

St. George Old Masters Slo-Pitch League Constitution

Revised April 14, 2010

1.0 General Organization

- 1.1 The name of the league shall be the St. George Old Masters Slo-Pitch League.
- 1.2 The purpose of the league shall be to provide enjoyment and recreation.
- 1.3 League fees shall be established at the organizational meetings before league play begins.
- 1.4 If for any reason the league should fold, all bills will be paid, and the balance will be donated to local charities or recreational activities as decided by the Executive.
- 1.5 The league will not be responsible for any injuries sustained by any player during the season.
Insurance must be obtained by the Executive from Slo-Pitch Ontario. All claims must be made through Slo-Pitch Ontario.
- 1.6 Each team shall submit an official final roster to the League Statistician no later than two weeks before the start of League play. The Statistician shall submit all of the team rosters to Slo-Pitch Ontario.
- 1.7 Team uniform colours must be approved by the Executive.
- 1.8 The league has the option to operate it's own year-end dinner/dance.

2.0 Executive and Officers

- 2.1 The Executive of the league shall consist of:
 1. **President** - Duties to include; Call and preside over league meetings and league business.
 2. **Vice-President** - Assist the President and assume the President's duties in his absence.
 3. **Secretary** - Record and produce copies of the minutes of the meetings, update rules and the constitution.
 4. **Treasurer** - Keep and produce the financial records, pay bills and acquire game balls and umpires.
 5. **Statistician** - Keep up to date records of game results and rosters.
- 2.2 Each Executive position carries a 2 year term. Executive members shall be elected at the Fall Annual General Meeting. Commencing in 2010, President and Secretary will be elected in **even** numbered years, and Vice-President, Treasurer and Statistician to be elected in **odd** numbered years as established at the April 23rd, 2009 League meeting.
- 2.3 Team Reps - Each team must appoint team reps to attend league meetings.
- 2.4 Each team shall have only one vote on any matter before the league. The President shall cast the deciding vote in the event of a tie.

3.0 Players

- 3.1 The goal of each team should be to recruit players who are presently, or formerly residents of South Dumfries township.
- 3.2 Where the above article is broken, the decision of the Executive shall be final. Priority shall be given to residents of South Dumfries and the immediate area.
- 3.3 To be eligible, players shall be 40 years of age or older during the calendar year.
- 3.4 Each team will be allowed up to 5 underage players (minimum 35 years old) to complete their rosters.
- 3.5 Any player entering the league shall use his drivers license to establish proof of age. Upon the request of the Executive, an original drivers license must be shown to establish a player's age.
- 3.6 Players must play at least 10 regular season league games to be eligible for playoffs. The league Statistician shall oversee this rule. In the event of a dispute, the league Statistician may request game score sheets and the final decision will be made by the Executive.
- 3.7 Where there is expansion, no existing team shall lose more than 3 players to an expansion team or any existing team.
- 3.8 Players are not bound to this league alone.
- 3.9 Any persistent troublemakers or teams causing problems, shall be asked to stop participating. The league will not refund registration fees.
- 3.10 [Slo-Pitch Ontario rules regarding code of conduct](#) shall be enforced.

4.0 Field and Play

- 4.1 The league will supply all game balls to each team at the start of the season.
- 4.2 Brant County Parks and Recreation will line the diamonds. The home team at each game will supply and set up the bases.
- 4.3 The base lines will be 65'. (Slo-Pitch Ontario Rules).
- 4.4 A line 30' from home plate will be the force play line. The runner must go home if he crosses this line. All plays at home are force plays. If the runner touches any portion of the plate he is out. The catcher can't tag the runner. The catcher must step on home plate to complete the force play at home.
- 4.5 The pitcher's circle shall have a 10' radius. The center of the circle shall be 55' from the back of the imbedded home plate. The pitcher must release the ball while in the circle.
- 4.6 The batter's box will be 7'x 3', 4' in front of the plate and 3' behind the plate. Both batter's feet must be inside the batter's box while batting.
- 4.7 The strike zone will be a board 24" x 36", placed at the front of the plate.

- 4.8 A strike is when the ball lands on any part of the board.
- 4.9 One foul on the third strike is an out.
- 4.10 The 6' minimum height, and unlimited maximum height pitching rule will be enforced by the umpire.
- 4.11 The batter has to make contact with the ball before a runner can leave his base. No hesitation step is allowed.
- 4.12 Safe sliding will be permitted on 2nd and 3rd base only.
- 4.13 A team may score a maximum of 5 runs per inning. The last inning is open. In addition, a team may withdraw from the game if trailing by 15 or more runs after 6 innings have been played.
- 4.14 A team must put a minimum of 9 players onto the field.
- 4.15 There shall be a team fine of \$30 for any team that forfeits a game. This shall be enforced by the Executive.
- 4.16 A team must have a minimum of 7 roster players to have an official game. When a team does not have enough players for a league game, they may:
1. borrow players from the opposing team, or,
 2. borrow players from other teams in our league, to a maximum of 3 players to bring team to 10 players, or,
 3. have the option to reschedule the game.
- 4.17 There will be a **5 minute** grace period after the scheduled start time of each game. After the grace period has expired, the team without the minimum number of players must forfeit the game.
- 4.18 A player arriving late for a game may join the team after putting his name at the bottom of the line up on each score sheet.
- 4.19 A courtesy runner shall be allowed for any injured base runner. There will be no courtesy runner allowed for players that have gone past first base, unless the base runner requesting the runner was injured after leaving first base. The courtesy runner must be the last out. If there is no last out, then the courtesy runner will be the last man in the batting order. Courtesy runners from the screen will be allowed if both teams agree, and notify the umpire prior to the start of the game.
- 4.20 All regular games will be nine innings, and double headers will be seven innings. If tied, extra innings will start with the first batter passing to 2nd base unless time, or daylight permit. The umpire shall make the decision.

4.21.1 Postponed games: If a team wishes to postpone a game, they must ask the opposing team captain at least 48 hours prior to game time. If the opposing captain agrees, then the game is postponed. If the opposing captain does not agree, then the game is officially forfeit.

4.21.2 Postponed games “Rain out”: It shall be the responsibility of the home team captain to inform the visiting team captain if it appears likely that the game will be rained-out. Team captains must come to agreement to postpone any game.

4.21.3 It will be the responsibility of the home team at rained-out games or postponed games, to contact the umpire and re-schedule. This call should be made at least 1 hour before game time. A fine of \$30.00 will be charged to a team not abiding by this rule.

4.22 All rain-out/postponed games shall be made up at the next meeting of the two teams. If meeting on a Wednesday game, this shall be played for a total of 4 (four) points. If meeting on a Sunday, the two teams can agree on either playing two games for 2 (two) points each or playing one game for 4 (four) points. If an agreement cannot be made, the umpire shall flip a coin and he shall make the final decision. If both teams come to an agreement to re-schedule a game at the time that it is rained-out or postponed, they may do so. This must be reported to either the President or Vice-President before the make-up game is played. All make-up games between two teams must be played before their final scheduled league game, if possible, on the “make-up date” inserted in the schedule. If it comes to the final game unresolved, then that final game must be a multi-point game. If the game cannot be played, then no points shall be awarded.

4.23 No game can be played for more than 4 (four) points.

4.24 Play-off Format:

- 1st and 2nd place teams after league play is complete, will have a bye in the first round. The first round will be 2 game - total runs for the win. The 3rd place team will play the 6th place team, the 4th place team will play the 5th place team. They will alternate being the home team.
- The second round and championship rounds will be best 2 out-of 3 format. 1st will play 4th, and 2nd will play 3rd. The two winning teams will advance to the

championship round. In the second and championship rounds, the highest team from league play will be the home team for the first and third games, while the lower team will be the home team in the second game.

- 4.25 Round-robin Playoff Format: If 2 or more teams are tied after any round robin playoff games are complete, the following will apply: If 2 teams are tied - the games played against each other in the round robin will determine the winner. If 3 or more teams are tied - winner will be determined using the total run differential system. This rule will also apply in any league tournaments.
- 4.26 No steel spikes are allowed.
- 4.27 All teams will have a batting helmet available for all games. It is recommended that catchers wear a helmet and that batters use a helmet until safe at first base.
- 4.28 Team sweaters must be worn during all games.
- 4.29 Slo- Pitch Ontario rules are in effect wherever league rules are not covered.