

BARRIE SENIOR CO-ED SLO-PITCH 2025 RULES

The league follows SPN rules, except where specified below.

TEAMS (1)

- (a) Players must be age 55 and over to participate in this league.
- (b) Teams must field minimum of 9 players, maximum of 11 players on defense (6 infielders including pitcher and 5 outfielders) for Monday, 11 for Wednesday (6 and 5). Less than 9 players is a default and teams can play a fun game, borrowing a few players from the other team.
- (c) If a team has 9 players, they can request a catcher from the opposing team. Catcher can make defensive plays.
- (d) Spares – Spares should only be used when there are 9 players available (don't pick up a spare and have a player on the bench). Coaches must speak to the executive to get a spare. Coaches can request a "replacement player" for an injured player through the executive as well.
- (e) Minimum number of games: Every player must play a minimum of 10 games days to be eligible for playoffs. This does not include time off for injuries.
- (f) Every player must bat. Older or injured members may be in the batting order, but are not required to take the field. If a player is unable to bat, first time up they are an out, after that, passed over in the batting order.
- (g) If neutral umpires are not available: The first/third base coach shall act as a first/third base umpire and call safe/out at that base. The home plate umpire is responsible for all other calls. Discussion will be limited to ONLY the umpires and the team coach. Home plate umpire can make the call on appeal of the coach.
- (h) The home team shall have 1st base dugouts.
- (i) Defensive Shifting – Until the ball is hit, infielders cannot shift position beyond second base (i.e. the second baseman must play between 1st base and 2nd base and the short stop must play between 3rd base and 2nd base). With 5 outfielders, there can only be 3 outfielders on either side of 2nd base. The rover can move to one side or the other. Infielders may play on the grass for safety reasons.

PLAYING FIELD (2)

- (a) Bases will be set 60 feet apart.
- (b) The home plate (strike zone) shall be a board, preferably $\frac{3}{4}$ inch plywood, measuring 2 feet X 3 feet, in rectangular shape. The front of the board will be placed at the front edge of diamond's home plate and cover the entire plate. The catcher may use any part of the strike zone board or the diamond home plate should the board be displaced for any reason.
- (c) The batter's box will extend from 1 foot behind the board to 3 feet in front of the board, approx. 7 feet. In the event of a ball hit into fair territory, if the batter has a foot completely outside the box, in front of or behind the board, he will be ruled out. Having

part of a foot on the board is also considered out. The ball must remain fair, if foul, simply a strike.

Foul lines should be marked between home plate and grass.

(d) A runner attempting to reach home must do so by touching the secondary plate located in foul territory, 8 ft. from home plate, in line with the first base foul line. Sliding into home plate is not allowed. The runner is out if he touches home plate whether or not a play is being made. A runner is not out if the plate is touched in an attempt to avoid a collision. The catcher cannot make a play by touching the runner's plate.

(e) Pitcher's Box - An imaginary line shall be located from home to 2nd base. A chalk line shall be marked 1 ½ feet on both sides of, and parallel to this line. These lines will start 45 feet from home plate and end 55 feet from home plate. Pitchers must release the ball from any point between these lines. Pitcher must have at least one foot between the two lines when ball is released.

(f) Commitment Line Between Home Plate & 3rd Base – A Line will be marked in foul territory, perpendicular to the 3rd base foul line 21 feet from back of home plate. If the runner breaks that line, he must proceed. If he tries to return, he will immediately be called OUT and the ball is live. The exception would be if a fielder catches a fly ball and the runner must retreat.

(g) The pitching screen will be placed between home plate and the pitching box, approximately 30 feet from home plate. The pitcher must throw the ball over the screen and be behind the screen after releasing the ball.

Once the ball is hit then the pitcher may move to field the ball. If a pitcher moves out from behind the screen prior to the ball being hit, the pitcher shall be warned once by the umpire. If it happens a second time, the pitch is considered a ball.

If a batter has less than 2 strikes, any batted ball hitting the screen will be a strike and play is dead providing the ball has not been redirected into the screen by a defensive player. The ball is live should the redirection occur.

If the batter has 2 strikes, any batted ball hitting the screen (without redirection), the play is dead and the batter will be given unlimited pitches until an out or a hit or a walk is recorded.

Any thrown ball hitting the screen or any part of the frame the ball is live, except by the pitcher in the act of pitching. A pitch thrown in to the screen is a ball.

(h) Rover line will be established in the outfield 110 feet from home plate. Outfielders must stay behind the cones/line in the field until the ball has been hit. Rovers are allowed to play between the 110' line and the infield.

INTERFERENCE (3)

1. When a runner is called out for an illegal slide or interference at any base, that runner is out and the base runner closest to home is also out. The ball is dead and all other runners return to the base previously occupied. Example: Bases are loaded, a runner goes to 2nd base, interferes at 2nd, the runner interfering is out and the runner going to home is out as that player is the closest to home.

2. Should a defensive player impede a base runner from advancing, at the conclusion of the play, the umpire in his judgement may award the impeded runner an additional base or bases.

EQUIPMENT (4)

- (a) **Balls** – the league will use a lime green ball rated Hot Dot.
- (b) **Bats** – A legal bat must meet these requirements.
 - 1) It must be rated BPF 120 and bear the thumbprint logo of USSSA, ASA, or OSA stamp of Approval.
 - 2) Older bats must have the BPF rating of 1.20 and maximum speed of 98 mph.
 - 3) For Ladies or Men 75 and older, a BPF 121 bat will be allowed.

It is suggested each team produce their bats for inspection by the opponent, prior to the game. Bats that are challenged and are not accepted must be removed from the game. Prior use of a bat in league play, or use in another league, is irrelevant. Older bats that have the finish worn off, or have been repainted to cover any markings, will be presumed illegal and dismissed from play.

COURTESY RUNNERS (5) –

A courtesy runner is provided only if a player is injured and is still playing but does not wish to run to first. This must be identified to the umpire and the other team prior to the game. Injuries during the game that result in a player requiring a courtesy runner from home will be allowed after advising the umpire and the other team. If a player requests a courtesy runner, they must take one (they cannot change their mind when they see who the runner is). If a batter chooses to run to first base, they must continue running for themselves and will be the courtesy runner if they are last out.

- (a) All courtesy runners must be the player making the last out. If the player making the last out used a courtesy runner, that courtesy runner will become the runner for the existing situation with the second last out. A player can only be a courtesy runner once per inning. The courtesy runner starting point will be by holding the backstop. The runner cannot cross the line directly (directly in line with 3rd base) until the batted ball is in play. If the runner does leave the before the batted ball is put in play, then that courtesy runner is out (anticipation rule). If, in the 1st inning, a courtesy runner is required and no outs have been made, the player at the bottom of the lineup must be used.
- (b) If a courtesy runner is used for the batter, and the batter hits the ball, the runner must stop at first base, regardless of where the ball is hit. If the runner proceeds beyond first base, runner must return, and is not subject to being tagged out. The exception would be an “over the fence” home run. The courtesy runner shall not advance in any event, an overthrow, error on the field, or ball out of bounds. Runners on base proceed as normal. If the courtesy runner goes beyond first base, runners will only be awarded one base.

GENERAL (6)

- (a) Games will consist of up to 5 innings, depending on the time. No new inning after 10:20 and 12:20.
- (b) Batters are allowed 4 balls and/or 3 strikes
- (c) An inning is over when 3 outs have been recorded, or when a team scores 5 runs in that inning. Catch-up Rule - When a team is trailing by more than 5 runs, they can tie the score. The five-run rule does not apply in the last inning.
- (d) If a team is leading by more than 12 runs at the end of the fourth inning of a five-inning game, or 12 runs at the end of the third inning in a 4-inning game, the game may be ruled complete. The losing team has the option to complete the game.
- (e) Arc of pitches must be 6 – 12 feet.
- (f) The infielders must remain behind base lines until the batter hits the ball. The rovers must remain on the outfield grass and the outfielders must remain behind the 110' line until the batter hits the ball.
- (g) Batters may not bunt a ball. A bunt will include a deliberate downward chopping motion, meant to minimize roll of the ball. Batter will be called out and ball is dead.
- (h) There is no runner anticipation allowed. Runners must stay in contact with base until the batter has made contact with the ball. If there is an anticipation step taken by the runner they will be deemed out unless the batter has made contact with the ball on the swing. As always, a lead-off is not allowed.
- (i) No Sliding is permitted when advancing to a base and any player sliding will be called out. A player may dive/slide to return to a base, for example, when a fly ball is caught and the runner is returning to the base.
- (j) A new ball will be used to start play of game one.
- (k) Tagging is permitted, except at home plate.
- (l) At first base, the runner must turn into foul territory to safely over-run the base. Failure to turn into foul territory may be deemed "intent" to proceed to the next base and the player may be called out if tagged by the base person. The umpire must judge clear intent to proceed to the next base.
- (m) Outs at 2nd and 3rd must be made by tagging the incoming runner unless a forced play is in effect. At that point, if the defender has control of the ball and touches the base prior to the runner reaching the base (similar to 1st base) the runner is out.
- (n) The runner must always touch either white or orange part of first base. If there is a throw to first base on a batted ball, the runner must use the orange part of the bag. Using the white part is a safety violation and runner will be called out.
- (o) In event of player injury, the game will stop immediately until player is attended to. Upon play resuming, the umpire will use discretion to place runners. Team captains may be consulted.
- (p) Infield fly. If runners are on 1st and 2nd, or 1st, 2nd, and 3rd, with less than 2 outs, the infield fly rule is in effect. The ball must be catchable with an "ordinary effort",

- by an infielder. The umpire shall call "Infield fly, batter out if ball stays fair", while ball is in the air. Ball is "live". Batter is out, ball need not be caught. Runners may advance at their own discretion.
- (q) When a ball is hit foul and caught by the catcher the batter is out.
- (r) Upon hitting a foul ball on third strike, the batter is out. Should the foul ball be caught, runners may advance at their discretion. If ball is not caught, there is no advancement by runners.
- (s) Monday – All over the fence hits are doubles only. Runners advance two bases. Wednesday - Each player is allowed one over the fence home run per game. Subsequent over the fence hits by the same batter will be "ground rule doubles". An over the fence run is a walk-off for all runners.
- t) If a fielder intentionally drops a fly ball or line drive when a runner is on first. and less than 2 outs, the batter is out, the ball is dead.
- (u) A runner is awarded bases when:
- A batted fair ball goes out of play (2 from time of pitch)
 - A thrown glove touches baseball (2 on thrown ball, 3 on batted ball, from time of pitch.)
 - A fair ball carried out of play (1 from time ball is dead)
 - A ball thrown out of play (2 from time of throw)
 - Runner is obstructed by defender, (award as far as umpire thinks he would have gone.)
 - In event of a rundown between bases and the ball is thrown out of play, the runner shall be awarded one further base if he was in retreat at time of the throw, 2 further bases if runner was advancing at time of the throw.
 - **NOTE.** A courtesy runner for the batter shall not be awarded extra bases and will remain at first
- (v) No outfielder can throw a batter out directly who is running to first base. An outfielder cannot throw or run the ball in to first base to get the runner out.
- (w) Intentional walk is defined as the first 4 pitches of an at bat are balls. If a batter is intentionally walked the batter will be awarded 2 bases. If there is a runner on 1st base, they will advance to 3rd base. Any runner on 2nd base only will advance to 3rd base. Any runner on 3rd base will not advance. If there are runners on 1st and 2nd base, the runner on 1st will advance to 3rd base and the runner originally on 2nd will score. If the bases are loaded, then the runners on 2nd and 3rd bases will score and the original runner on 1st will advance to 3rd base.