**Logo

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Win = 2 Pts

Tie = 1 Pt

Loss= 0 Pt

**Last Team is Home Team**

**eTransfers: ipwru2@hotmail.com**

**BRADFORD MEN'S SLO-PITCH LEAGUE** **RULES 2025**

(NSA rules apply. In addition to this, we have the following outlined below)

1. League Fee allows each team to carry a maximum of 16 players per game to a maximum of 20 rostered players per team. Players 18-20 are an additional $100, payable to the league. Fee must be paid prior to game #1.
2. **Players must be 16 or older. Teams with an average age in the Under 28 range must be approved by the Upper Board prior to registering.**
3. We are a fair and balanced league. To maintain a level playing field in the spirit of our recreational balance without distinct divisional play, each team is entitled to have the following but not obligated:

* Up to 1 Rostered NSA “A” Level Player
* UP to 2 Rostered NSA “B” Level Players
* Up to 3 Rostered NSA “C” Level Players
* Up to Unlimited NSA “D”, “E” or “REC” Level Players

The final team roster MUST be submitted to the NSA and our league executive before the first regular season game. Any player not listed on that roster will NOT be eligible for gameplay until they have done so. All rosters will be locked in place and unchangeable, barring an injury that disqualifies the player from playing the remainder of the summer by May 31st.

1. Teams must exchange batting orders before each game. Each team is responsible for keeping its record of the score. The home team, however, is responsible for submitting the final score on the same evening of play. In the event more than 36 hours pass without a score being submitted, the league executive has the right but not the obligation to mark the score 7-0 for the visiting team.
2. Teams may substitute any defensive or offensive player at the top or bottom of any inning, not during an inning, except for an injury.
3. Teams can “double box” in the batting order when your available substitutes exceed 2 players on the bench. (You can have one player bat 1st time through the order and the other bat second time through the order instead of placing all players in the batting order one after another)
4. A team must have 9 players or more to begin a game. Every team must use 8 of their rostered players to play; otherwise, it is a forfeit. If a player is borrowed to make up the 9th or 10th player on the roster, one of those players will cover the position of catcher, and both players will bat at the end of the lineup.
5. All borrowed players MUST be comparable to the player they are replacing. A dispute regarding a borrowed player must be argued with the Umpire before the game starts, once lineups have been exchanged.
6. All borrowed players MUST be registered in our league or with the NSA and on the approved additional single players list by Faraz Khan. Failure to adhere to this rule will result in a forfeiture of the game and a posted score of 7-0 for the opposite team.
7. Intentional rough play, fighting, or abusive behaviour will not be tolerated. The Umpire may eject any player or coach for this behaviour. If that person refuses to leave the field, his/her team will forfeit the game and be subject to further discipline and/or suspension. We use a code of conduct in our league, which will be observed without exception. The team REP or the alternative REP must argue if a dispute occurs. There are no exceptions to this rule. Any dispute resulting in a challenge per NSA rules must be completed during gameplay before the third out of the final inning and must be acknowledged by the Umpire. Please see the NSA rules for contesting a game. No exceptions
8. Sliding is allowed, but it is prohibited at home plate. Runners may slide back into a base once they have taken it.
9. The infield fly rule is in effect.
10. The bases will be 65 feet apart.
11. The home team is responsible for balls and setting up the diamond. If the home team does not set up the diamond or provide balls, it will forfeit its home status to the visiting team.
12. **You must notify the Upper Board Executive at least three hours before game time if you cannot make the game—failure to do so results in a forfeit by a 7-run deficit and a fine of $50. All fines must be paid before the next game, or the result will be a continued forfeiture.**
13. All games are 7 innings or 1 hour 15 minutes.
14. In regular-season play, if teams are tied after 7 innings, the game shall remain tied.
15. Any losing team shall have the right to end gameplay after the 5th inning if down by more than 10 runs.
16. If a team is losing heading into the 7th inning, it will be their right but not obligation to bat twice when the option is available. The Umpire cannot decide this.
17. A teammate may replace an injured base runner. The injured player must make it to first base and be called safe before a courtesy runner can replace them.
18. 7 courtesy runners per game. A courtesy runner must be the last available out. In the event there is no last available out then the runner will come from the lowest part of the batting order available. If you choose not to use that runner then you will forfeit one of your 7 available courtesy runners.
19. YOU MUST BE ON THE ROSTER handed in before May 31st lock, TO BE ABLE TO PLAY IN THE PLAYOFFS.
20. The Designated Hitter rule is in effect for teams that wish to use the DH.
21. Unlimited Home Runs.
22. The jewelry rule is in effect. All Jewelry must be covered. The umpire will give one warning per player.
23. Anticipation is NOT allowed. Base runners must remain at their bases until the batter hits the ball. If a base runner leads off, NO PITCH will be declared, and the base runner is ruled to be OUT.
24. Games must start if both teams have a minimum of 9 players (including 8 of their own) at game time. The umpire will enforce this rule. The exception to this rule will be for teams playing double headers on another diamond. Those games will start 5 minutes later.
25. The HOME TEAM must have bags in place before the scheduled game time starts and be responsible for clearing these bases and home plate boards into the storage box upon the game's completion.
26. **HAMMERS STAY IN THE BOX WHEN NOT IN USE**
27. The pitcher and the batter must make eye contact with each other before the pitch is thrown.
28. A maximum of 5 runs per inning is allowed per Team. The last inning is exempt from this limit.
29. Winners of each game must send their scores to dvlong@me.com or to the WhatsApp group.
30. BATS must be NSA-approved. The year is irrelevant as long as the bat is approved.

**A black and white logo

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1. There will be ZERO TOLERANCE for alcohol or drug consumption during gameplay. Suppose a player is suspected to be under the influence of alcohol or drugs during gameplay. In that case, the Umpire reserves the right to remove the player from the game and count the player’s at-bat as an automatic out. If you are caught with alcohol or drugs during gameplay, the following will occur:

* 1st infraction- A verbal or written warning to team and player removal with automatic out. The umpire writes it up at the end of the game, and it is submitted
* 2nd infraction- A forfeit of the game by the team breaking this rule, and the Umpire writes it up.
* 3rd infraction- The team will be banned from the league without a refund. The team may apply for reinstatement in the following season.

1. For the final weekend, the home team will be the highest-seeded in the regular season. For semifinals and finals, the home team will be decided by a coin flip.

**Bradford Slo-Pitch Code of Conduct**

All slo-pitch participants are expected to, at all times, display respect for the rights, dignity and worth of athletes, coaches, officials, other volunteers, media, friends and spectators, and treat everyone equally regardless of sex, ethnic origin, religion or ability. This will be demonstrated by following the Code of Conduct.

**No Team Member or Fan** will conduct themselves in behaviour contrary to this Code both on and off the field.

**No Team Member or Fan** will cause any form of personal abuse, including verbal, physical and emotional abuse, towards other athletes, officials, host personnel, spectators and others.

**No Team Member or Fan** will refuse to abide by an official's decision, threaten an official, or at any time lay a hand upon, push, shove, strike, or make incidental physical contact with the body or kick dirt or other matter on the official or attempt to cause physical contact when disputing a decision. This includes causing or attempting to cause physical contact another participant at the tournament.

**No Team Member or Fan** will make any disparaging remarks or actions towards other athletes, officials, host personnel, spectators and others.

**No Team Member or Fan** will react in a violent manner to any incident nor use any form of profane, vulgar, obscene or abusive language or gestures, whether it is directed at an official, opponent, playing colleague, team official, tournament official or spectator. Neither will they tolerate profane, vulgar, obscene or abusive language or gestures from any supporters and other members of their team.

**No Team Member or Fan** will use intimidating or threatening behaviour towards officials, opponents, playing colleagues, team officials, tournament personnel or spectators nor will they permit any others to openly or maliciously criticize, badger, harass, or threaten an official.

**No Team Member or Fan** will make objectionable demonstrations by throwing bats, gloves or other equipment in a forceful manner.

**No Team Member**will discuss publicly with participants and spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

**No Team Member or Fan** will cause the destruction of property belonging to others.

**No Team Member** will use any intoxicating substances during the course of the game, or appear to be in an intoxicated condition.

**No Team Member or Fan** will harass, heckle, insult, jeer, or use verbal tactics to embarrass or insult an Association representative, employee or other participant at the site before, during or after a game.

**No Team Member or Person** involved with any team in any capacity will make derogatory or disdainful. Disparaging comments or remarks regarding any person or program connected to the Association on any public forum, message board, bulletin board or social media.

**No Team Member** will use any improper and unapproved equipment.

**No Team Member or Fan** will give false or misleading information or fail to cooperate with a legitimate request from a Slo-Pitch Ontario official in the discharge of his/her official duties.

**No Team Member or Fan**, when requested by the game official, will refuse to assist him/her in enforcing this Code of Conduct and controlling players making threats.

**No Team Member or Fan** will continuously verbally attack an official or other participant or spectator after they have been ejected from a game or make a verbal threat of physical violence upon an official.

**Chief Umpire – Art Thomerson 705-716-2555** [**arthur.thomerson@gmail.com**](mailto:arthur.thomerson@gmail.com)

**Team Reps**

**1. Dodgers – Faraz Khan 416-996-1155**

**2. Brewers – Ryan Shapcott 416-828-8270**

**3. Misfits – Marcus Passafiume 905-251-0329**

**4. Draught Picks – Steve Ward 904-715-1272**

**5. Slug & Chug – Marcel Lapierre 647-881-0886**

**6. Jets – Chris Mauti 905-251-1042**

**7. Rockets – Mike Tabone 416-816-1369**

**8. Inglorious Batters – Christien Savoie 647-408-7279**

**9. Batmen – Glenn Robinson 289-383-2057**

**10. Cubs – Ted Moroz 416-577-9907**

**11. Soxx – Nico Ingoglia 905-252-9997**