**NGMSPL Rules**

**Section 1 - General Information**

**1.1** This is a recreational league; coaches and players are responsible for maintaining a friendly atmosphere.

**1.2** Umpiring is contracted to the Kanata/Goulburn Umpiring Association through Bob Easy at 838-5819. One umpire per game; umpires call is final.

**1.3** There is no arguing with umpires. Disputes are to be addressed through coaches to the executive committee. Players and coaches caught arguing with umpires may be removed from the game or possible league.

**1.4** Cigarettes / refreshments are not allowed on the playing area.

**1.5** Team captains and/or umpires have the responsibility to remove intoxicated players. The league does not encourage drinking alcohol by any player during a game and intoxicated players will not be eligible to play.

**1.6** Everyone associated with the League must Register themselves in the NSA Player Registration or will be deemed an illegal participant with the league.  Player Registration<<https://nsacanada.ca/player-registration/>>

**Section 2 - Eligibility**

**2.1** Any individual over 19 years old by May 1 during the ball season, without a condition that compromises the welfare of them selves, other players or the game is eligible to play. This includes, but is not limited to, anyone wearing a cast, appearing intoxicated or being pregnant.

**2.2** The league executives have the right to request a medical note when a player’s health is a concern.

**2.3** All fees must be paid with submission of registration.

**Section 3 - Spares**

Spares are permitted under the following guidelines.

**3.1** There are no spares during playoffs.

**3.2** Spares must play in the league during the regular season and belong on a team.

**3.3** **3.3** Teams can spare up to 11 players however they must adhere to rule **Section 5 – Game Rules** **5.7 and Section 7 - Batting 7.2** (If a team player arrives during the game prior to the 5th inning they will replace a spare in the batting order with **Section 7 - Batting 7.2 still applying should a male replace a female.**

**3.4** Spares may not hit home runs – treated like normal person’s 2nd home run of the game.

**3.5** Spares may play any position.

**Section 4 - Equipment**

**4.1** Four (4) Bat bags with an equal amount bat in each are provided by the league. Two (2) bags designated for Diamond 1 will be stored in the equipment shack. Two (2) bags designated for Diamond 2 will be stored at the Diamond 2 lockup. The home teams at each Diamond should retrieve (2) bags out of the shack/lockup to start the game and the home teams of the late games will be responsible to return those bags to the equipment shack/lockup.

**4.2** Official ball will be the 12" optic yellow NSA ball (brand may vary due to availability)

**4.3** Cleats: metal or nylon cleats or spikes are not permitted. Rubber or plastic cleats may be worn.

**4.4** As this is a recreation league any glove can be used in any position.

**4.5** Game balls will be supplied by the league through the umpires. Ball stock is kept in the shed. Acceptable balls should be returned to the shed for use as second balls.

**4.6** Team BallShirts with name tags are encouraged to help social aspect.

**4.7** Personal bats are permitted; but must comply with NSA acceptance rules.

Note: Helmets are available in the equipment shack for anyone wishing to use them.

**Section 5 – Game Rules**

**5.1** Regular game times are 7:00 and 8:30 Thursday nights and, 7:00 and 8:30 on Friday nights**.** All games should start at the scheduled time. Rainouts will be rescheduled to the next available Wednesday night while trying to accommodate same game and times as being rescheduled.

a) The **Umpires** must move the game along in a timely manner

b) The **Players** batting and fielding must be ready to play when directed by the Umpire

**Every effort must be made to finish the game on time.**

**5.2** A game will consist of seven innings unless superseded by the end time of 1.5 hrs or weather conditions.

a) The last inning is established 10 minutes before the scheduled finish time.

b) The Home team will be allowed their final at bat if they are losing or tied

**5.3** Cancellation of games only occurs when:

a) The League Executive calls the game before 06:00pm because of extreme weather conditions

b) The umpire calls the game at the official start time because of extreme weather conditions.

**5.4** A game in progress will be called for weather:

a) If called for weather 4 innings or more (three and one half if home team is winning) have been

played then it’s final and score counts.

b) if less than 4 innings (three and one half if home team is losing) there is no result and the

game can be rescheduled.

**5.5** Games subject to reschedule must be reported to league executives and coordinated through League executive committee. If it is not possible to obtain an umpire a volunteer umpire may be solicited, only if the contracted umpires are not available.

**5.6** The defensive team has eleven (11) players with 7 males maximum on the field. There are to be no more than six (6) infielders.

**5.7** Teams can play with minimum 7 players (including spares); however, they are subjected to an automatic out rule if they do not have enough female players to rotate a female batter into the order every 4th batter**. See** **Section 7 - Batting 7.2**

**5.8** The outfielders cannot be closer than the outfielder advance line (Rover line) which is marked on the fence in the outfield until a batter has contacted the pitch.

**5.9** The infielder’s 1st, 2nd, short stop and 3rd position themselves within 3 ft of either side of the 1st to 2nd and 2nd to 3rd baselines until the ball is pitched for female batters. Players may play back further for male batters, as far as outfielder advance line, but no closer than 3ft forward of baseline.

**5.10** If a team does not have seven (7) players show up for a game (including spares), they will forfeit the game points and play for fun. If players arrive during the game, it is still considered a fun game and the forfeit remains.

**5.11** The home team is determined by the schedule and takes the field first.

**5.12** Tie games will be left as a tie.

**Section 6 - Field Set Up/ lock up.**

**6.1** Diamonds will be lined and ready to play.

**6.2** Bases should be installed prior to games; however, if needed they are stored in the equipment shack/ locker.

**6.3** Base location is marked with twine in the fields. Bases need to be installed firmly in buried tubes for player safety.

**6.4** Home team is responsible for clean up of the diamonds. Bases and bats returned to storage area.

**6.5** Washrooms and shack/locker must be locked with the lights turned off, lights on both diamonds are to be turned off by 11:00pm.

**Section 7 - Batting**

**7.1** All players present at the game must be in the order and take a turn at bat.

**7.2** No more than three male batters (3) shall bat consecutively. A female gender must bat at least every fourth player. If there is a shortage of females, an automatic out is inserted in place of each missing female.

**7.3** The batting order may not be changed after the game starts **except in the case of** **Section 3 – Spares 3.4.** Late arrivals are to be added to the end of the batting order. Players who leave early are removed from the order.

**7.4** The batter is out after three (3) strikes.

**7.5** The batter walks to first base after four (4) balls. If any batter receives four consecutive balls in a row they advance automatically to 2nd base.

**7.6** There is no bunting.

**7.7** There will be only one (1) home run per player per game, all home runs will be a walk off. The batter does not touch first base, runners do not advance they simply walk off; any balls hit out of the park by the same player thereafter will be considered a single; runners may advance one (1) base and can score without being forced.

**7.8** If a batter hits a ball over the fence there must be a true effort by the batter or team representative to look forthe lost ball or an automatic out will be applied to the next inning.

**7.9** There are no bases for a player hit by a pitch.

**7.10** The Infield Fly Rule will be called at the umpire’s discretion.

**7.10** All batters must hit the ball inside the 7’ batters’ box, which extends 1’ behind the batter’s plate and 3’ in front of the plate.

**Note:** Coaches are asked to change the batting order for each game to ensure that players are not always at the top or bottom.

**Section 8 - Base Running**

**8.1** Players on the field are not allowed to interfere with a play; umpire to call runner safe.

**8.2** No stealing bases.

**8.3** Runners must use the orange half of the safety bag when advancing to first.

**8.4** No leading off. A base runner who leads off (foot leaves bag) before the ball is hit, will be called out.

**8.5** Base runners crossing the commitment line must advance to home.

**8.6** The catcher/fielding player with the ball must touch home plate for the out. There is no tagging of runners after the commitment line.

**8.7** Runners cannot touch the home plate. Runners must cross the home line, avoid all contact with the home plate and be outside the safety triangle.

**8.8** A runner struck by a batted ball while off base, but in fair territory, is automatically out.

**8.9** The base runner is in a forced play at home and cannot return to third base after crossing the commitment line.

**8.10** Pinch runners must be the most recent batter out of the same gender who is not on base and may be substituted at first base only, unless an injury is incurred during the same play at an alternate base. (Running from home plate is only allowed if agreed on prior to start of game)

**8.11** Each team is only allowed 3 substitutions/courtesy runners during a game regardless of injuries.

**Section 9 - Pitching**

**9.0** All pitches must be thrown with a minimum arc of six (6) feet and a maximum of twelve (12) feet. Any pitches not conforming to these criteria shall be called a ball (illegal pitch) unless the batter swings.

**9.1** Pitchers must pitch from behind the pitchers’ plate and take only one step across the line when pitching.

**9.2** Pitchers may stand to a maximum of 7 feet behind the pitchers’ plate.

**9.3** Pitchers must pitch with one foot inside the pitching box which is 2’ x 7’ behind the pitchers’ plate.

**9.4** Home plate is a 24” X 36” board positioned on top of the regular home plate; a pitch hitting any part of this board is called a strike.

**9.5** There are no intentional walks. Intentional walks will be called at the umpire’s discretion and the batter (no one else on the field moves) will be awarded a run.

**Section 10 - Scoring**

**10.1** A team may score a maximum of five (5) runs in a single inning. The last declared inning is unlimited.

**10.2** Points: two (2) for a win, one (1) for a tie and (0) for a loss.

**10.3** The Winning Team is responsible to have the umpire sign their score sheet and the umpire will record the score in the equipment room. All captains must maintain records in the event of a discrepancy.

**Section 11 – Playoffs and The Year End Tournament**

**11.1** Players must have played in a minimum of 6 games during the regular season to play in the playoffs and end of year Saturday tournament.

Playoffs will run Monday to Thursday the week prior to Labour Day and Tuesday to Friday after Labour Day with the final tournament day to be held the weekend after Labour Day in Sept.

**NGMSPL Captains Responsibilities**

**Captains**

It is the place of Captains to act as the liaison between the league executives and players to ensure all league information is distributed to the players of their teams.

Captains also act as first level league representatives to aid in the enforcement of league rules, to ensure that the principles of the league are upheld, and issues are reported to the executive committee ie.

1. Players that are disrespectful of each other, umpires and league or City property
2. Removal of players that are or appear to be out of control due to being intoxicated or under influence of illegal drugs.

Captains are responsible for ensuring that each player on their team is given equal playing time in the field and are rotated through the batting order.

Captains of all teams playing the late games are responsible to lock up the equipment, bathrooms and any facilities the end of the night and ensure the diamond lights are shut off and light switches locked.