The locations of the games shall be as they appear in the WCSSAA Sports Schedule unless extraordinary circumstances dictate a change.

### 3. Competitive Divisions

3.1 There will be one (1) competitive division.

### 4. League Structure and Procedures

4.1 The league structure will be determined based on the number of teams participating in any given year and shall be organized by the convenor and the scheduling chair.

4.2 Game results are the responsibility of the home team.

4.3 The home team is responsible for preparing the diamond.

4.4 Games will begin at 1:30pm and 3:30pm and no new full inning can begin after 2:45pm and 4:45pm. When triple headers are being played, the first games will begin at noon.

### 5. Play-Offs

5.1 The play-offs shall consist of a tournament. The round robin will be played on the one date. The semis and finals together on a separate date.

5.2 The top 8 teams from the regular season shall enter the play-offs.

5.3 A team that forfeits a league game is required to make direct contact with the convenor and WCSSAA scheduler a min of 24 hours before game time. A team that forfeits 2 or more league games will be automatically withdrawn from the League play-offs.

5.4 If a team forfeits a game or games, and if that team is tied with other teams at the end of the schedule, then that team would be relegated to the lower standing between the teams tied

5.5 Tie-breaking procedures in final standings if two (2) teams are tied:

- 5.5.1 Head to head record of the tied teams against each other
- 5.5.2 The higher winning percentage team advances
- 5.5.3 If still tied the win/loss record against common opponents.
- 5.5.4 If still tied the team with the most wins against common opponents.
- 5.5.5 If still tied, strength of schedule format will be used.

**Strength of Schedule**

A list of all the teams that each of the tied teams has played will be compiled. The number of wins each of these teams has accumulated during the season will then be added together and compared. This total will be used to determine the placement of tied teams; that is, the higher the total, the tougher the schedule and therefore the higher the placement of the tied team.

- 5.5.6 If still tied, the total "runs against" vs. common opponents, that is, the lower the total, the higher the placement of the tied teams
- 5.5.7 If still tied, total runs against in the season, even if teams don't have opponents in common.
- 5.5.8 If still tied, coin toss

5.6 If there is a tie between 3 teams or more:

- 5.6.1 If one of the tied teams played and defeated all other tied teams, they are the clear winner.
- 5.6.2 One clear winner will be determined using 5.4, and placed in the standing, and then the process starts over with the remaining tied teams.

5.7 The championship pools shall be formed based on the regular season standings as follows:

Pool A	Pool B
1st	2nd
3rd	4th
6th	5th
8th	7th

5.7.1 The Home team will be decided throughout the play-offs by the team with the higher seeding in the league standings following the regular season.

5.8 Round 1 will consist of round robin play within each pool.

5.9 Semi Finals

Semi Final 1	B2 vs A1
Semi Final 2	A2 vs B1

5.9.1 The home team in the semi-final matchups will be A1 and B1, the teams who won their Round Robin pool play.

5.10 The highest ranked regular season team is the home team for WCSSAA Finals

Winner Semi Final 2 vs Winner Semi Final 1

5.11 In the event of a tie after round robin play, the following tie-breaking procedures will be used:

5.11.1 Head to head record of the tied teams against each other.

5.11.2 If still tied, the team with the best Point differential (+/-) will be placed higher

5.11.3 If still tied, the team with the lowest total "runs against" will be placed higher

5.11.4 In the case of a 3 way tie, once the highest placed finisher is determined using one of the above sections, the process will then repeat itself among the remaining tied teams.

5.12 In all playoffs, including round robin games, if the score is tied and the timeline has been reached, international tie breaking rules will apply. Extra innings will begin with the last player out in the previous inning starting at second base with one out being counted.

5.13 Playoffs format: Higher placed team in the season chooses to be up first or second in the playoffs. In Round Robin play, if the home team is winning in the seventh inning, they do not bat in the bottom of the seventh.

6. **Expenses**

6.1 The cost of umpires and any other expenses will be a shared expense amongst all participating teams.

7. **Eligibility**

- 7.1 Each competitor must be eligible under all the rules and regulations of WCSSAA.
- 7.2 Refer to WCSSAA Procedure 7.2.1 for individual eligibility.
- 7.3 A player, to qualify for a play-off game, must have played in one (1) of the regular league games.

**8. Entries**

- 8.1 A team's eligibility list must be received by the convenor prior to the first league game
- 8.2 Coaches may make additions to the eligibility list during the season.

**9. Rules and Officials**

- 9.1 The official rulebook governing play during the WCSSAA schedule shall be the Slo Pitch Ontario rulebook.
- 9.2 Exceptions to the rule book are as follows:
  - 9.2.1 Baselines to be 65 feet in length where possible.
  - 9.2.2 Distance from pitcher's line to the front of the home plate to be 50 feet. Maximum distance pitcher may go behind this line is 5 feet. The pitch must be released with one foot between 50 and 55 feet
  - 9.2.3 A commitment line will be drawn 21 feet from home plate intersecting the 3<sup>rd</sup> base line. If a runner touches or crosses that line during play, he must commit to home plate.
  - 9.2.4 A safe line will be drawn from the front corner of home plate to the screen. A runner scores when any part of their front foot crosses or touches the ground on or past the diagonal line. If the runner touches home plate they are out. For all plays at home plate, the defensive team must touch home plate to record an out. Runners cannot be tagged once they've crossed the commit line. If they are tagged, they are deemed safe.
  - 9.2.5 A team must have at least 8 players present at game time. If a team does not have 8 players a 10 minute grace period will be granted. If 8 players are still not present at the end of the grace period that team will default.
  - 9.2.6 If a team has 10 or more players, they may choose to put all of their players in the batting line up or they will set a lineup with at least 10 players in their batting order and have their extra players on their bench as substitutes. A player must be in the batting line up in order to play in the field. Any player on the bench may be substituted to replace a player in

the batting order. The substitute will remain in that place in the batting order. The original player may re-enter the game one time only and only back into his original place in the batting order.

- 9.2.7 A player who arrives after the start of a game may be added to the bottom of the batting order.
  - 9.2.8 If a player must leave prior to the end of the game he may be removed from the score sheet without consequence to the team unless this would result in less than eight (8) players in the batting order.
  - 9.2.9 Any regular season game that ends in a tie will remain a tie.
  - 9.2.10 Over the fence home runs will follow a "plus two" format. One team cannot have more than two (2) over the fence homeruns than the other team at any point in the game. If a third over the fence home run is hit, it will be counted as a walk and this does not count toward the home run total. Runners only move up if forced to. To speed up the game, after a home run is hit, the batter touches first base and heads to the bench. (no home run trot)
  - 9.2.11 A pitch must be thrown underhand with a minimum arc height of 6 feet and a maximum of 12 feet. Any pitch not conforming will be declared by the umpire as a "No Pitch" and may be hit by batter or declared a "ball" if the batter doesn't swing.
  - 9.2.12 A third strike foul ball produces an automatic out to the batter however, the ball is alive if caught in the air in foul territory and the runners may advance at their own risk.
  - 9.2.13 There will be a 5 run mercy rule per inning, except for the final inning which is open. Any game with a run differential of 15 after 5 innings will trigger the mercy rule.
  - 9.2.14 Pitchers shall have 1 warm up pitch after the 1st inning, unless the pitcher is entering the game for the first time.
  - 9.2.15 When a visiting team is winning by 10 or more runs heading into the open inning (an inning with no cap on the number of runs scored), the teams will be allowed to flip the team that bats so that the home team bats first in that final inning instead of the visiting team. If the team that bats ties or takes the lead the original visiting team will get their at bat. If the team batting doesn't catch up, the game is over.
- 9.3 The home team will be the official scorekeepers.

- 9.4 A team may use a maximum of three (3) courtesy runners per game. The courtesy runner can be any original roster player. They must be announced to the umpire before entering the field. If the courtesy runner is due up to bat while on base, they may be replaced, and the team will be charged an ADDITIONAL courtesy runner (of the allotted 3).

## 10. Uniforms and Equipment

- 10.1 The home team shall be responsible to supply home plate, first base double safety bag and other appropriate bases.
- 10.2 Home plate shall be two (2) feet wide by three (3) feet deep. Plywood is suggested.
- 10.3 The home team will provide a brand new Worth 12" "Hot Dot" softball to be used as the official game ball. A slightly used ball will also be provided for the spare ball.
- 10.4 Helmets with chin straps will be done up: otherwise the helmet must fit such that it will stay on the head. A warning will be issued to the offending team, and then further infractions will result in an out for the offending team.
- 10.5 Catchers must wear an approved mask.
- 10.6 Shoes may not have metal cleats. If a batter is found with metal cleats they will automatically be called out. If the metal cleats are discovered at the completion of a play, the batter will be called out and all baserunners will return to their original position. If a fielder is found to have metal cleats they will be asked to leave the field. A play may re-enter the game if they change their shoes.
- 10.7 No jewelry shall be worn by anyone on the playing field. A warning will be given to the offending, offensive team. No one called out. Jewelry which cannot be removed, shall be covered or taped down. Medic alert bracelets are NOT considered jewelry and should not be taped over.
- 10.8 Minimum uniform will be identical shirts.
- 10.9 The league shall follow SPO rules for illegal bats. Coaches should view [www.slopitch.org](http://www.slopitch.org) to view the approved bat list. Coaches must have all team bats lined up along the fence for umpires to inspect before the game begins. Any batter using an illegal bat in the game will be called out. If a player is caught using an illegal bat a second time, the player is out and is automatically ejected.

**11. Awards**

- 11.1 The WCSSAA championship plaque will be presented to the championship team.
- 11.2 Each member of the championship and finalist team shall receive a WCSSAA individual plaque.
- 11.3 Each participating team may select one (1) player from their team for WCSSAA First Team All-Star. The four teams that made the WCSSAA Semi-Finals may select two players.

**12. Department**

- 12.1 A staff member from each school represented must be present and responsible for the behavior of his/her students.
- 12.2 No chewing tobacco shall be allowed during games.

**13. First Aid Procedures**

- 13.1 All coaches are required to follow the OPHEA guidelines for their sport.
- 13.2 Coaches shall provide all consumable medical supplies for their athletes.
- 13.3 Each school must have a First Aid Kit on site during competition.
- 13.4 Each school should have a safety procedure to follow and there should be access to a telephone for emergency use.

**14. Jury Of Appeal**

- 14.1 For all protests, complaints, and suspensions refer to WCSSAA Procedure 9.6

**15. Length of Playing Season**

- 15.1 The training and competitive season for a boys' slo pitch team shall be from March 1 to the WCSSAA, CWOSSA or OFSAA tournament.

**16. Coaches' Meetings**

- 16.1 There will be one (1) pre-season meeting held prior to the start of the regular season.
- 16.2 There will be one (1) post-season meeting held before the end of June.
- 16.3 Voting at the boys' slo pitch meetings will be limited to one(1) vote per team entered. Representatives must be present at the meeting to vote. Voting by proxy will not be permitted.
- 16.4 A simple majority of votes will rule.

**17. Convenor Rotation**

2018	WCI	2019	WODSS	2020	CHCI	2021	ECI
2022	EDSS	2023	FHCI	2024	GCI	2025	GPSS
2026	GRCI	2027	HHSS	2028	JHSS	2029	KCI