

Steel City Inclusive Softball Association Rules of Play



Revised: 02-26-2024

1. Rules of Play

- a. SCISA will follow all sanctioned rules of Slo-Pitch National (SPN)
- b. SCISA league rules are exceptions to SPN rules

2. Rule Changes

- a. Rule changes and suggestions will be reviewed at the Annual General Meeting.
- b. Changes to the rule of play require discussion and majority vote by the current board
- c. Any modifications, clarifications or revisions to the rules will be communicated to all active members via email prior to taking effect

3. Rule Clarifications

- a. If a league rule requires clarification on the playing field, the umpire will pause the game and review the dispute with a coach from each team and review the Rules of Play (if needed). The Umpire makes the final decision.
- b. All coaches, players and umpires are to communicate with each other in a manner consistent with SCISA's Player Code of Conduct

4. Players

- a. Teams can start with 8 of their own players (use opposing team player as a person to return the ball to the pitcher, bringing the total on the field to 9). The Catcher would not be involved in any plays made at home plate.
- b. With 8 Regular players and using Catcher from opposing team, the 10th batter would classify as an automatic out.
- c. Players can be added anytime to the batting order (but must be added to the bottom).
- d. Any additions to the batting order must be reported to the umpire, official scorekeeper(s), and the opposing coach.
- e. Only SCISA registered players can play in any official games.
- f. Only SCISA registered playing members may be used as pick-up players
- g. Pick-up players must be used for the entire game
 - i. A team using pick-up players must notify the coach of the opposing team, the Umpire and the scorekeeper prior to the start of the game
 - ii. You may pick up one player of equal rating for your highest-rated player missing, but the second pick up player must have a rating equal to the average of your missing players, and thereafter. For example, if you are missing your 11 rated player, an 8 rated player, and a 4 rated player, you can pick up a player with a rating of up to 11, and then a second player with a rating up to 6.
 - iii. A team may pick-up players to create a roster size of max number of eleven (11)
 1. If a team has eight (8) original team players, you are allowed to call up a maximum of three (3) pick-up players.
 2. Pick-up players are not necessary (you do not need to pick up any players) if you can field eight (8) original team players and may pick up one (1) player, or play with 9 and the 10th batter is not an out.

- iv. Pick-up rules do not apply during play-offs. A team must field a minimum of 9 rostered players.
- v. Substitute players **must** bat at the bottom of the lineup.
- h. Teams are permitted to bat the entire lineup;
 - i. These players must be listed on the line-up cards provided to the opposing manager and umpire prior to the start of the game. If at any time during the game, a player becomes injured and is unable to continue play, that player may be removed from the batting order without penalty.
 - ii. Exception: In the event that an ejection results in a team only having 8 players on the field, the affected team may add a pick-up player approved by the opposing team and the umpire (bringing the total back to 9).

5. Team Composition

- a. Sundays
 - i. Team size varies from season-to-season. The minimum size of each team is 14 active players.
 - ii. Teams will be drafted with the total rating number not exceeding a number determined by the SCISA board at the outset of the draft based on membership average ratings (e.g., 14-person roster with a cumulative rating of 85)
- b. Thursdays
 - i. Team size varies from season to season. The minimum size of each team is 12 active players
 - ii. Coaching pairs (2 co-coaches) may submit a request for 2 additional players creating a “pod”
 - iii. If another coaching pair requests the same 2 players, the 2 players re-enter the draft pool
 - iv. Teams will be drafted with the total rating number not exceeding a number determined by the SCISA board at the outset of the draft based on membership average ratings (e.g., 12-person roster with a cumulative rating of 96)

6. Uniforms & Equipment

- a. Game Balls
 - i. All SCISA games are to be played with a Worth SPN 12” Hot Dot Softball with a .52 COR/300 lb. compression.
 - ii. New game balls are purchased by the league and are to be brought to the field by the visiting team
- b. Cleats/Footwear
 - i. As per Softball Canada and Softball Ontario, players must wear foot wear that does not have open toes (i.e.: sandals, flip flops, etc.)
 - ii. Rubber Cleated shoes are recommended.
 - iii. Metal cleats are prohibited
- c. Bats

- i. Refer to USA Approved Bat List - All bats must have an USA/ASA/USSSA stamp: <https://softball.ca/programs/umpires/approved-bats>
 - ii. Umpires to check bats of teams prior to start of game to ensure they are in compliance with the banned bats list.
 - iii. Bats that are cracked or not structurally sound will not be allowed
 - d. Masks & Helmets
 - i. Masks and Helmets will be provided by the League, but players are allowed to use their own.
 - ii. It is **MANDATORY** that pitchers wear a pitchers mask when pitching
 - iii. It is **STRONGLY RECOMMENDED** that catchers wear a catcher's mask
 - iv. It is **STRONGLY RECOMMENDED** that batters wear a batting helmet
 - e. Jerseys
 - i. All players must wear a uniform with identifiable numbers on their jersey when on the field of play and no two players can have the same number (except for pick-up players)
 - f. Hats
 - i. Hats may be worn during game play so long as they are not deemed a distraction or safety hazard by the umpire
 - g. Jewelry
 - i. In the event that an umpire deems any jewelry or articles of clothing to be a hazard, they will ask that they be removed for the safety of all players (dangling or large hoop earrings, long necklaces, spiked jewelry, etc.)

7. Pitched Ball Heights

- a. Minimum height = 6"
- b. Maximum height = 12"
- c. The pitch height is at the discretion of the umpire and is not to be disputed
- d. A pitch must be thrown between the minimum and maximum height and hit the board to be called a strike

8. Count / Foul Balls

- a. Rules for Thursday and Sunday are the same
- b. At-bats start at a 0-0 count
- c. A foul ball after 2 strikes is an out
- d. There is no courtesy foul
- e. Each team is to select two "designated hitters" on their line-up card. If that player is thrown 4 balls from a 0-0 count, or walked intentionally, they will advance to second base, rather than 1st. All players who were currently on base advance two bases as well.

9. Home Plate & Commitment Line

- a. A wooden home plate will be used in all SCISA games
- b. Home plate dimensions are 24" x 36"
- c. Home plate is not considered "live" and any players touching it during game play will be called "out"
- d. The home plate line is to come directly off the front corner of the plate.

- e. The commitment line to be set up 30' from the home plate line (refer to Field Setup diagram)

10. Courtesy Runners

- a. A team may use up to 2 courtesy runners per inning.
- b. Courtesy runners must be the last out. If there are no outs in the current inning, refer to the last out in the previous inning.

11. Run Rule

- a. Sundays
 - i. Each team may score up to a maximum of 5 runs per inning
 - ii. An umpire will end a game if one team leads in runs batted in by either:
 - 1. 15 runs at the end of 4 innings of play
 - 2. 10 runs at the end of 5 innings of play
 - 3. 5 runs after 6 innings of play
 - iii. Game play may continue during the allotted time if both coaches wish to communicate to the Umpire that they wish to continue playing.
- b. Thursdays
 - i. Each team may score up to a maximum of 5 runs per inning
 - ii. An umpire will end a game if one team leads in runs batted in by either:
 - 1. 21 runs at the end of 4 innings of play
 - 2. 14 runs at the end of 5 innings of play
 - 3. 7 runs after 6 innings of play
 - iii. Game play may continue during the allotted time if both coaches wish to communicate to the Umpire that they wish to continue playing.

12. Home Run Rule & Unique Field 3 Rules

- a. Sundays
 - i. On a fenced field, each team is allowed one "over the fence" home run per game (where the ball is hit and it carries over the fence in the air without bouncing). After this home run is hit, all other balls hit over the fence will count as a single and each base runner will advance 1 base.
- b. Thursdays
 - i. There are no Home Run rules at this time
- c. Field 3 at Eastwood Park
 - i. In right field, if a ball hits the canopy of the trees while in the air or into the street, it is considered a home run
 - ii. If it rolls into the street, it is considered a ground rule double and all base runners advance 2 bases
 - iii. If the ball goes into the dugout of field 4, it is considered a ground rule double and all base runners advance 2 bases
 - iv. Games **MUST BE PAUSED** if a pedestrian begins to talk on the path between Pier 8 and Brock Street. Play can resume once the pedestrian is clear of fair territory.

13. Game Times

- a. All games will start on time or immediately following the previous game
- b. Games will last 1 hour OR 5 complete innings, whichever comes first

- c. No new inning will start after 50 minutes
- d. Last inning will be an open inning with no run rule limit
- e. Umpires will announce last inning BEFORE the inning begins and are to get verbal or visual confirmation from each coach

14. Field Set Up & Tear Down

- a. First Game of the day
 - i. The home team is responsible for setting up the field (bases & lining of field)
 - ii. The visiting team is responsible for setting up the banners, first aid kits, bats, helmets and game balls
- b. Last game of the day
 - i. The home team is responsible for putting away the field (bases and equipment) properly in the lock boxes at each field
 - ii. The visiting team is responsible for taking down the banners and putting away the rest of the equipment (bats, balls, first aid kits and helmets).
 - iii. Both teams are responsible for cleaning their respective dugouts and leaving no trash behind.
- c. In all instances above, it is expected that teams help each other out when able in the spirit of SCISA, and so that game play can begin on time.
- d. Refer to field layout diagram (Appendix A) for dimensions and requirements

15. Rain During Play

- a. Games will be played if it is raining. If the intensity of the rainfall is too great to play safely or if there is flooding on the field, games will be paused. It is ultimately up to the discretion of the umpire – safety will always take priority.
- b. Games will be put on hold if lightning is seen. They may not resume until 20 minutes have passed since the last instance of visible lightning
- c. Any inning started must be finished unless deemed unsafe to play by the umpire
- d. Make up games are to be scheduled for the final week of gameplay (“Week #11 Games).
- e. If there are multiple weekends of games that are postponed due to rain, the Board will be responsible for building and communicating a contingency plan.

16. Miscellaneous

- a. Playing while drunk and/or high is prohibited. Drinking, smoking cannabis and use of mind-altering substances on the field or in the dugout is prohibited.
- b. Scoreboard will be kept behind home plate so that it is visible to all players
- c. If you are unable to field a team on for upcoming games, please try to give more than 24 hours notice by notifying the opposing coach AND the Commissioner requesting a make-up game.
- d. All make up games need to be scheduled during the final week of the regular season (Week #11 games).
 - i. In the event that the team who requested the make up game is not able to field a team, the result will be a 0-3 loss for that team, and a 3-0 win for the opposing team.

- ii. If both teams are unable to field a team for the make-up, the result will be a 0-0 tie for both teams
- iii. All make-up games must still have a carded umpire officiating the game.

17. Code of Conduct

- a. All players, coaches, umpires, spectators, scorekeepers and volunteers are expected to adhere to the SCISA Code of Conduct during all SCISA events and game play.
- b. The Code of Conduct must be signed by all players, coaches, and umpires prior to engaging in game play in any capacity.
- c. All non-registered players who are participating in any fundraisers must sign a copy of the player code of conduct as well.

REVISION SUMMARY

Version	Date Adopted by Board	Initials of Commissioner
Original Version	May 8 th , 2023	JL
Revision #1		