



VAUGHAN SLO-PITCH LEAGUE

2026

GENERAL LEAGUE POLICIES & RULES

www.vaughanslopitch.ca



VAUGHAN SLO-PITCH LEAGUE 2026 EDITION

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VAUGHAN SLO-PITCH LEAGUE 2026 EDITION

GENERAL LEAGUE POLICIES

Mission Statement

This League was created to provide adult men and ladies with an alternative to softball and enable them to play the game we all grew up playing.

Adult attitudes must always prevail. No matter how competitive any league is, the responsibility that this ethic sustains will remain as the responsibility of the League President and the Board of Directors and anyone who abuses the League's code can be suspended or expelled from the League. The League President and the Board of Directors shall have the power to make decisions on any point not specifically covered in the League Policies.

1.0 Rosters

A. Divisions:

- Men's 35+
- Men's 50+
- Men's Open Fridays
- Men's Open Sundays
- Co-Ed Wednesdays
- Co-Ed Sundays

B. Residency and Age Requirements:

Each team shall be comprised of a minimum of 75% residents of Vaughan, for both the regular season and the playoffs.

For the purposes of clarification, the following shall apply:

- 12-13 player roster – 3 non-resident players allowed
- 14-16 player roster – 4 non-resident players allowed
- 16-20 player roster – 5 non-resident players allowed

In addition to the foregoing, each team will be allowed one player to maintain his Vaughan resident status after moving out of Vaughan, if such player was a Vaughan resident when he originally registered in the League. For the purposes of clarification, each team will be allowed to grandfather only 1 player per season of play and when that player is no longer members of the said team, then and only then can that team grandfather another player.

AGES: For the purposes of clarification, THE Minimum Ages shall apply:

- Men's 35+; minimum age 35
- Men's 50+; minimum age 50
- Men Open; minimum age 18
- Co-Ed; minimum age 18

C. Alternates

Each team may have up to **10 players designated as “Alternates”** on Approved League Registration Form. **Alternates may only play up to 6 league games and NO PLAYOFF GAMES. USE OF ALTERNATES DURING PLAYOFFS WILL RESULT IN AUTOMATIC FORFEIT & SUBJECT TO FINES AND PENALTIES.**

C. Number of Players:

Each Team Roster Must have a minimum number of 12 players per team and can have a maximum number of 16, In Co-Ed; Max is 20. **It is recommended that Co-Ed carry minimum 6 women, and 8 men.**

D. New Players:

If a team needs to replace more than two players in any season, the team may add from their own sources/outreach, however, after the first two new players; the team must draw players from the Leagues official waiting list.

As a SPN sanctioned League we are registered as an E (Rec.) League, therefore no team can carry more than two (2) players that are ranked or have played above an E (Rec.) level. For clarification purposes, level of play includes both Tournament and League play inclusive of all Masters Intermediate or Comp. Division (SPN/SPO) within the last seven (7) years.

E. Parity:

To maintain balance and parody within the League the VSPL Executive reserves the right to allow or disallow any player on any team. Notice of any player not allowed to play; will be done prior to the 4th game of the Season. ALL New Players are on a 3 game Probation at start of the Season.

F. Additional Players:

No new players can be added to a team roster after the sixth (6) complete game of the season. After the 6th completed game; teams may be able to add additional players to the roster for injuries only. The additional player will need Board Approval.

G. Roster Form & Indemnity Form:

All players must be listed on the FINAL Team Roster and Alternate Forms; with all information filled out (no signatures required). All Registrations are considered complete once each player has registered with PLAYSLOPITCH.COM on their online Registration Portal. All Alternates must also be registered. **REGISTRATION IS A MANDATORY** in order to be fully covered with our Insurance Program and play.

H. Falsification:

Any falsification on registration forms will lead to automatic expulsion from the league of said player and any wins acquired with said player on the roster will be taken away from the team involved. Furthermore, The Captain of the Team will also face disciplinary actions based on his knowledge of the falsification.

I. Fees:

All required fees must have been paid prior to their first game.

J. Pregnancy:

Pregnant women **are not** permitted to play.

K. Changing Teams:

No player may switch to any existing teams without consent of both his manager and the League Executive. In the event a player wishes to leave his existing team and form a new team, he may do so. No other player can be taken from the existing team without the consent of the existing team's manager. No other players may be taken from any other team without their respective team manager's approval. In the event a Team Manager does not grant a release, the player must sit out a year, being allowed to rejoin the League as a new player the following year.

2.0 Manager`s/Captain`s Responsibility**A. Delivery and Execution:**

It is the Manager's responsibility to see that each player on his roster receives, reads and understands the rules and regulations of the League. When a player intentionally disregards the rules, it is the Manager's responsibility to take immediate action to remedy the situation by removing the player from the game.

B. Rules:

Where a Manager disregards any rules, he may be suspended from the game and, with approval by the Board of Directors of the League, he may be removed from his position as manager.

C. Spectators:

It is the Manager's responsibility to see that all spectators at any game behave in a manner which is in compliance with the acceptable behavior as provided under the terms of the rules and polices set out in this document.

D. Scoresheet:

It is the Winning Team's responsibility to send the score sheet via email to the Convenor, properly filled out to the league within 2 (48 hours) days of the game's conclusion. The League will also accept the opposing team's scoresheet for comparisons. Failure to do so may result in the game being recorded as a Tie. Scoresheets can be downloaded from website.

SCORESHEET MUST HAVE PLAYER NAME & NUMBER FOR BOTH TEAMS.

Incorrectly Scoresheets will be deemed incomplete.

E. Dugouts:

No children or anyone **NOT ON THE ROSTER** shall be allowed on the playing field or in the dugout.

F. Alcohol:

No Beer or Alcoholic beverages shall be consumed by any player during the game. If this situation arises and the player notified refuses to comply, this player is subject to expulsion. NO ALCOHOL is allowed to be in dugout areas. NO EMPTIES are allowed to be left behind in any City of Vaughan Areas, neighboring parking lots etc.. Failure will result in a \$100 Fine, payable before next game; and/or Suspension pending Board decision. Repeat offenders may be Expelled from the League

G. Smoking:

No smoking on the playing field, in the dugout or within the bleacher areas, as per City of Vaughan By-Laws. This includes any contraband products which are deemed illegal. Furthermore, with the adoption of New Marijuana By-Laws; no smoking of Marijuana will be allowed in the dugout or bleacher areas as well. VSPL will treat smoking of Marijuana as drinking of Alcohol and will not tolerate any players playing under the influence. Failure will result in a \$100 Fine, payable before next game; and/or Suspension pending Board Decision.

H. Violence:

No physical violence will be tolerated. Violation will result in player ejection and immediate indefinite suspension pending Board decision and a \$100.00 fine payable by the player or team prior to the start of the next game.

I. Profanity:

No Profanity or unsportsmanlike conduct will be allowed. Violation will result in a player ejection; continued verbal abuse and/or threats will result in further disciplinary action.

3.0 Team Requirements**A. Equipment:**

Each team shall be responsible for their own equipment excluding balls and bases (where supplied). **All Bats must conform to SPN Bat Standards, and VSPL will follow SPN Banned Bat List.** Any illegal or banned bats used will carry a \$100.00 fine and automatic ejection of both player and manager. **For safety reasons, VSPL strongly recommends that all players wear protective equipment while playing both defensive and offensive positions. Protective equipment including masks, headwear, catchers' equipment and soccer style shin guards may be used by all players.**

It is MANDATORY THAT ALL PITCHERS WEAR FACE MASKS.

B. Bases & Mat

Where bases/Mat are supplied; Home team participating in the first game of the day (as per schedules); shall be responsible for setting up the bases and the home team participating in the last game of the day; shall be responsible for removing the bases and returning them to storage. Where teams have own bases/Mat, Home team to set up and remove following the game. **Bases Must be set-up no later than 10 minutes prior to game time.** Continued Failure will result in a Team Fine of \$100 per occurrence, payable prior to next game.

C. Uniforms:

All teams must follow uniform policy as outlined as per their division. **All player uniforms must match and be worn properly.**

If NOT: EFFECT: The player, coach or manager shall be asked to dress properly. If they refuse or are not able to comply with the League uniform rule, they will be allowed to play the game at Umpire's discretion, **and a fine of \$50** will be levied to the team, payable prior to next game.

- Men's 35+, 50+; full uniform (shirt and baseball pants/shorts)
- Men Open Tier A & B; full uniform (shirt and baseball pants/shorts)
- Co-Ed; shirt only; black/navy/grey pants or shorts

NOTE:

All 6-Button Baseball Jersey MUST be tucked in.

VSPL recommends that traditional baseball pants/shorts should be worn.

NO JEANS, Cut-Offs, Capri's, Soccer, Basketball and Board shorts are not allowed.

Pants/shorts must be either: black/navy/grey/white.

ONLY Baseball Hats allowed and MUST be worn Properly (no Bucket Hats)

Only warm up shell jackets allowed for inclement weather.

ANY VIOLATION of this Rule could result in an Ejection and/or Fine by the League; or a fine as noted above.

D. Cleats:

Metal cleats are not permitted.

E. Gloves:

Gloves may be worn by any player. Trappers may be worn by the catcher, pitchers and first baseman only.

F. Balls:

Only official League Softballs will be permitted. Home Team to provide 2 game balls.

G. First Aid Kit:

Each team is responsible for having their own Kit and accessible to the players.

H. Cones and Mat:

In Co-Ed, plastic cones and Mat will be set up by Home Team. **Cones to be at 175 ft. mark**, on 1st & 3rd base foul lines, which indicate where outfielders must play.

4.0 Season Policies**A. Playing Schedule:**

Length Season shall be comprised of 13-16 regular season games, with no games to be played on any long weekend (except for Men`s on Victoria Day), with playoff games to follow. Playoff games to be played over one entire weekend (possibly starting on the Thursday night).

B. Cancellation:

No games are to be cancelled unless officially called off by the League Executive 2 hours prior to game time, or by the game Umpire because of weather conditions.

C. Minimum Games to be Played:

Players must play a minimum 60% of games (8 games) to be eligible to play in the playoffs.

If such a player fails to meet the requirements due to an injury or special circumstances, the player must get approval from the Board of Directors. Please note that the eligibility rule for the playoffs will not in any way affect the residency rule in the playoffs

D. Game Start – All games shall be played as per schedules; with a 15-minute grace period to be allowed for a team to field minimum 8 players. Once the 15-minute grace period has passed the umpire shall call a forfeit. **Teams that Forfeit will be fined \$100 (first infraction).** There will not be any change in game length if game is started late.

E. A Regulation Game:

Shall consist of 7 innings. No New Inning can start after 1 hour 15-minute mark.

F. Mercy Rules

There will be a Maximum number of runs that can be scored in *each inning* (except the last inning which is open) as follows:

- Men`s 35+, Men`s 50+, Men`s Open; 6 runs
- Ladies Rec, Co-Ed; 5 runs

There will be a **GAME** Mercy rule when a team is ahead by 15 runs by the 5th inning.

There will be a Travesty Rule in affect, when a team is ahead of the other team by 20 runs or more after 4 innings.

F. Called Game:

A game called by the umpire, during regular season play which cannot be resumed within 30 minutes, may be regulation if four or more innings have been played, or 3 ½ innings if the Home Team is winning.

G. NO New Inning:

No new inning will be called by the umpire. The Umpire to advise when a last inning is beginning (at his discretion), and will call it as the Open Inning (from scheduled game start) as follows:

No New Inning at 1 hour – 15 minute mark; for All Divisions where 2 games are being played.

In some instances, where it is necessary to schedule 3 games in one night – no new inning at the 65-minute mark.

H. Tie Game:

All Games that end in a Tie after regulation play, will remain as a Tie.

I. Rainouts or Suspended Games

All parks are considered unplayable when conditions present a physical danger to the players. This includes wet fields and the presence of lightening. Other conditions such as hail or severe weather may also make the parks unplayable.

A decision as to field conditions can be made at anytime up to and including game time. Whenever possible a rainout notice will be posted on the Website/Facebook/Twitter. It is the team's responsibility to check the web site for this notice. If no notice is posted then the teams are required to go to the park, at the scheduled time, prepared to play ball. The umpire will make the final decision before or during the game as to the safety of the fields. The umpire's decision is final. Any games rained out will be rescheduled by the League President based upon field availability and if they have an impact upon the final standings prior to the playoffs.

J. Forfeits

A game shall be declared a forfeit by the Umpire if:

1. team fails to field the required number of players prior to or within 15 minutes of game time;
2. team refuses to continue the game after a suspension of play;
3. team intentionally tries to delay or hasten the game;
4. team intentionally violates a rule of the game after being warned by the umpire;
5. a player, ejected from the game by an umpire, does not leave the park immediately. When a player is ejected and must leave the ball park, that player must move far enough away so that they may not be seen or heard by the participants of the game and may not participate with the game in any manner;
6. forfeits will result in the following disciplinary action(s):
 - ◆ 1 forfeit - A \$100.00 fine payable by the forfeiting team, or
 - ◆ 2 forfeits – A \$200.00 fine payable by the forfeiting team, or
 - ◆ 3 forfeits – Upon review by League Board of Directors the forfeiting team could suffer a season suspension and loss of all league fees and
 - ◆ playoff game forfeit – A \$250.00 fine payable immediately, or expulsion.

If a Team forfeits less than 24 hours, \$50 of the Forfeit Fine will be handed over to the opposing team for inconvenience. All Remaining monies get re-directed to Canadian Cancer Society.

All fines must be paid to League or E-Transfer prior to next game.

7. Reschedule Requests – each team will be allowed to request one game per season to be scheduled for a “preferred” time slot (requests must be submitted to the League prior to April 15th.) The league cannot guarantee that all requests can be made.

K. Protests

Only a Team Manager shall be allowed to protest a game. Protests must be made at the time of the RULE Infraction, and before the next legal pitch. Umpire to announce to other Team A \$50 Fee must be accompanied at the time of the Protest and Paid before next game. Protests to follow SPN rules. Where Possible; The decision of the committee will be final and cannot be appealed. If no committee is available; the game to continue “under protest”.

L. Team and Player Suspensions

The Board of Directors may disqualify any team or suspend any player without compensation from the League for:

1. Using ineligible or fraudulently represented players; cheating, attempting fraud;
2. any flagrant act(s) that may make a mockery of the game and/or the League;
3. Abuse (verbal or otherwise) towards Umpires, Organizers, Convenors or Executive Members of the League whether by a player or spectator.
4. Ejections – 1st ejection (1) automatic game suspension – which is NOT Appealable
5. The League reserves to add more games to above (will be notified by the League)
6. 2nd ejection can result up to five (5) game suspension and review of circumstances.

All team members, including players and/or managers are considered responsible and may be held liable for any of the above. Previous Ejections (including preceding Seasons will be considered in all decisions.) The League will try to hand out all Suspensions before the next game. Players that play in multiple divisions will run the risk of having suspensions carried to all games. All appeals to any suspension must be made in writing within 48 hrs.

Suspensions must be carried out with officially scheduled games.

M. Standings

Final League standings will be determined by total points:

Two (2) points for a win

One (1) point for a tie

Zero (0) points for a loss.

Tiebreaker for final standings:

- ◆ Most wins
- ◆ Head to head results between tied teams (if there are only 2 teams)
- ◆ Runs scored differential (between all tied teams, over the entire season)

5.0 Playing Procedures

A. Playing Field

- Bases set at 65'
- Pitching distance will be a zone **24 in. wide** between 50 and 65 ft. from the rear corner of home plate. Pitcher can place foot anywhere in zone.
- Double base will be used at first base.
- Commitment Line will be drawn into the ground along the 3rd baseline, 20 ft. from the back corner of Homeplate.
- Scoring Line will be drawn into the ground from the back corner of Homeplate.

B. Batter's Area - The Mat (wood plate)

is that space directly in front of the plate, and batters must have minimum one foot within that space at point of contact. If not, batter will be called out.

Batter's will start with a "1-1" count. This is to help speed up the game.

C. Pitching

Before each pitch the pitcher must stand with one or both feet in the zone, facing the batter with the ball held in one hand. This position must be maintained for one to ten seconds. The delivery starts when the Pitcher makes any motion of his windup after the required pause and ball presentation. **The pitch shall be delivered with an underhand motion and at a moderate speed. The Pitcher may only take one step forward with his pivot firmly planted.**

If the pitcher desires to walk a batter intentionally, he may do so by notifying the plate umpire who shall award the batter first base.

The ball must be delivered with a perceptible arc of at least 6' from the ground. The pitched ball shall not reach a height of more than 12' at its highest point from the ground. An illegal pitch shall be declared when the pitcher attempts a quick pitch of the ball before the batter has taken his position or is off balance because of a previous pitch. Pitcher is allowed five warm up pitches before first inning. **Innings afterwards, a pitcher is only allowed 1 warm up pitch before starting.** New pitchers entering a started inning are allowed only 3 warm up pitches. If the pitcher

D. Game Sheet & Players

1. The batting order shall consist of a minimum of eight (8) players.

If any player is injured during a game and is not able to continue play because of this injury, the player will be removed from the line-up and the next batter in the order will take his turn at bat. In the event the injured player decides to stay in the game and asks to be removed later during the game because of the same injury, the injured player will not be declared out when he is due at bat unless he removes himself from the game during the open inning of the game. Should such an injured player remove himself from the game during the open inning such player will be considered an out when he is due up at bat. Should a player need to remove himself for any other reason from the game, as long as it is prior to the open inning, he will not be declared out when he is due at bat. (this rule applies to ejected players as well).

2. The manager of the player unable to bat is responsible for notifying the plate umpire of this situation. Failure to do this will result with the manager being ejected.

3. A team must have a minimum of eight (8) players to start and to continue the game. If a team has less than eight (8) players, the game is forfeited.

4. If a team does not have the required minimum eight (8) players to start the game, they may request a player from the opposing team to field nine (9) players, with the loaned player to play back catcher. Upon the arrival of a ninth player, the loaned player will return to his own team. This request can only be made if the opposing team has more than ten (10) players in attendance and only during regular season play.

5. To comply with the League code of ethics, every player on the roster, must have the opportunity to; if physically able must actively participate in all games, both offensively and defensively, for a minimum of 3 innings.

6. Roster – Each team shall submit their final game roster by game time which roster will show only players who are actually at the field at the start of the game. Once the Roster has been exchanged with the opposing team, it cannot be altered. Any players arriving after the start of the game shall be added to the bottom of the roster. No new

player shall be allowed to participate in a game after three (3) full innings have been completed. No substitutions of any kind are allowed for any reason whatsoever.

7. **Any use of Alternate Players must be clearly identified on the scoresheet with AP beside the player's name.** Alternates CANNOT use existing player uniforms/number.
8. **In 50+, the use of a "Designated Hitter" will be allowed, and must be conveyed to the other team and marked DH on the scoresheet.**

E. Defense

1. Maximum of ten players on the field at one time, (outfield has 4 players).
2. In Co-ED; at game time, a team must field at least 8 players (max. 5 men, min.3 ladies); 9 players (max 6 men, min. 3 ladies). Maximum of 6 males are allowed on the field, with a minimum of 4 females (when 10 or more players are present).
3. Infield fly rule is in effect.
4. In Co-Ed: an outfielder **may not be able to throw runner out at first base.** A relay from the outfield to an infielder can in-turn make a play to first base.
5. **In Co-ED; all infielders must start at their designated areas (within the base running paths – gravel area) at start of the pitch and move once ball is hit. NO ENCROACHING ONTO BATTERS – CANNOT PLAY ROVER.**
6. **In Co-Ed/Ladies; infielders will not be allowed to "Shift" – there must always be 2 infielders on each side of 2nd base. If Not – batter/run will be deemed safe. Furthermore, infielder's will not be allowed to switch positions based on batters; during each inning.**
7. In Co-ED; all outfielders must be a minimum of 175 ft. from Homeplate (110ft from the bases). Cones to be placed on foul lines to identify the area. If NOT, a base hit may be awarded by the Umpire. **Outfielders that choose to move around or switch positions WILL NOT BE GRANTED TIME.**
8. In Co-Ed; any play or throw to Homeplate must be to the **Catcher on the first attempt; all other infielders can only "back-up" the play.** If not, the runner will be deemed safe, and all other batter/runners will advance indicated by Umpire.

F. Batting

1. A strike is a legally pitched ball that crosses through the strike zone, any pitched ball swung at and issued by the batter, or a batted ball that is ruled foul. A ball is a legally pitched ball that lands outside the strike zone and not swung at by the batter or an illegally pitched ball that the batter does not swing at. On a third strike foul the batter is out.
2. No bunting, chopping or partial swings allowed. An attempted bunt shall be called a strike, if contact it is an out.
3. **In Co-Ed: ~~You cannot have more than 2 men batting back to back.~~**
If a male is walked intentionally or otherwise; he will be awarded 1st base. If followed by a female, then he gets 1st and 2nd base, only if the female is in the on-deck circle (area).

G. Homerun Rule

No team shall ever have more than 2 home runs than the opposing team (match plus 2 rule). Any out of the park home run hit after the +2 rule the batter will be an out. Base runners stay in position. Men's Open Division & Men's 35+ shall have a match plus +3 Rule.

Batter will not have to run bases, only touch 1st base; all baserunners can go straight to their dugouts

H. Running

When the batter runs to first, he may over-run first base and safely returns to the base provided he does not try to advance to second base.

On the batter's first attempt at first base on an infield hit, he must use the orange portion of the Double Base. Once the batter has safely reached the first base, he must now use the white portion. The defensive player always uses the white portion.

1. A runner may run the bases when:

- a fair ball is hit;
- a caught fly ball is first touched;
- the ball is overthrown and remains in play.

2. A runner is advanced:

- when a fair batted ball goes out of play
- when a thrown or batted ball is contacted by a thrown glove
- if forced when the batter is awarded a base on balls.
- when a live ball is carried or dropped out of play
- when the ball is overthrown and goes out of play (two bases from the last base at the time of the throw)
- when a defensive player obstructs the runner as he progresses around the base path. The Umpire will award the placement he felt the runner would have made had there been no obstruction.

3. A runner must return to the base when:

- the pitcher is ready to pitch (if he is not in contact with the base, he is declared out for a leadoff)
- a fly ball is caught. He may advance when the ball is first touched by a fielder.

4. Scoring Line/Commitment Line

There will be no sliding while attempting to touch and/or cross the scoring line at any time. A player is to be called out if he slides while attempting to touch and/or cross the scoring line at home plate. Sliding may occur at all other bases. A base runner may be tagged out between third base and the commitment line. All base runners attempting to score a run must do so by touching or crossing the scoring line. **Runners are out if they touch home plate or cross over home plate.** A base runner who touches the commitment line with one foot or places one foot on the ground past the line, must continue towards the scoring line (home plate).

5. Base Stealing is not Permitted

If a base runner fails to keep contact with the base to which he is entitled until a pitched ball has bounced in front of, reached or passed home plate or is batted, the ball is immediately dead, **"No Pitch"** is called and the base runner is called out. Base runners who have left the base legally (after a pitched ball has bounced in front of, reached or passed home plate) but the ball has not been hit, are not declared out but must immediately return to their base and the ball is dead.

I. Substitution (Only for Co-Ed Division & Men's Open Division)

All Substitution rules as per SPN, with **NO RE-ENTRY** rule. Team must declare at the start of the game if they are using Subs. Subs must be on the scoresheet at the bottom. Substitutions must be made through the plate umpire.

J. Courtesy Runner

1. The courtesy runner must be a legal rostered player; the SAME runner cannot be used twice and a courtesy runner can be used for another courtesy runner.
2. The courtesy runner must be announced to the home plate umpire before he has taken his place on the base.

3. If there is no courtesy runner available to replace a courtesy runner on base when that player is to bat, an out shall be declared.
4. **If the Pitcher is on base, he may be courtesy run for when there is 2 outs, in order to allow him/her to get ready for the next inning. This runner must be the last out, and will not count as a Courtesy Runner.**
5. A team may use a maximum of:
 - Men's 50+; unlimited (runner cannot be used twice in one inning)
 - Men's 35+; 7 runners
 - Men Open; 7 runners
 - Co-Ed; 8 runners

J. Outs

A runner is out, and the ball is dead if:

- while off the base, he is hit by a fair batted ball before it has passed an infielder
- he deliberately runs into a fielder who has the ball and is waiting to tag him
- he interferes with an attempt to field a ball or with a thrown ball.
- **A Batter is out if the Bat is thrown intentionally or not, while hitting a ball or not, the umpire will give a warning on the 1st offence, after that it will be an ejection.**

A runner is out, and the ball is alive if:

- he runs more than 3 feet (1 meter) outside the established basepath to avoid a tag
- he overtakes a preceding runner
- a coach physically assists him.

A runner is not out if:

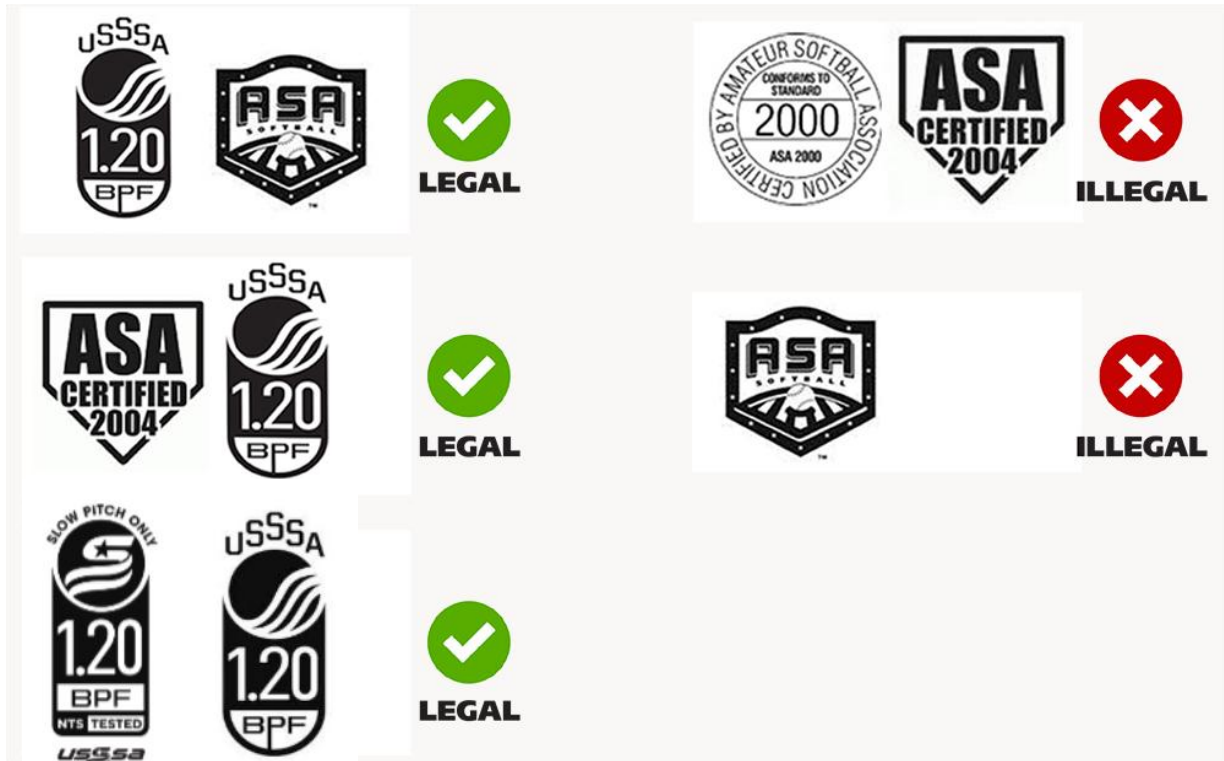
- he is touched by a fielder who does not have or does not maintain control of the ball
- he runs outside the baseline to avoid interfering with a fielder making a play
- he is unintentionally hit by a batted ball while on a base.

K. **Lightning Rule – 30/30 Rule**

- Most experts (NLSI) recommend that outdoor athletic events should be postponed when the thunderstorm approaches from a distance of six miles. The best way to gauge the distance of a thunderstorm is to measure the elapsed time from the flash to bang. Since a count of five seconds equals a distance of one mile, **a count of thirty seconds equals a distance of six miles.** In most cases, when you can hear thunder, you are no longer safe.
- All individuals should have left the outdoor athletic site and reached a safe shelter or location by the time **the elapsed flash to bang reaches a count of 30 seconds.** If you can't see lightning, just hearing the thunder is a good back-up rule.
- Individuals can return to the outdoor athletic site once thirty minutes has elapsed since the last flash or thunder. One of the most dangerous forms of lightning is a "bolt from the blue" which typically originates out of the back side of a thunderstorm and has been known to strike as far as ten miles away.
- All decisions about postponing an activity or returning to an activity should be made by the athletic director, athletics supervisor, trainer, coach, and/or game officials who are responsible for removing teams and individuals from an outdoor athletic site.
- All individuals should have the right to leave an athletic site or activity, without fear of repercussion or penalty, to seek a safer structure or location if they feel they are in danger from impending lighting activity. Safety is the number one consideration; the activity can be made up later.

6.0 SPN Bat Policy

2026 VSPL Bat Rule – As per SPN
Please note the types of stamps below;
where the allowable combinations are noted.



7.0 LIST OF FINES

All fines are to be e-transferred to: vspl.registrar@gmail.com

TYPE	AMOUNT	PAYABLE BY
ALCOHOL & SMOKING VIOLATIONS	\$100	TEAM
USE OF ILLEGAL BAT	\$100	TEAM
ABUSE & VIOLENT BEHAVIOUR	\$100	PLAYER
PLAY WITHOUT UNIFORM	\$50	PLAYER
FAILURE TO SET UP BASES	\$100	TEAM
GAME FORFEIT #1	\$100	TEAM
GAME FORFEIT #2	\$200	TEAM
PLAYOFF GAME FORFEIT #1	\$250	TEAM