

# HAMILTON CENTRAL SLO PITCH LEAGUE

## REGULAR SEASON HOUSE RULES

Last Updated: 2019/03/26 1:17:51 AM

### GAME DAY RULES

1. All games are 7 innings, time permitting.
2. Regular season games that are tied after 7 innings will remain a tie. No extra innings.
3. All games are scheduled for 1 hour, 15 minutes.
4. Games are scheduled for 75 minutes each, but no new inning will start after 1 hour after the intended start time.
  - Game 1 was to start at 6:00pm and no new inning will start after 7:00pm.
  - Game 2 was to start at 7:15pm and no new inning will start after 8:15pm.
5. Five (5) courtesy runners per game in MENS and unlimited for Masters. Any player in your dugout may pitch run. For masters, the same runner can only run once PER inning.
6. There is a 6-run max per inning. Last inning will be open. IF teams are in a mercy, and the amount is more than 6, they are allowed to bat until out of the mercy by 1 run. (IE. If the team is down by 20 in the bottom of the 5th, they can score 9 to be out of the 12-run mercy.
7. Pitching arc is 6 foot minimum to a 12-foot maximum.
8. Third strike foul is an out.
9. Any runner tagged at home plate is safe. Only way to get a runner out at home is the catcher stepping on the plate with the ball beating the runner to the plate.
10. After first inning no infield or practice ball permitted on the field.
11. Anticipation is allowed. Player is entitled to leave the bag once the ball has crossed home plate. If the runner is caught leaving a bag before crossing the plate, this runner is out.
12. Limited Home Runs. Each team is allowed 5 over the fence home runs. Auto out for each home run after your 5th one. For NON-FENCED diamonds, when the ball passes the light posts IN THE AIR. (EASTDALE INCLUDED) it will be deemed a home run. When it ROLLS PAST THE LIGHTS, IT WILL BE A GROUND RULE DOUBLE.
13. All pitchers must always be wearing some sort of face protection while ball is in play on defense. Games will not start and could be considered a forfeit if a team doesn't have a mask for their pitcher.

### POSTPONED GAMES (INCLEMENT WEATHER)

14. Only Umpires or City Park Groundkeeper's will postpone games due to rain or any other unsafe reason.
15. If a game is postponed and 1 team has less than 8 players, then this team will forfeit both games regardless and Team fines handed out as per Forfeit Section.
16. If a game is postponed and 2 teams has less than 8 players, then both teams will forfeit both games regardless and Team fines handed out as per Forfeit Section.
17. In the case of rain delayed games it is considered a complete game after five innings or 4 1/2 if the home team is ahead.

18. Games continued under any conditions are the responsibility of the teams and players involved and are in strict contradiction to the league policies and in doing so waive all the league of any responsibility.
19. Any game that is not cancelled one hour before the scheduled start of a game, teams are required to show up at the park. Once teams are there, they are required to stay for 30 minutes to see if the rain lets up. If the Umpire agrees that the diamond is in a safe state, the game will then start under normal rules. The idea is to at least get one game out of two completed.

## MERCY RULE

20. The mercy rule (12 runs) is in effect after five or more complete innings or four and a half innings, if the home team has scored the 12 runs to mercy.
21. The mercy rule applies any time after 4.5 innings.
22. The home team must have as many opportunities to bat (to tie or win the game) as the visiting team.

## PLAYER INJURIES

23. Any team who has a player hurt during the game with no substitution for him can remove that player from the line up and there is no auto out. Must have at least 8 players however to keep playing or it becomes a forfeit.
24. The blood rule is applied where if an umpire determines that a player cannot stop bleeding and comfortably control the blood from the wounded area, he can be removed from the game without any penalty.
25. Absolutely NO free pitch runners for injured players. Coaches must use one of your assigned pitch runners or use a substitute player not on active batting order.

## COACHES RESPONSIBILITIES

26. Coaches are responsible that all PLAYERS has registered online and completed our HCSPL Online Waiver Form.
27. Email game results to [SCORES@HCSPL.COM](mailto:SCORES@HCSPL.COM) within 24hrs.
28. Attendance Sheets MUST be filled out prior to the first game of the doubleheader and handed to the Umpire. The VISITING team is to supply the card. They are to fill it out and then give to the home team to complete. Umpires are instructed not to start a game until the attendance sheet has been handed in. Any delay will be using the time allotted for the game. For all playoff games same applies to OFFICIAL BATTING ORDER Game Card
29. Bases are supplied by the Home Team of the first game of the doubleheader.
30. Home plate must be 2 ft. X 3 ft. and must be made of wood or hard plastic. No rubber or soft mats allowed! Home Team failure to meet this requirement will be penalized as a forfeit for both games.
31. 1 new ball per game supplied by the Home Team. Make sure you keep your old game used ball as backups for future games. Visiting team supplies new game ball for Game #2.
32. All bases are to be setup 70 feet apart for ALL Divisions EXCEPT Masters. Masters set at 65'. Bases are to be completed on time before scheduled start of game. Late penalties will be applied to guilty team.
33. Safe bag must be used at first base. Orange bag belongs on the opposite side of the playing field in foul grounds.
34. The only bats approved for play in the HCSPL must have the new USSSA "Thumbprint" 1.20 stamp. All other bats are deemed illegal. If a player is caught using an illegal bat, the bat is to be pulled and no ejection is necessary.

35. Coaches are responsible for explaining league rules to all players and making sure they are understood.
36. Players arriving late must be informed to the Umpire and their name must be added to the line-up card at no penalty.
37. League meetings are mandatory, and teams must have a representative in attendance. If a team is repeatedly not represented it will risk having their spot in the league revoked. 37. League games will not be rescheduled for tournaments. Please schedule your tournaments around your league schedule.
38. Team can bat as many players as they want. If a team is batting only 8 or 9 players, the final spot or spots are not an out. Teams can add to the bottom of their order at any time during the game up to the 4th complete inning, any additional batters will go in at the bottom of the order.
39. A minimum of 8 players is required to start a game. Catcher will be supplied by the opposing team. Catcher is only to return the ball back to the pitcher and will not be involved in any defensive plays. Catchers must make an attempt to get out of the way of plays or fly balls. If catcher comes in contact with the ball the play is dead. If a catcher catches a ball that is hit back towards him out of habit or to protect himself the play is dead, and a strike is called. (Catcher cannot make defensive play so no out is called) If a catcher interferes with a ball hit in fair territory the play is dead, the runners return to their bases and the batter is out. If a team has 9 or 10 players, they must supply their own catcher.
40. Substitution: If you decided to bat the traditional order of ten batters or any number below the entire roster present at that game you may substitute players into the line-up. Once a player comes out of a game the no re-entry rule applies. Re-entry is allowed in the case of injuries only.
41. Commit line will be used in all games. Any player crossing the line will be forced to go home. He must cross the line at home before the catcher standing on the plate has possession of the ball. If a runner touches the plate he is out. If a runner interferes with the catcher or does not attempt to steer away from the plate he may be called out at the umpire's discretion.
42. Any team can have one player from another team in the league on their roster. Players must be from a different division in the league and can only play for one team in the playoffs. If a player is used from another team, he must be declared on the roster along with the name of the other team.
43. Any protests must be filed with Umpire during the game only. \$250 cash upfront to begin ANY protest. Send EMT to [payments@hcspl.com](mailto:payments@hcspl.com) with Security Answer as payment.

## EJECTIONS

44. City of Hamilton's Zero Tolerance Rule is in effect at all diamonds.
45. Zero Tolerance Policy for Violence in Recreational Properties & Facilities
46. Ejections will be handled the same way as an injury in the batting order. Auto out for first time rotation then no longer an auto out.
47. There will be zero tolerance of abuse of league officials and umpires. During games they are considered coaches/ players and any abuse will not be tolerated.
48. Any player who is caught excessively swearing after being warned will be ejected from the game.
49. On any ejection from a game, the player is to go to the parking lot. The game will not continue until the player has left the field. If he continues to abuse the umpire or other players verbally than the coach will also be removed.
50. Players ejected from a game maybe up for further disciplinary action from the league depending on the nature of the ejection.
51. Alcohol consumption is not allowed anywhere in any city parks or parking lots.

52. Alcohol is not allowed on playing field, benches or dugouts. Umpires are instructed to call the game at the expense of the team who disobeyed this rule. Game will be forfeited.

## TEAM FORFEITS

53. Teams will be fined for each forfeit they are responsible for. The fine is 60\$ per game and fines will need to be paid in full before next scheduled game or those games will be booked as forfeits.
54. Any team who forfeits games continually may be asked to leave the league without a refund.