

2025 APOBALL RULES



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PLAYERS:

1. Players can play for one team only during the season and must be at the minimum age of 16.
2. Each team roster must consist of a minimum of 10 players, to a maximum of 16. The roster may never exceed 16 players at any time during the season.
 - Each team is allowed the up to 16 Apotex employee or Former Apotex employees
 - Non-Apotex employee status is unlimited for females
 - Two Non-Apotex male and two Apotex Contractor, as identified on ApoTel as identified by May 1st, 2023
 - If a Roster reaches a maximum of 16 players and a team wishes to add an additional player they must remove a player from the roster.
 - The fee for the removed player will **NOT** be refunded and the additional player must pay **\$125** and signed waivers before they are eligible to play.
3. Each individual on each team must pay an **\$125** fee due before the start of the season. This fee is **NON REFUNDABLE**, at any time, even in the event of a player injury. A Player Substitution can occur before the start of the season with a signed waiver, but **NO REFUNDS** only substitutions.
 - Once the season starts NO substitutions are allowed. A player being added would have to pay \$125 and sign waiver.
 - If payment has not been made in full by a player before the first game, and the player is caught playing, that player will be suspended from the next two games and every subsequent game, until that individual makes payment.
4. Each player must complete:
 - a) an "ApoBall Baseball Activity Waiver Form" prior to playing the first game. If a player does not sign this form, he/she cannot play.
 - b) SPN on-line registration and accept waiver to be included in SPN insurance
5. Teams can add additional members (with full payment received) to their roster up until **June 18th, 2025**, after that date, all rosters will be finalized.
6. There are 4 teams in the league this year. Each team is scheduled for 9 regular season games.
7. **For safety reasons:**
 - No metal cleats are allowed.
 - It is recommended that all jewelry be removed prior to start of game.
 - Any open wound must be covered prior to the injured player continuing to play the game.
 - Each player must have their own glove

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PLAYERS CONDUCT:

8. An Apo-Ball player must conduct themselves with the highest degree of sportsmanship. An automatic one (1) game suspension will result for all parties involved if the following action occurs:
 - An ejection from the game and/or park, at the umpire's discretion if the following occurs: disputed calls, extensive use of offensive language or threats of physical harm to any other person

The ApoBall committee will determine any disciplinary action to be taken based on facts presented by all parties involved. The Committee must meet and inform all parties of possible further suspensions prior to the next scheduled game(s).

If there is a second occurrence involving the same player(s), the said players will be removed from the league with no refund or reimbursement of any kind for the remainder of the current registered season.

EQUIPMENT

9. The home team (early game) is responsible for picking up (early game) and the home team (late game) is responsible for returning the equipment. The equipment must be returned the day following the game.

If the team neglects to bring the equipment bag, the game will be considered a default for that team.

Team captains from teams playing the late game should check that the equipment has been taken to the park. A list of cell numbers will be made available to all captains, so they can confirm if the equipment bags will be at the park.

Equipment Bag: The equipment bag is located in a locked deck box located on the south side driveway lot of 3801 Weston Road. The lock combination will be provided to the Captains/Co-Captains.

RAIN

10. The Committee will communicate to all Captains by Noon the day of the game if a game will be cancelled due to excessive rain. If there is no communication made by the committee by that time, the game will proceed as scheduled.

Once at the field, the final decision to cancel a game due to rain will be made by the umpire at the field. Due to time constraints on the schedule, any rained out game will result in a 6-6 tie.

For safety reasons the umpire will call for the termination of the game if lightning occurs after a game has started.

11. A game in process that is called for rain will be considered complete if:

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- 3 ½ innings have been played and the home team is winning; the bottom half of the inning is deemed unnecessary and therefore the inning is considered complete, and score taken from that point of the game.

OR

- 4 complete innings have been played; score will be taken from that point of the game.

12. If more than 3½ or 4 innings have been played at the time the game is called, the final score is taken from the last completed inning. By example, if in the 5th inning, only the visiting team went up to bat and the game is called, the score will be taken from the 4th inning as it was played in its entirety.

GAME

13. All games will be played on **Wednesday nights at Hullmar Park (5:15pm & 6:30pm)**.

14. A carded umpire will officiate over each game and will be responsible for making all calls during the game. All players must abide by the decision of the umpire.

15. **At the beginning of each game, captains must be identified to the umpire and they will go over ground rules.** Any game situation communications must be done only by the umpires and the captains.

16. Home team is responsible for ensuring diamond is set up prior to the scheduled game start time.

- Bases - From the back of home plate the bases will be set at 65ft
- The pitching line distance of 40ft.
- The arch - half circle that runs up the first base line (24 feet from home plate) and go over to the 3rd base (24 feet from home plate.)

17. Protective helmets will be provided for the pitcher to wear at their own discretion.

18. Scoresheets may be completed by both teams, **but the home team scoresheet is the official scoresheet of the game, that must list both team batting orders.** Umpires are not responsible for tracking batting orders or scores. Scoresheets must be provided to an ApoBall committee member **no later than Noon on Thursday.** MVPs of the game are to be recorded on the scoresheets. Proper names are to be recorded, no nicknames on the scoresheet.

19. Both teams must exchange batting line-ups prior to the start of the game. If for any reason a batter bats out of order an automatic out is recorded. The fielding team must inform the Umpire of the batting line up discrepancy.

20. All players attending the game must be placed in the batting line up. The batting line-up will be played through; there will be no substitutions.

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21. **Game start times are 5:15pm and 6:30pm** - The umpire will call for the start of game at its scheduled time.
- If either team does not have a sufficient number of players at that time, **a ten-minute grace period** will be granted from the umpire for the **early game only**.
 - If at the end of the grace period, one team still does not have the minimum of 7 players, of which one player must be female, this team will default the game.
 - There is **no grace period** allowed for the 6:30pm game start.

22. Each team must have a minimum number of 7 players, of which one player must be female, to start the game.

Number of players on the field:

A maximum of 9 defensive players may be on the field, of which no more than 6 may be male.

- If a team is only able to field 2 females, that team must incorporate a "phantom" 3rd female into their line-up. When the "phantom" female is up to bat, the team will take an automatic out. The team must still play defensively with only 6 males and 2 females.
 - If a team is only able to field 1 female, that team must incorporate 2 "phantom" females into their line-up. When the "phantom" females are up to bat, the team will take automatic outs. The team must play defensively with 6 males and 1 female.
 - Three or more females, including the "phantom" female(s) cannot be placed in the batting line-up consecutively.
 - If a team has no females for a game, it will be defaulted
23. Default game score is 6-0. **If neither team has enough players to play a game both teams will be assigned a loss and zero points each.**

24. **Batting Order:** No more than 4 males are allowed to bat in a row at any point in the batting order. There must be a female batter after 4 consecutive male batters. This is inclusive to the end of the batting order. Therefore, if your lineup starts with 4 males it must end with a female.

25. **Players joining the game late: A late player can only join the game if their arrival is before the 3rd out in the bottom of the 3rd inning. The late player must make their appearance known to the umpire upon arrival.** If a player is late for the game, they must appear on the batting line-up prior to the start of the game to be eligible to play. This late player may enter the game upon arrival where possible. If the player listed turn comes up in inning 1, 2, or 3 their spot in the order will be skipped without penalty of an out.

- If it is a female that is late to the game, play will proceed as per rule #24 until she arrives.

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- **Anyone arriving after the specified time will be ineligible to play** and will have their name removed from the score-sheet. The opposing team and umpire must be made aware of this change.
26. **Game time limits:** Each game will consist of 6 innings (refer to Rule #27). **It is strictly the umpire's discretion, as no new inning can start after 5 minutes before next scheduled game time.**
 27. The bottom of the last inning **will not be** played if the home team is winning.
 28. If a regular season game is tied at the end of 6 innings the game ends in a tie, **even if time permits.**
 29. If any homerun balls cause property damage, the expenses will be incurred by the player/team that hit the ball.
 30. **Mercy Rules:** Maximum 6 runs per inning until last inning. Runs are unlimited in the last inning. The **umpire** will declare to both teams prior to the start of the "last" inning of the game.
 31. **+/- Rule:** Final recorded score in the standings. If the final score of a game has a run differential of more than 10 runs, the plus/minus will be capped at 10.
IE: Final game score is 20-2, it will be counted as 12-2 in the standings.
 32. **FORFEITED GAMES:** Any game that is forfeited, prior to or at the field will be subjected to a fine of \$35.00. Fine payment must be received prior to the start of the next scheduled game.

PITCHING:

33. At a minimum, the pitcher will start at or behind pitching line.
34. Offensive team pitches to its own players. Only three (3) pitches allowed for all batters.
35. If the hit ball comes in contact with the pitcher, the play will be stopped immediately, and one pitch will be awarded to the batter. **Only one re-pitch** is allowed per at bat.
NOTE: If it occurs on the **last pitch to the batter** will be recorded as an out.
36. If a pitched ball comes in to contact with the ground prior to crossing the plate it will be ruled a dead-ball and considered a pitch. If this occurs on the 3rd pitch the batter is out.
37. Pitchers coming in to relieve a pitcher will be granted **2 warm up pitches only.**
38. No lead-offs are allowed, however anticipation of a hit ball during the batter's swing at the point where contact should be made is acceptable. This will be at the umpire's discretion.

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If the rule is being abused the umpire will call runners out.

39. No base stealing or sliding is allowed.

40. **With the exception** of the catcher, any defensive players may switch positions, limitlessly.

Teams will be allowed to switch an **infielder** (already on the field) with the catcher once per inning. If a switch is made, both players **MUST** remain at the new position for the rest of the inning.

NOTE: If there is a 3rd base runner the switch will not be allowed.

41. All fly balls are playable except in the out-of-bounds areas that are determined by the umpire at ground rules.

42. Pylons will be placed in the outfield as a guideline for which the outfielders cannot cross until the batter has made contact with the ball. If the umpire feels that an outfielder is beyond the pylons, they will be asked to move back before play can resume.

43. **Infield fly rule:** An infield fly will be called by the umpire when a fairly batted fly ball (not a line drive) which can be caught by an infielder with ordinary effort

- When first and second occupied with less the two out

OR

- When first, second and third bases are occupied with less than two out

44. Any defensive player, who positions him/herself within the infield area, will be considered an infielder for the purpose of this rule.

45. Bunting is not allowed. Batter must attempt a full swing. It is up to the discretion of the umpire if a full swing was attempted. If a full swing was not attempted, batter is out.

46. A batted ball must pass the arc in order to be ruled a fair ball. If the hit ball lands outside the arc but spins or rolls back into the arc, will be considered a foul (where the ball lies dead) unless the ball was touched by a defensive player while outside the arc.

47. **Overthrows:** When the ball is thrown from one fielder toward another and, for whatever reason goes into out of play territory, all base runners will be awarded one base from the last base touched at the time of the throw.

48. Play is stopped **when the umpire determines the play to be completed.**

49. If a hit ball goes to the outfield, the ball must be thrown to an infielder before being given to the pitcher. IE: the pitcher cannot receive a thrown ball from an outfielder. If a ball is thrown to the infield and not fielded by a defensive player, the play will continue until an

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infielder has possession of the ball and the umpire indicates time called.

50. No infield defensive player is allowed inside the base lines until the batter come in contact the ball.
51. A runner advancing to first cannot be thrown out by an outfielder.
52. All plays at home must be fielded by the **CATCHER ONLY**. No defensive player can come into the semi-circle around home plate in an attempt to field the ball. If this occurs the runner will be considered safe, and the run will score.
53. The **sole exception** to rule 52, is in the event of an overthrow/wayward ball **at HOMEPLATE**; a defensive player may enter the semi-circle to record the out at home while the catcher fields the ball.

Further clarification:

*The intent of the arch is to determine foul balls and for **HOMEPLATE** plays (i.e. if the catcher has to run the back-stop to get the ball, only 1 player on the field can enter the arch and assist the play at home. Any time the ball is hit by a batter, ANY player can take possession of the ball to make the play.*

54. To record an out at home plate, the **CATCHER or a covering player deemed eligible by rule 53 only**, must be in possession of the ball and touching the plate.
55. **Safety line at home plate:** There is a safety line at home plate. Offensive players must cross this line without stepping on home plate to score. An offensive player who steps on home plate is automatically out and the run does not score. This line must be drawn prior to the game starting.
56. **Commit line:** There is a commit line between 3rd base and home plate (24 feet from home plate). Once the runner has touched this line, they must proceed towards home plate, and cannot return to 3rd base. This line must be drawn prior to the game starting.
57. **Injuries:** If a player is unable to continue to play due to his/her injury, the person's name is scratched from the batting line-up and that player will not be recorded as an out when their name comes up in the batter order.
- If the injured player chooses to continue playing, he/she must be able to bat, run the bases and continue to field.
 - If the injured player is female and the team is only fielding two females during that game the one injured female is an automatic out from that inning on.
 - If the only female playing the game is injured and must be removed from the game, the game will cease to be played and the score at the time of player removal will stand.
 - If the opposing team is not informed of the removal of the injured player prior to his/her turn at bat, the game continues with an automatic out for that injured player

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(regardless of whether the player is male or female).

58. **COURTESY RUNNERS:** (Male for Male, Female for Female.)
- a) If a courtesy runner is required, that runner shall be the last out, regardless of the inning. In the event of the first inning with no outs, the runner shall be the last available batter. The Umpire will have final ruling in the event of a dispute.
 - b) Players may announce at the start of the game that a courtesy runner will be used or during the game.
 - c) Courtesy runners can only be used once the batter has successfully made it on base.
 - d) Courtesy runners are unlimited.
59. No player can bat without fielding or field without batting. All players batting must also play defensively by the completion of the 3rd inning.
60. Bats should be kept within the dugout and the on-deck batter should be visible to the umpire.
61. To ensure agreement of the game's batting line-ups and final score, both team captains (*home and visiting*) must sign the official home team scoresheet that clearly indicates the **final** score, and game MVPs for both teams, prior to leaving the playing field.
62. In the unlikely event that an umpire does not show up at a game, the teams will provide their own umpires and follow all of the above rules, unless arrangements have been made with the ApoBall Committee.

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PLAYOFFS:

63. At the end of the Regular season, Teams will be ranked 1st to 4th, based on the standings.

64. In the event of a tie in the final standings at the end of the Regular Season, the tie-breaker for seeding will be determined as follows (in order):

- Head to Head
- Most wins
- Least losses
- Run Differential between the 2 tied teams

65. Playoffs will be conducted in a Round Robin format, with each team playing each other once.

a) The Top seeded team in each game will be the home team

Round Robin Playoffs	Semi-Final Playoffs
1st vs 4th	(SF1) 1st vs 4th :
2nd vs 3rd	(SF2) 2nd vs 3rd :
1st vs 3rd	
2nd vs 4th	
1st vs 2nd	Championship
3rd vs 4th	Winner SF1 vs SF2

66. During the Round Robin playoffs, if there is a tie after 6 completed innings, the game will remain as a tie.

67. At the end of the Round Robin playoff, all teams will be reseeded from 1st to 4th based on the standings of this round.

68. 1st will play 4th and 2nd will play 3rd, with winners advancing to the Championship.

a) Top seeded teams will be the home team

69. During the Semi Final playoff games,

- a) If there is a tie after 6 completed innings, the 7th inning will start with one out and the last out of the previous inning becomes a base runner at second base.
- b) The inning proceeds as normal, until 3 outs are recorded. This inning must be played in its entirety, with the home teams' inning, started in the same manner, runner on second with one out.

Note: Each extra inning will start as per a)

- c) If the last out was a 'phantom' or injured player not returning to the game, then the runner at second becomes the out before the phantom.

70. The Championship game will be a 6-inning game and the winner will be the 2025 ApoBall Champion.

71. The Top seeded team from the Semi Finals will be the home team for the Championship game.

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72. During the Championship game, if there is a tie after 6 completed innings, the game will proceed into extra innings as per Rule 69. until 1 team wins the game.
73. A Championship Series MVP will be chosen by ApoBall Committee and awarded at the post-season banquet.