

# E.A.M.S.P.A. Operating, House, General & Ground Rules

## OPERATING RULES:

1. **EXECUTIVE:** reserves the right to:
  - A. Amend, add, and/or delete rules stated and/or not stated.
  - B. Suspend players, player representatives or entire teams.
  
2. **ALCOHOL is ABSOLUTELY PROHIBITED** on all Diamonds and/or city parkland. Violation may result in teams being ejected from the league. PERIOD!  
*Umpires may eject any player(s) for any alcohol related actions*
  
3. **PERFORMANCE BOND:**
  - A. Is paid at registration night with the league entry fee.
  - B. One representative from each team must be in attendance at the Annual General Meeting (failure to send a representative will result in the **loss of performance bond**).
  - C. One representative from each team must be in attendance at Registration Night (failure to do so will result in a \$25 fine).
  - D. One representative from each team must be in attendance at Kit Night (failure to do so will result in a \$25 fine).
  - E. Rosters must be submitted by the date set up by EAMSPA executive at the beginning of the season (failure to do so will result in a \$25 fine).
  - F. Your division coordinator must be notified at least 24 hrs in advance if your team will not be playing a scheduled game (failure to provide adequate notice will be fined \$25).
  - G. Teams that cannot field a minimum of 7 players will forfeit the game and be fined \$25.
  - H. All fines will be deducted from the original \$100 Performance Bond. Teams are required to “top up” the fund if the Bond falls below \$50. Teams will forfeit all games until the Performance Bond has been replenished.
  - I. All money still active in the Performance Bond at the end of the season will be refunded at the Annual General Meeting.
  - J. Any negative amount will be added to next season’s Performance Bond.
  
4. **PROTESTS:**
  - A. Must be completed on our Web Site (*team administration area*).
  - B. Must be submitted no later than one (1) week from game date.
  - C. \$50.00 protest fee must be received by Executive within the week of protest.
  - D. The protest fee will be refunded if protest is upheld/won.
  
5. **REGISTERING SCORES AND REPORTING UMPIRE NO SHOW:**
  - A. **Winning** teams **MUST** report scores through our Web Site (*team administration area*).
  - B. A game not reported within 24 hours will result in **both teams awarded zero points**.
  - C. Umpire “no shows” must be reported to your Coordinator. If the game is played, **BOTH** teams will receive the refund, unless otherwise stated. **ALL** games need to be reported (played or not) with specific details. (**NOTE:** teams are asked to contact the Facility Coordinator by phone at the start of their game to see if an Umpire may be available.)

# **E.A.M.S.P.A. Operating, House, General & Ground Rules**

## **OPERATING RULES (continued)**

### **6. UMPIRE PROBLEMS/COMPLAINT:**

- A. Complaints must be completed on our Web Site (*team administration area*).
- B. Must be submitted no later than one (1) week from game date.

### **7. ROSTERS:**

- A. Must be completed on our Web Site (*team administration area*).
- B. Must be submitted on or before due date. **NO CHANGES PERMITTED** after due date.
- C. Teams will forfeit all games and fined \$25 after due date, until a Roster is received.
- D. Players not appearing on Roster are NOT eligible.
- E. Photo ID may be requested to validate rosters.
- F. All teams shall receive copies of Divisional Rosters from the Executive.
- G. Teams are allowed to register a maximum of 20 players on their roster.**
- H. A player CANNOT be on 2 team rosters, if those teams are in the same division.**

### **8. PLAY-OFFS:**

- A. Top four teams of each Division will playoff for a Divisional winner.
- B. First place vs. Fourth place teams: Second place vs. Third place teams.
- C. The two winners (from above) playoff to determine Divisional Playoff Champion.
- D. ALL playoff games will be the best 2 out of 3 games
- E. The higher positioned team will be home team for the 1<sup>st</sup> & 3<sup>rd</sup> games with the lower positioned team being the home team for the 2<sup>nd</sup> game EAMSPA will abide by the Official NSA Canada Rule Book.  
Exemptions: EAMSPA House, General Diamond & Ground Rules.

# E.A.M.S.P.A. Operating, House, General & Ground Rules

## HOUSE RULES:

### 1. GAME:

- A. Line-up will include 10 players (or 12 if EH is used) and positions (**max. of 7 male players:**)
- A team can play with more than 3 female players (substitution restrictions apply).
  - Any vacancies will be an Auto-Out in order listed (throughout game as vacant).
  - Substitutions of male for male and female for female (throughout entire game).
  - Batting order can be any male/female order (alternating not mandatory).
  - Teams must field a minimum of 7 players or default their game (**minimum 2 females**).
  - Extra hitters (EH) allowed. Use of EH must be specified at the beginning of the game. Teams **must** have both male and female if using the EH. If an injury occurs and no subs are available, automatic out is invoked. EH can be substituted into a defensive position at any time but the teams batting order must remain the same.
  - There is a 10 minute grace period at the start of a game for a team to field a legal team. The game is still restricted to 90 minutes from the scheduled start time
- B. All games are a **maximum** of 7 innings or 90 minutes, from scheduled start time:
- **No inning to start after 75 minutes, from scheduled start time.**
  - Declared last inning must be called at the TOP of an inning.
  - **Maximum 5 runs per inning with the exception of the 7<sup>th</sup> or declared last inning.**
  - Unlimited runs in the 7<sup>th</sup> or declared last inning.
  - Pre-season and regular season games may end in a tie.
- C. **Mercy Rule**
- ***If the visiting team is ahead by the following listed runs after five (5) or six (6) innings, or if the home team is ahead by the following listed runs after 4 1/2 or 5 1/2 innings the team with the lead shall be the winner.***  
***- Fifteen (15) runs after five (5) innings and ten (10) runs after six innings,***

2. DISPUTES: Only Manager/Coach or Captain may discuss calls with Umpire.

### 3. PITCHING:

- A. Distance is 50 to 60 feet from home plate in a straight line to second base.  
B. ARC must be a minimum of 6 feet to UNLIMITED.  
C. **Pitcher / Catcher combination does not have to be opposite gender**

### 4. STRIKES:

- A. Called strike is a legal pitch which contacts the Regulation Mat.  
B. Regulation Mat - rubber or wood (1/2" max thickness) 36" x 24" cut-out to fit home plate  
C. Home plate is part of the diamond. Any hit ball contacting home base and settling in fair territory, is a fair ball

### 5. SCORING (Safety) LINE:

- A. Fielding team must play home plate not mat.  
**B. Fielding team cannot tag any base runner going home, once past the commitment line**  
C. Base runners must run behind the mat. Any contact with the mat or the base, runner is out  
D. Commitment line shall be marked 20 feet from the top corner of home plate on the 3<sup>rd</sup> base side. Once a runner passes the commitment line, the runner cannot return to 3<sup>rd</sup> base.

# **E.A.M.S.P.A. Operating, House, General & Ground Rules**

## **6. BUNTING:**

- A. ONLY Females are permitted to bunt.
- B. Defensive players must remain 50 feet from home plate **and stationary**, before contact is made. Batter is awarded 1<sup>st</sup> base if the 50 ft. barrier is broken.
- C. Players cannot “hit away” after showing their intention to bunt.

## **7. WALKS:**

- A. Male at bat with female on deck, 4 balls with no strikes, male advances to second base and female must bat.

## **8. BASE RUNNER:**

- A. Unlimited courtesy runners may be awarded to an injured batter, if the batter does not proceed any further than 1<sup>st</sup> base. If a batter is able to establish 2<sup>nd</sup> or better, a courtesy runner will not be allowed. An exception will be made if the batter stops at 1<sup>st</sup> and is awarded additional bases (e.g. an overthrow). Otherwise, substitution rules apply.
- B. All base runners must remain in contact with the base until the batter makes contact with the ball
- C. **A Batter MUST reach 1<sup>st</sup> base before the use of a courtesy runner is allowed**

## **9. BASE PATHS:**

- A. Base paths shall be 70 feet between all bases.**
- B. The diagonal distance from home plate to 2<sup>nd</sup> base shall be 99 feet**

## **10. PLAYERS**

- A. NO MINORS Players must be a minimum 18 years of age.
- B. NO PREGNANT PLAYERS PERMITTED.

## **11. SAFETY ADVISORY:**

- A. NO JEWELRY (medical ID exempt): Violation is automatic out. (Insurance voided upon any injury.)
- B. Glasses/sunglasses: Insurance risk (worn at own risk).
- C. Catcher/Pitcher masks are recommended – NOT mandatory.

# E.A.M.S.P.A. Operating, House, General & Ground Rules

## GENERAL RULES:

### 1. GAME EQUIPMENT:

A. Home Team Supplies: Regulation Mat, 2 regulation balls, bases, cones and safety base. (Mat can be rubber or wood (1/2" maximum thickness) 36" x 24" cut-out to fit home plate.

B. **Regulation Bats:** Only EASMPA tested & approved bats are legal. Any bat without a current year "EAMSPA" sticker is considered an ILLEGAL BAT!

C. **Game balls – Game balls must be .40 Cor – the league will provide each team with 12 balls at the start of the season.** Home teams to provide at least 1 NEW ball for game use.

2. WARM-UP/INFIELD: No on-field warm-up after the 1<sup>st</sup> inning OR for scheduled late games.

### 3. DIVISIONAL SEEDING:

Divisional winners (regular season and playoffs) will move up a minimum of one division. May not return to same or lower division unless team receives and "executive exemption".

### 4. SCHEDULE:

A. Pre-season games determines: Allocation of teams.

B. Regular season games determines: Regular season winner.

C. Division Playoffs determines: Division playoff champion.

### 5. POINTS:

A. Pre-season and regular season: Win = 2 Tie = 1 Loss = 0

B. Point totals: Return to ZERO after seeding.

### 6. STANDINGS:

- |                    |                           |
|--------------------|---------------------------|
| A. Between teams   | Most Points Tied go to B  |
| B. Between teams   | Most Wins Tied go to C    |
| C. Between teams   | Head to Head Tied go to D |
| D. Between teams   | +/- average Tied go to E  |
| E. Within division | +/- average Tied go to F  |
| F. Play-off game   | Sudden death n/a go to    |
| G. Executive       | Coin toss                 |

### 7. UMPIRE NO SHOW:

Home team/plate umpire – Away team/base umpire or each team plate and base ump their own team at bat.

Report all umpire no shows to your coordinator and on the web site.

### 8. RAIN-OUTS:

City of Edmonton, Community Services:

Field status number: 496-4999 connect & press 1 (last update @ 4pm) or;

([www.edmonton.ca/attractions\\_recreation/sport\\_recreation/stadiums-and-sports-fields.aspx](http://www.edmonton.ca/attractions_recreation/sport_recreation/stadiums-and-sports-fields.aspx)) or:

Visit: [www.eamspa.org](http://www.eamspa.org) for the link to the City of Edmonton's site.

**IF CLOSED:** DO NOT use diamonds! **SEVERE PENALTIES** for teams violating. (No need to report city wide rainouts.)

**IF OPEN:** Teams and umpire **MUST SHOW-UP** at diamond and decide if field is playable. If necessary, a vote will then take place. One vote per team and umpire: majority rules. (Report rainouts to your coordinator) If one team is not on site for a vote, they will DEFAULT the game. Teams must contact

# **E.A.M.S.P.A. Operating, House, General & Ground Rules**

Division Coordinator with results (report rainouts).

## **DIAMOND GROUND RULES:**

### **1. ALL DIAMONDS:**

#### **OBSTACLE INTERFERENCE:**

Any interference by way of ball / obstacle contact; fielding impediments; and/or any obstacles as indicated and agreed upon within the standard playing field by the team managers and umpire, prior to the start of the game, shall be ruled as a GROUND RULE DOUBLE.

### **2. FENCED DIAMONDS:**

- A. Any hit ball, bouncing over, rolling through or stuck in fence shall be a GROUND RULE DOUBLE.
- B. Home Run Rule: 2 up home run limit – teams cannot be up by more than 2 home runs at any time.  
Penalty for hitting 3 up or subsequent home runs = called strike.