

MILTON OLD FRIENDS SLO-PITCH LEAGUE
MISSION STATEMENT AND RULES
(Revised Mar 19/17)

MISSION STATEMENT

The Milton Old Friends Slo-Pitch League (MOFL) has been founded for the express purpose of providing a safe and friendly venue for men fifty (50) years of age and older to enjoy the game of Slo-Pitch. The spirit of fair play, sportsmanship and respect for fellow players and opponents shall be the guiding principles by which the games shall be played and the league shall be governed. The enjoyment of participation and fellowship with all members of the league will take precedence over winning or losing. The right of equal playing time, regardless of ability, shall be guaranteed to all members of the league. We will dedicate ourselves as a league to achieve the highest possible standards of fraternity and enjoyment for each and every one of our members.

FIELD AND PLAYING RULES

Slo-Pitch Ontario rules and regulations will generally apply. MOFL rules are as outlined.

GENERAL RULES

1. Players must be a minimum of fifty (50) years of age during the current calendar year. MOFL is open to all players 50 years of age or more regardless of ability. The Executive, however, has the right to prohibit participation of any player who, in the estimate of the Executive may pose a liability to himself, other players or the league.
2. Plastic or metal cleats are not permitted.
3. Any participant may use C.S.A. league approved helmets. Players must provide their own helmet.
4. Anyone engaging in a fight will be automatically suspended for four (4) games and subject to a review by the league Executive to determine if further action is appropriate. A second occurrence will be automatic suspension for the balance of the season. A further review by the league Executive will determine the player(s) eligibility for the following season.
5. Alcoholic beverages and substance abuse will not be permitted on the playing field and will result in automatic ejection from the game. A player who arrives intoxicated will not be permitted to participate. Any player ejected from the game will not be permitted to sit on the bench and is automatically suspended for the next game. Further discipline may be forthcoming from the league Executive.
6. BLOOD RULE: For the safety of all members, any player who is bleeding, or has blood on his clothing or equipment must not participate in the game until the bleeding is controlled and the soiled clothing/equipment is diluted with water. The player may return to the game once the situation is rectified, taking his normal spot in the line-up. The team is not penalized in any way during his absence.

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7. All players must wear league issued sweaters. Alterations to league issued sweaters are not permitted. Black or dark blue ball pants or shorts are recommended. The wearing of a ball hat is optional, however if worn, it must be a baseball type cap (Blood Rule exception).
8. For your own safety, as well as others, we strongly recommend that jewellery be removed.
9. Protest will not be allowed. Decisions of the umpires will be final. However, on contentious issues, it is recommended that both executive members confer on a decision.
10. Batting order is followed as per the line-up – defensively, the same applies (i.e., the first batter in the top of the first inning sits out, etc).
11. No infield or outfield warm-up after the 1st inning.
12. New pitchers will be allowed 5 warm-up pitches.

ATTENDANCE

1. Any player missing two (2) consecutive games without informing his team representative, may be dropped from the roster and an alternate taken from the reserve/waiting list. The team representative will advise the Executive, who will review the situation and make a final decision for a replacement.
2. Attendance records must be kept on the score sheet. Periodic review by the Executive will be done to highlight potential problems.

TEAM GUIDELINES AND RESPONSIBILITIES

1. Each team consists of fifteen (15) players – eleven (11) on the field defensively, five (5) of which must be positioned on the “outfield” grass (or facsimile) when the ball is pitched. Should an infraction be seen and called by the umpire, a “no pitch” shall be called. This will result in a ball added to the batter’s count. A second occurrence during the same at bat will result in the batter being awarded first base.
2. Any team losing players during the season, prior to July 15th, must replace them from the waiting list, if available, in the order in which they appear.
3. The team representative is responsible for preparing the batting order prior to the game. It is also important that the score sheet be kept accurate during the game.
4. Only team representatives will speak with the umpires concerning rule interpretation.
5. Each team is responsible for keeping their own score.
6. The home team is responsible for the diamond set up. Exception is for the Playoff Round Robin, when the team with the lower standing in the Regular Season sets up the diamond.
7. Teams will umpire their own games. The team at bat will supply the umpires. Competent umpires should be used.
8. It is the responsibility of the team representative to ensure that any team member who appears unfit to play, due to alcohol/drug abuse, does not play.

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DIAMOND SET UP

1. Bases are to be set sixty (60) feet apart (from the back tip of the permanent home plate).
2. All bases must be fastened down. First base is a dual bag – orange and white. The centre is aligned with the baseline, leaving the orange bag in foul territory and the white bag in fair territory.
3. The commitment line will be thirty (30) feet from third base, making it halfway to home plate.
4. The Safe Line will be drawn from the front left corner of the wooden plate in a straight line to the backstop.
5. The pitcher's box will be measured in two (2) lines from the back tip of the permanent home plate. The first line will be drawn at fifty (50) feet with the back line at fifty-six (56) feet. Both lines will be centred with home plate and second base.

GAME GUIDELINES

1. Games start at 7:00 pm with no grace period. No inning can start after 8:30 pm. Games are seven (7) innings. In the event of a tie, there will be no extra inning; each team will receive one (1) point.
2. In the event of inclement weather, the team representatives will determine if the field is suitable and safe to play. If the game is called prior to starting, the number of players at the park at that time will not have a bearing on the (tie) result.
3. An official game will consist of a minimum of 3 ½ innings if the home team is ahead.
4. Should a game end prior to the seven (7) innings being completed, the score at the end of the last complete inning will be the final score.
5. A team with less than eight (8) players at the start time will forfeit. Should both teams be short, it will be a double default.
6. Mercy Rule: Teams can score a maximum of 6 runs in innings 1 - 6. A team losing by ten (10) runs or more after five (5) innings may concede.
7. The last inning is open – no mercy.
8. A team with only eight (8) players will be given a catcher by the opposing team, when they are in the field. That player may vary at any time. However, he must field his position to the best of his ability.
9. Score sheets must be turned in by the league statistician within 24 hours upon completion of the game. This is important to allow weekly updates of the standings.
10. Tie-Breaker: (see Slo-Pitch Ontario Rule). For the Playoff Round Robin, the maximum run differential is seven (7) runs. The home team bats at the bottom of the seventh inning unless up by seven (7) or more.

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PITCHING

1. The ball must be pitched underhand with a minimum height of six (6) feet to a maximum height of twelve (12) feet (approximately two (2) feet higher than the fence down the foul lines). The pitcher will be required to have one foot in contact, or within the box as defined in #5 of the DIAMOND SET UP.
2. At the discretion of either umpire, a violation will be called, "ILLEGAL PITCH" or "NO PITCH" while the ball is still on its way to the batter. This will result in a ball being added to the count, unless the batter swings at the pitch. Should he do so, the ball is in play and the result of his action takes precedence.

BATTING

1. All batters must hit in the order of the line-up.
2. A player may leave and re-enter the game due to injury, but if he misses his turn at bat, he is out of the game (blood rule exception).
3. No bunting – batter is out.
4. Fourth strike foul – batter is out.
5. A foul batted ball caught by the catcher will be ruled an out regardless of the height and count.
6. Should a batter swing at a pitch with his back foot ahead of the front corner of home plate, he will be called out even if contact is not made. This rule is to protect the pitcher.
7. Infield Fly Rule: There must be runners on first and second base or the bases loaded with less than two (2) out and the batter hits an easily catchable fly ball to an infielder. While the ball is still in the air, the umpire calls, "Infield Fly, Batter is Out." The ball is live and the runners can advance at their own risk. Should the ball be close to the foul line, the umpire should call out, "Infield Fly if Fair." In this case if the ball hits the infielder in foul territory and falls to the ground, it is simply a foul ball with a strike added to the batter's count.
8. A batted ball that hits home plate is a foul ball.
9. The batter cannot change sides at the plate during the same time at bat, otherwise he will be called out.
10. A foul ball is determined by the position of the ball in relation to the foul line, when first touched by a fielder. The fielder's glove or feet position has no bearing.
11. Only league issued bats will be allowed during the game. Anyone using an illegal bat will be called out.

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BASE RUNNING

1. No lead-offs allowed. The runner is out and the ball is dead if, on a pitched ball, the runner leaves the base before the ball is hit by the batter.
2. MOFL utilizes safety bags on first base. On any ball that is hit in the infield, the runner must run to and make contact with the orange bag. If he touches the white bag, he is out, but if the fielder touches the orange bag, the runner is safe. The runner cannot be thrown out at first base by any outfielder. The runner cannot be thrown out by an infielder on a ball relayed from an outfielder. On a ball that is hit to the outfield, the runner may touch the white bag if he intends to round first base on his way to second.
3. Third Base Commitment Line: Once the runner touches or passes the line, he must continue to home plate.
4. Pinch Runners: Pinch runners are allowed anytime for anyone. However, each player may be a pinch runner only once per inning **and a maximum of 3 times per game**. This rule will be strictly adhered to by the team executives.
5. All runners attempting to score must touch the ground, on or past the Safe Line at home plate. Touching the home plate board is an automatic out, unless the runner touches the plate in an attempt to avoid a collision. Conversely, the defensive player must be in contact with home plate, with the ball in control prior to the runner crossing the line drawn at home plate, for the out to be called. Under no circumstances is there to be contact between the runner and defensive player at home plate. Hence, tagging the runner after crossing the commitment line will not be valid and sliding across the Safe Line at home is not allowed and the runner is out.
6. On a batted ball, if a player throws his glove and makes contact with the ball, three (3) bases will be awarded. On a thrown ball and contact is made, two (2) bases will be awarded.
7. On a ball hit fair which then goes out of play, all runners will advance two (2) base.
8. If the umpire deems that a defensive player deliberately knocked the ball out of play, he may award two (2) or more bases.
9. While off a base, if a runner is hit by a fair batted ball before or while passing in front of an infielder, the runner is out. But, if a runner is hit by a fair batted ball before or while passing behind an infielder and no other infielder is in position, then the runner is not out and the ball is in play.
10. A runner is out if he runs more than three (3) feet outside the established base path.
11. A runner is not out if he runs outside the baseline to avoid interfering with the fielder fielding a ball.