

Goulding Park Mixed Slo-Pitch 2025 Rules & Regulations

General Rules

All games are a maximum of 7 innings. In the event that it should be necessary to end or delay a game as the result of inclement weather (rain), 3 complete innings must be played for the game to be complete. The score will determine the winner at the end of the last complete inning of play. Tied games are acceptable in the regular season.

Game times are 4:30pm, 6pm, 7:30pm and 9:00pm. It is the responsibility of the captains to ensure that their players are ready to commence the games at the above times. The start of a game may be delayed a maximum of 10 minutes to allow for late arrivals. If there are an insufficient number of players, the game will be defaulted as a win to the team that has sufficient players.

No game will last longer than 1 hour and 30 minutes in the regular season. No new inning is to start after 1 hour and 15 minutes.

Players must be present to be listed on the score sheet. Late arrivals will be put on the bottom of the score sheet. The player must advise both the umpire and opposing teams coach/captain.

Only players registered and in good standing with the Goulding Park Mixed Slo-Pitch League and playslopitch.com insurance will be allowed to play. If a team is found to be using players that are not registered the game shall be deemed a default in which the ineligible player played and the captain will be suspended for the next game.

Grey Dots are the official balls of GP Mixed Slo Pitch 2025 Season

Only captains will enter into a discussion with the umpire.

The umpires' watch will be the official time.

The Rover line refers to an imaginary line drawn on the outfield grass, typically positioned halfway between the warning track and the infield.

Fielding Players & Defensive Play

A minimum of 1 female is to play in the infield (excluding catcher and pitcher).

No team may field more than 7 male players defensively.

One female must be present for the game to take place; however, there must be a minimum of 8 players at game time for an official game to take place.

If a team only has 8 players, the opposing team will provide a catcher. The substitute catcher will not play defensively against his/her own team.

Overthrows that go out of play result in the runners being awarded 2 bases from the time of the throw.

Borrowing Players Only registered players with our GP Slo-Pitch league can be used in the event a team is short-handed. The maximum number of players a team may borrow is 3. A team can only borrow players to allow them to field a maximum of 10.

- Borrowing players for playoff games will not be allowed.
- Outfielders must stay on the outfield grass until the ball is hit (except for Rover line rule)
- No outfielder may make a force out at first base.
- Infielders cannot come in past the base path until contact has been made.
- **"Rover line rule"** applies when a female hitter is at bat

Rover Line Rule

The "**Rover line rule**" applies specifically to female hitters. When a female hitter is at bat, the opposing outfielders must begin defensively at the rover line. Once the female batter makes contact, the outfielders are allowed to move from the rover line. The "Rover line rule" prohibits teams from positioning male outfielders inside the designated rover line when a female is at bat. This exception to the rule applies solely when fielding a complete 4-person outfield. During at-bats by female players, the only outfielder permitted within the rover line is a single designated female rover. The first violation of the "rover line rule" results in a warning, and if the violation occurs again within the same game, the female batter will be granted first base. It's important to emphasize that when a male player is at bat, there are no restrictions on the positioning of fielders.

The Rover line refers to an imaginary line drawn on the outfield grass, typically positioned halfway between the warning track and the infield.

Batting

All players must be in the batting line-up. Only 10 players will play defensively. All players are to be given equal opportunity to play. Unlimited substitutions are allowed defensively for each new inning but not during an inning.

Third strike foul is an out.

No more than 2 consecutive male batters may bat between female batters.

The following procedure is recommended to use when there are unequal numbers of males/females:

List the males (M1, M2, M3, M4, M5, M6) and females (F1, F2, F3, F4) separately in two lists. The batting order is followed by rotating through each list as you alternate between each list.

Example: (Male bats first) M1, M2, F1, M3, M4, F2, M5, M6, F3, M7, M8, F4, etc. or (Female bats first) F1, M1, M2, F2, M3, M4, F3, M5, M6, F4, etc

In any given game, a team's home run total may not exceed 2 more than the opposing team's home run total. (i.e.) Team A hits 2 home runs, Team B has 0 home runs. Team A is not allowed to hit any more home runs until Team B hits 1. If Team A does hit another home run, before Team B, it will be considered an out.

Fly balls hitting the green fence and bouncing back into the field will be considered live balls. Fly balls hitting the mesh are considered home runs.

A ball that is batted fair and goes into dead territory will be considered a ground rule double. Any ball that bounces over the outfield fence will also be considered a ground rule double.

Bats used in our league must comply with EITHER the ASA bat standard OR the USSSA bat certification program.

Base Running

A safe base will be used at first base. A player running to first must touch the orange part of the base if a play is being made defensively at that bag. Players can touch the white portion of the base if their intention is to round to second base and there is no play being made defensively at first base.

Five courtesy runners are allowed per team, per game. This must be the next available player of the same gender. The batter must be safe on base before the substitution can be made.

There are no lead offs or stealing. The batter must make contact with the ball before the runner may leave the base. The runner will be called out if he/she leaves the bag before contact is made.

A player running to home must cross the safe line. If a runner touches the plate or the mat, they will be called out. The defending team must be in possession of the ball with one foot on the plate before the runner crosses the safe line to be given the out. There is no contact or tagging at home plate.

The commitment line is found between third base and the safe line. Any runner who crosses this line is committed to run home (over the safe line). A runner who crosses this line and makes a move back towards third base will be called out. Exceptions to this rule include going back to third to tag up on a caught fly ball or if a player misses touching the third base bag on the way to home plate.

Regular season standings (ranking) is based on a team's winning percentage.

Scoring

- A maximum of 5 runs per inning can be scored.
- The last inning will be an open inning and there will be no maximum runs.
- A team winning by default will be awarded +7 runs. The defaulting team will be given a -7 run loss.
- Standings are based on winning percentage.
- When two or more teams are tied in the standings at the end of the regular season, the final standing will be determined by:

% Head to Head results

% Run differential in the head to head games

% Run differential in the season

Rainout or Poor Weather

- Rainout or Poor Weather decisions will be made by Umpire and league officials. (Teams should expect to play)
- Teams must complete 3 Innings to be declared an official game, otherwise rainout games will be considered a tie
- There are no make up games for incomplete rainout games.

Pitching

The ball, when pitched, is to take a 6-foot to 12-foot arc between the pitcher's mound and home plate. IF the ball does arc and lands on any portion of the mat or the plate, the pitch will be called a strike. If the pitch does not arc, the umpire will call it illegal while the ball is still in the air and the pitch will be called a ball. If the batter chooses to swing at a pitch already designated as illegal by the umpire, the call is negated and the ball is deemed to be in play.

The pitcher must pitch within a 50-55 pitching zone.

Intentional walk is when the first four consecutive pitches to a male batter are balls with a female batter on deck.

Intentionally walking a male batter will award the batter two bases. The next female has the choice to bat or take first base.

Attire

Uniforms will consist of a team shirt. To be eligible to play in a league game, all players must wear their numbered team jersey as assigned. Rubber cleats may be worn. The league prohibits metal cleats.

Blood

Any player bleeding or with an exposed open wound will not be allowed to enter play (or continue playing) until the wound has been contained (bandaged, wrapped, etc.) to the satisfaction of both captains and the umpire.

Misconduct

There will be no unsportsmanlike behaviour (e.g. profanity, threats to hit/injure, foul hand signals) tolerated toward the umpire, any opposing team or a teammate. For any ejection during a game, a player is automatically suspended at minimum one game for their next scheduled game. This is the minimum penalty, and could be more severe depending on the nature of the ejection. If there is a second ejection to a player in the same season, then they automatically have to sit out an additional TWO more games, and could be more depending on the severity of the ejection. If there is a 3rd ejection, the player will be removed from the league without reimbursement. If a player is ejected during a game, they are to leave the park.

Playoffs

Same rules as above apply to play off games with the following exceptions:

Depending on the numbers of teams, playoff Structure will be decided by the Convenor.

In Finals, all games must result in a WIN and will be played until a team is declared the winning team. (No TIES). Games that are tied will use the SPO international tiebreaker rule.

There are no borrowing players for playoff games.

SPO International Tie Breaking Rule

At least one full inning is played, the last batter on offense starts at 2nd base. If the score remains tied, the same process is

used in each inning until a victor emerges (one team scores more runs than the other at the end of a complete inning)

Updated Rules for 2025 (Confirmed at AGM 2024)

- **Infield Shift Restriction:** On defense, teams may have only two infielders positioned between 1B & 2B and 2B & 3B. A third or fourth infielder cannot be added to these areas.
 - **Infraction Consequences:**
 - 1st violation: Warning
 - 2nd violation: The hitter is automatically awarded two bases
- **Run Differential Cap:** A maximum of +7 runs will be recorded in the standings, even if a team wins by a greater margin.

Revised March 22nd, 2025