

# 2024 SUNDRY BASEBALL LEAGUE RULES

"Our mission is to keep sundry baseball league (we\*) players from physical and verbal abuse. Participation from team captains, players and spares is required. We\* promote dignity and self-worth to all players. Each team member (and supporters) must be committed to providing a fair, safe, playing field w clear duties, rights, and responsibilities for each team member (regardless of team affiliation). We\* act with integrity and show respect for each and every member of our league. Players will be provided with the same concern, respect and caring attitude within the league that they are expected to share throughout the league."

Suspensions and expulsions can be expected as a result of noncompliance.

\*\*if any person is to yield a weapon of any kind, said person shall no longer be welcome at sundry functions, games, tourneys. Dated oct 18/2017. (voted - unanimous)\*\* see: criminal code of Canada. \*\*

1. Slow-pitch game. The ball must have a six-to-twelve-foot arc. Cannot be fired straight across the plate. No back spin is allowed. Amendment: no knuckle balls (pitched balls must have some spin).
2. No umpire. 24 " strike mats will be used. If the ball has a minimum six-foot arc and hits the strike mat, a strike will be called. You cannot call a foul ball a strike for the third strike. Home plate is not part of the strike zone.  
2.5. Further to no umpire: back catcher is responsible for calling strikes and foul balls. Other plays are called by the player in the best sight line. If there is non-agreement, the play will be replayed, also see #14
3. Maximum of 10 players on the field. Minimum of 8 players. Maximum of 5 males – every other combination ok provided both teams agree. A dead catcher can be used as 6<sup>th</sup> guy if ok'd by both teams.
4. If 5 and 3 players occur, you can ask the other team to play a non- valid catcher (who is just used as a ball return).
5. Batting order must always be alternate sexes (guy-girl-guy-girl) even if you have only 3 guys or 3 girls. (probably needs a rewrite?)
6. Substitutes must field and bat the same amount of times in the game. You cannot just bat or just field or just run.
7. If an actual diamond cannot be found, a makeshift diamond can be made, diamond set up is 20 paces(60ft) between bases, foul ball flags (red & white) 40 paces further.
8. Six run maximum per inning until the 7<sup>th</sup> inning which is unlimited.
9. If the score is tied after 7 innings, an extra inning can be played. Both teams must agree. If no agreement is reached, the game ends in a tie.
10. A tip ball must be at least **ten feet** off the ground and must be caught to get the batter out.
11. Runner cannot run more than three feet off the baseline (basemen and shortstops should not be on the baseline).

12. If a runner is hit with a batted ball the runner is out, unless on base. The batter may still run. Also see rule 26
13. One base is allowed on an overthrow (that does not occur on second base), but you must earn it.
14. If a severe argument breaks out over a close call (between baseman and runner as to whether the runner is safe or out) a replay of the last ball hit will occur.
15. No leading off any base. Advance only when the ball has been hit.
16. No stealing bases, no bunting and no sliding into first or home.
17. Once you have passed the commitment line between 3<sup>rd</sup> base and home plate, you may not return to 3<sup>rd</sup> base.
18. Commitment line is to be 2/3rds of the distance from 3<sup>rd</sup> base to home plate.
19. Once a player has passed the commitment line an out can only occur when an opposing player touches home plate with the ball. No tagging the runner.
20. Players cannot tag up and run on a caught foul ball at any time.
21. There is no infield fly rule. It is however, a gentlemen's agreement between all teams that the most eligible fielder must make an honest effort to catch the ball.
22. Pinch runner can be used but only after the hitter has made it to first base. If the hitter cannot run to first base, they cannot and should not bat or field. The pinch runner must also bat & field. You cannot use a pinch runner for the same player inning after inning, game after game. If you can't run the bases, don't play.
23. No players are allowed in the infield until the pitched ball has crossed home plate. All players except the pitcher must be outside the infield playing area until this time.
24. Batters running to first base should touch the orange bag only. Turn left to keep running but you are live and can be tagged out.
25. No players should stand & field outside the foul lines.
26. If you are standing on a base and you are hit with a batted ball you are safe. If you are running and are hit with a batted ball you are out.
27. Teams who have not paid league dues in full before the season starts will not be eligible to play. If dues are not paid by the 1<sup>st</sup> game, the team forfeits their right to play in the league and they are not entitled to any league money refund. It is the team's responsibility to get the fees to the treasurer in person before the season starts.
28. Any foul ball caught, the batter is out.

29. Sit rule –if! Anyone (or more) of your players is exhibiting poor behavior, using inflammatory language or actions, they must be sat; cared for and aided in their recovery. They may not play in such a state. It is the responsibility of each team and captain to maintain on field decorum. Failure to do so will result in both player and captain to be removed from play.

30. zero tolerance- i and ii part

- Verbal abuse - a form of behavior involving the use of language such as criticizing, name calling (including all forms of racism, sexism, sexualism, discrimination ... etc..), put downs, threatening, blaming... Verbal abuse will not be tolerated by the sundry baseball league.
- Abuse – physical assault is against the law; including pushing, shoving, name calling, slapping, kicking, punching, hitting, spitting, pinching, pulling hair, choking, throwing things, hitting or threatening to hit with an object (criminal code) (calling rc's if this ever happens!!!)

Suspensions and/or expulsions can be expected in reaction to this type of behavior/language.

31. No illegal bats are allowed at any time. No ASA 2000 bats allowed. Bats must have 'USSSA 1.20' thumb print decal. Bats cannot be on the ASA banned list. Competing team has final say if bat does not have decal. Teams are required to place all bats being used in a game in a line for opposing team to view to ensure all bats fall under the regulation guidelines. Any bats not meeting standards are allowed to be removed by the opposing team for the duration of the game. Any bats that wish to be added in during a game must be cleared by the opposing team's captain if they were not viewed prior to the start of the game. Any team found sneaking a bat in or using an illegal bat will be affected by the following 3 strike rules:

- 1) First offence receives a fine of \$100
- 2) Second offence receives a \$500 fine for the team
- 3) Third strike faces the executive board and if found guilty you are banned from play for the rest of the leagues season.

To ensure all bats are visible during the game they must remain lined up along the fence or ground close to the diamond where a fence would be if one isn't present to ensure rules are followed.

**Effective 2022 allowed bat sticker:** must have

