

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 attend the Annual General Meeting (failure to send a representative will result in the **loss of funds in the performance bond account**).
 - C. 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).
 - D. The head coordinator must be notified **by noon of your game day** if your team will not be playing a scheduled game (failure to provide adequate notice will be fined \$30).
 - E. Teams that cannot field a minimum of 7 players will forfeit the game and be fined \$30.
 - F. 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.
 - G. All money still active in the Performance Bond at the end of the season will be refunded at the Annual General Meeting.
 - H. 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. A \$50.00 protest fee must be received by Executive within the week of protest.
 - D. The protest fee will be refunded if the protest is upheld/won.
 - E. **ONLY the team Manager or Coach is allowed to file a protest.**
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 48 hours will result in both teams being 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.)

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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 the due date. **NO CHANGES PERMITTED** after the due date.
- C. Teams will forfeit all games and will be fined \$25/week after the 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. Player names on a game roster **MUST** match the name on the players ID. (**Any nick name used MUST be noted on the official roster**)
- 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. All teams are eligible for the year end playoffs.
- B. The 28 games played in regular will used to rank teams and determine team groupings for the playoffs.
- C. All playoff rounds will be the best of 3 games.
- D. Playoff schedule:
 - 1) Semifinals; (a) 1st vs. 4th (b) 2nd vs 3rd
 - 2) Finals winner of (a) vs. winner of (b)
- E. The higher positioned team will be the home team for the 1st & 3rd games with the lower positioned team being the home team for the 2nd game.
- F. Playoff structure may be adjusted to account for any variation in the number of teams playing in a particular season.

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HOUSE RULES

1. GAME:

- A. Line-up will consist of 10 players (or 12 if EH is used) and positions (**a max. of 7 defensive male players are allowed on the playing field:**)
- 1) A team can play with more than 3 female players (substitution restrictions apply).
 - 2) Any vacancies will be an Auto-Out in order listed (throughout game as vacant).
 - 3) Substitutions of male for male and female for female (throughout entire game).
 - 4) Batting order can be any male/female order (alternating not mandatory).
 - 5) Teams must field a minimum of 7 players or default their game (**minimum 2 females**).
 - 6) Extra hitters (EH) allowed. Use of EH must be specified at the beginning of the game. Teams **must** have both male and female, two females or 1 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 team's batting order must remain the same.
 - 7) 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:
- 1) **No inning to start after 75 minutes, from scheduled start time.**
 - 2) Declared last inning must be called at the TOP of an inning.
 - 3) **Maximum 5 runs per inning with the exception of the 7th or declared last inning.**
 - 4) Unlimited runs in the 7th or declared last inning.
 - 5) 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 (6) innings.***

2. DISPUTES:

Only players present at the pre-game plate conference can 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.**
- D. Traditional count to start- 0-0 we do not follow the NSA rule for this.

4. STRIKES:

- A. Called strike is a legal pitch which contacts the Regulation Mat.
 - ***IF a pitched ball contacts the mat AND home plate, a BALL is called.***
- 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 plate and settling in fair territory, is a fair ball. Any batted ball contacting the strike board is a dead ball.

5. SCORING (Safety) LINE:

- A. Fielding team must be in contact home plate, to register an out.
- B. ***The 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 3rd base side. Once a runner passes the commitment line, the runner cannot return to 3rd base.

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6. BUNTING:

- A. ONLY Females are permitted to bunt.
- B. Defensive players must remain 50 feet from home plate **and stationery**, before contact is made. Batter is awarded 1st base if a defensive player is in motion or 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 1st base. If a batter manages to contact 2nd or better, a courtesy runner will not be allowed. An exception will be made if the batter stops at 1st 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 contacts the ball
- C. **A Batter MUST reach 1st 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 2nd base shall be 99 feet**

10. SAFETY ADVISORY:

- A. Glasses/sunglasses: Insurance risk (worn at own risk).
- B. Catcher/Pitcher masks are recommended – NOT mandatory.

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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", with a cut-out to fit around 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 .44 Cor/375 Compression – the league will provide each team with 12 balls at the start of the season. Home teams are to provide 2 balls for game use.

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

3. PLAYER ELLIGIBILTY.

A. All players must be on the teams' official roster.

B. Players must be at least 16 years old.

C. For any player under the age of 18:

a. The team must submit a player waiver form signed by a parent or legal guardian.

b. They must wear a batting helmet when up to bat AND while running the bases.

c. They must wear a face mask if they are playing any infield position.

4. SCHEDULE: (Based on 16 team schedule)

A. For the 1st round of league games, each team will every team once,

B. At the end of the 1st round, the teams will be divided into 2 divisions (Top & Bottom); each team will then play every team in their designated division, once.

C. After the 2nd round, each division (top & bottom) will be grouped into tiers of 4, based on the teams' total points (highest to lowest)

D. For the 3rd round, teams will each team in their tier, in a round robin format, twice.

E. At the end of the 3rd round; each tier will be ranked based on total points. This will determine each team's final placement for playoffs.

5. POINTS:

A. Regular season: Win = 2 Tie = 1 Loss = 0

B. Point totals: Teams will carry forward all points earned, from round to round.

6. STANDINGS:

- | | |
|--------------------|-------------------------------|
| A. Between teams | Most Points, if tied go to B |
| B. Between teams | Most Wins, if tied go to C |
| C. Between teams | Head-to-Head, if tied go to D |
| D. Between teams | +/- average, if tied go to E |
| E. Within division | +/- average, if 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.

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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) or:

Visit: 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 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.