

League Operating Guide

Updated April 2024

Note: Latest additions are highlighted.

A. Registration	<p>1. Registration by teams will occur online before the Spring Annual General Meeting (AGM). Deadline for registration will be communicated on the web site and social media. Both returning and new teams must register before the deadline otherwise they risk losing their spot. Placement is in the following order:</p> <ul style="list-style-type: none">• Teams returning from previous year to the same night are placed first.• Teams returning from previous year wanting to change nights will be permitted to do so if room exists on the new night.• Teams on our previous year's Wait List will be placed in order on a night/division if and where there is room, and which is suitably agreed to by the team's rep, Commissioner and Scheduler. If previous year Wait List teams do not register or show at the AGM, they will be removed from the list.• New teams will be placed on a night/division where there is room, and that is suitably agreed to by the new team's rep, Commissioner and Scheduler.• If there are more requests than there are spots available, a random lottery will determine the order to which the requesting teams will be given the open spots. Unplaced new teams will be moved to the Waitlist in the order from the lottery. <p>2. Full payment is required at the AGM to secure a team's spot, otherwise it goes to the next team in line.</p>
B. Division Realignment	<p>1. Approximately half way into the season each division will be evaluated for parity.</p> <p>2. Some teams may be moved to improve parity under the following approximate guidelines:</p> <ul style="list-style-type: none">- winning or losing more than 80% of games.- winning or losing by mercy more than 50% of the time. <p>3. In general we will try to match a move up with a move down in order to keep</p>

	<p>schedules balanced, but this may not always be possible.</p> <p>4. Movement is at the discretion of the Commissioner, with input from the Scheduler and the affected team reps.</p>
<p>C. Player Eligibility</p>	<ol style="list-style-type: none"> 1. Minimum age of 16 years. 2. Pregnant women are not eligible. 3. A team change by any player will require notification and approval of the executive. 4. No team changes will be allowed after the ninth game is played. 5. A player must be on the team's SPN roster before the roster due date to be eligible for the year end tournament and/or playoffs with that team. <ul style="list-style-type: none"> ● Players that do not meet this are ineligible, but can be made eligible ONLY IF they have been registered with and approved by the League Commissioner or delegate. Further, a list of eligible player volunteers from teams not participating in the year end will be kept by the Commissioner, to be called upon as replacements in the event of an injury. 6. During the regular season, teams may OCCASIONALLY pick up players from other teams ONLY IF THEY ARE SHORT for that game, so as the games may be played. Players picked up must be of an equal or lesser caliber than those that are absent. <u>NOTE:</u> Penalties for use of ineligible players is forfeiture of the game.
<p>D. Sportsmanship and Conduct</p>	<ol style="list-style-type: none"> 1. Sportsman's conduct is desirable from ALL players and officials. <ul style="list-style-type: none"> ● Any player ejected from a game will automatically receive a 1 game suspension to be applied to their next scheduled game. ● The Executive will handle any unsportsmanlike conduct on a case-by-case basis. ● Disciplinary measures will be taken, including but not limited to, suspension of players or teams, fines applied to the bond, and expulsion of players or teams from the league. ● Disciplinary committee to consist of the Commissioner, the Umpire in Chief, and the Division Rep of the division in question. If the Div

	<p>Rep's team is involved in the incident, any other Div Rep can be asked to sit. If the Umpire in Chief and/or the Commissioner are not available in a timely fashion then the President can appoint replacements.</p>
E. Performance Bond	<p>1. Performance bond required this season – \$400 per team will be collected at the beginning of the season to ensure participation in the year end tournament and/or other bondable duties. If a team does not participate in the year end tournament and does not provide notice to the FSMSPA Commissioner by the communicated deadline, a \$200 team fine will be imposed.</p>
F. Notice of Forfeit of Game(s)	<p>1. If a team is unable to play a game, the association must be notified at least 48 hours prior to game time, otherwise it will be considered a forfeit.</p> <p>Forfeits shall result in a fine to the offending team escalating in value:</p> <ul style="list-style-type: none"> ● \$50 for the first forfeit ● \$100 for the second ● \$200 for the third ● more than 3 require review from league
G. Weather Policy (Air Quality and Rainouts)	<p>1. Games will be called due to inclement weather until 5:30 p.m. game day.</p> <ul style="list-style-type: none"> ● A notification will be sent via Team Snap ● It is the responsibility of the teams concerned to find out if their game has been canceled or not. <p>2. If the game cannot be called by 5:30 pm, the final decision rests with the umpire at game time. Both teams must show up. Failure to field a team may result in a forfeit.</p> <p>NOTE: FSMSPA defines “inclement weather” as the following:</p> <ul style="list-style-type: none"> ● Government of Canada Air Quality Health Index >7.0 ● Air temperature <4.0 celsius (with wind chill) <p>A discretionary amount of rain that poses a risk to the safety of players. Typically, a rule of thumb encompasses “puddle” like conditions in the infield, and/or outfield.</p>
H. Lightning Policy	<p>1. When the time between the occurrence of a flash of lighting and the sound of thunder is less than 20 seconds the umpire will stop the game and instruct everyone to leave the field of play and dugouts and seek shelter (e.g. vehicles). Once play has been suspended, the game shall not be re-started until the umpire has determined at least 15 minutes has elapsed from the last clap of thunder.</p>

	<p>2. If the stoppage of play occurs within 15 minutes of the time cap, the game will be called.</p> <p>3. All called games must meet the requirements per SPN rule 4, or as otherwise agreed to by both teams, to be deemed a regulation game (generally 5 innings), otherwise they will be deemed incomplete.</p>
I. No Umpires at Game	<p>1. If umpires do not show up at a game, teams are expected to work out an agreement to umpire themselves in a respectful and sportsmanly manner. The game will not be rescheduled.</p>
J. Make-Up Games	<p>1. The league will schedule diamonds and umpires for any make-up games required.</p> <p>2. These will be scheduled and played throughout the current season with minimum "1 weeks' notice" excluding the last week of the season.</p>
K. Rescheduling Game(s)	<p>1. The team wanting to reschedule notifies the league commissioner or scheduler as soon as possible, no later than 48 hours prior to game day. The earlier notice is given, the more likely a reschedule will be possible. The commissioner or scheduler will then notify the opposing team. However, if there is no space or time to reschedule, or both teams don't agree to the reschedule, then there will be a \$25 cancellation fee.</p> <p>Forfeits with less than 48 hour notice will not be rescheduled, and forfeit fines will be charged as outlined in section F.</p>
L. Protests and Player Eligibility	<p>Protests will be considered as per SPN rules, with the following exceptions.</p> <ul style="list-style-type: none"> ● A \$200 bond to be submitted to FSMSPA along with the protest. This bond is applied in accordance with the League's standard Bond Policy ● Protest committee to consist of the Commissioner, the Umpire in Chief, and the Division Rep of the division in question. If the Div Rep's team is involved in the protest any other Div Rep can be asked to sit. If the Umpire in Chief and/or the Commissioner is not available in a timely fashion then the President can appoint replacements. ● All protests should be heard within seven days.

	<ul style="list-style-type: none"> ● Protests can only be made after a game is completed <p>Player Eligibility:</p> <ul style="list-style-type: none"> ● With good sportsmanship in mind, all regular season “spares” must: <ul style="list-style-type: none"> ● Play at (or below) the calibre of division they are sparing for. Teams found guilty of abusing ‘fair-play’ by intentionally sparing a higher calibre player in a game, will be subject to forfeiting any resulting win at the discretion of the protest committee. ● All eligible postseason players must: <ul style="list-style-type: none"> ● Be full time rostered players, or ● Part time (spare) players that have played a minimum of six regular season games with that team, and only play at (or below) the calibre of division they are sparing for. ● Teams found guilty of abusing ‘fair-play’ by intentionally rostering an ineligible player in a postseason game, will be subject to \$200 fine, and forfeiting any resulting win (or series) at the discretion of the protest committee.
<p>M. City Regulations</p>	<p>FSMSPA is governed by all City of Fort Saskatchewan Bylaws;</p> <ol style="list-style-type: none"> 1. Vehicles are not allowed on city parkland. Please keep your vehicles to the parking lot. 2. Alcoholic beverages or smoking (tobacco, cannabis, vaporizers) will not be allowed or tolerated on any diamonds used by the FSMSPA. <p>Complaints during games:</p> <ul style="list-style-type: none"> ● First offence: A warning will be issued to the offending team ● Second offence: A \$100 fine will be applied to the bond of the offending team, possible forfeiture of current game (umpires discretion) ● Third offence: The remainder of the bond or \$200 (whichever is greater)

	<p>will be deducted from the offending teams bond and possible expulsion from the league</p> <ul style="list-style-type: none"> Any further complaints WILL result in expulsion from the league <p>***Warnings will be issued to the team representative via email. If there is a change to the team representative, please notify the league***</p>
N. Team Responsibilities/Score submission	<p><u>Home Team:</u></p> <p>Ensure that the final score is submitted after the game has been completed. The score will now be submitted online only, and can be done from our website (www.fsmspa.ca) under the score submission tab.</p> <p>Only 1 representative from the home team is expected to submit the score to avoid entering duplicate scores.</p> <p>At the end of the game, ensure the opposing team has the same score as yours to be submitted.</p>
O. Team Rep Responsibilities	<p>1. Team reps are responsible for ensuring participation in the requested functions. See Team Rep Expectations document on the web site.</p>
P. Responsibility for Penalties	<p>1. Team coach and team manager will be accountable for all accrued penalties and shall not be allowed re-entry into the league until all penalties have been paid.</p> <p>2. Payment of penalties shall be taken from the team bond. If that is not sufficient, the balance must be paid before the team will be allowed to play again.</p>
Q. Team rosters	<p>1. Team rosters will be completed online via the SPN Member Login Portal. All team members must register online, agree to the waiver terms and be added to the team's roster. Teams must have ten players on their rosters prior to the first game of the season otherwise the team will be fined \$100 from their bond for each additional week until the registration is complete (see "Responsibility for Penalties" section above). Fees & bond will be withheld and any missed games will be counted as forfeits. No roster additions may be made after July 1st.</p> <p>2. If any addition or deletion of players is required during the season, follow the same online registration process via the SPN portal.</p>
R. Feedback, Concerns	<p>Any feedback, questions, concerns, issues etc. can be given to the league via either:</p> <ul style="list-style-type: none"> Division Reps Email info@fsmspa.ca,

	<ul style="list-style-type: none"> • Mail to Fort Sask Mixed Slo-Pitch Assoc, Box 3355, Fort Sask., AB, T8L 2T3
S. Web Page	The Fort Sask Mixed Slo-Pitch Association web is www.fmspa.ca
T. Playoffs	<p>The top six teams from each division will have the option to participate in playoffs. If a team does not wish to participate the next team in the standings will become eligible.</p> <p>If a team opts out of playoffs, or is ineligible due to standings they will be refunded \$150.00</p>

RULES AND EXCEPTIONS

A. SPN Rule book Governs	The Fort Sask Mixed Slo-Pitch Association follows the official slo-pitch rules as per the SPN rule book with the following exceptions.
B. Warm-Ups	Pre-game warm ups are to be conducted on the outfield grass.
C. Exceptions to SPN rules	<p>For all Divisions</p> <ol style="list-style-type: none"> 1. A maximum of 6 runs per team per half inning is in effect, except the last inning only is unlimited. 2. Games will be limited to 1 hour and 5 minutes plus an inning. When the hour and five minutes is up, teams will finish the inning they are currently playing and then play one more. This inning is open. 3. An "alternating sexes" line-up rule is NOT in effect (SPN rule 13-1B). 4. Male batters, when followed by a female batter, will only be awarded a 2 base walk on 4 straight balls, i.e. a 4-0 count. Any other count will result in a 1 base walk. In either case the female batter must bat (SPN rule 13-3). 5. Anticipation lead offs will be allowed on the swing only. A full swing must occur before baserunners can leave their base. If the umpire declares no swing, and a base runner has left the base they are OUT. 6. When a female is up to bat, she has the choice to use either the big or small ball. A male batter is only allowed to hit the big ball. 7. FSMSPA is not following the 1-1 count rule. All batters will begin with a 0-0 count.

	8. No “juking” rule is not in effect.
D. A Team Consists Of ...	<p>A standard team shall consist of 10 players, normally 6M & 4F:</p> <ol style="list-style-type: none"> 1. A team can start the game with 9 players (6 & 3; 5 & 4). <ul style="list-style-type: none"> - If a team starts the game with 9 players there will be an automatic out for the missing player. Late person is allowed to join the game at any inning at any time. The person must assume the last position in the line up and MUST be on the roster prior to game beginning. - The Ump will have the final call. 2. NO game shall be played with 8 or less players. Forfeit time is 5 minutes after game time. 3. NOTE: If in the case of an injury with no substitute available, at the umpire's discretion the game in progress may continue providing an automatic out at that player's position in the line-up. In case of an injury, a team shall consist of not less than 9 players.
E. Courtesy Runners	Courtesy runners are allowed (follow the gentleman’s rules) once a batter has reached first base.
F. Extra Hitters	<p>SPN coed rules (13-1D) allow for extra male and female hitters in the batting line-up. The previous rules for playing with 9 players still apply (6&3 or 5&4). In order to declare extra hitters, they must be listed in the batting order before the game starts. If a team starts with extra hitters they must finish with the same number, with any vacated batting positions becoming automatic outs (e.g. due to injury or late arrival), as long as the minimum numbers are met (9 as defined above).</p> <p>Any 10 of the players in the batting line up can take up defensive positions in the field, as long as there are not more than 6 males on defense at any time.</p> <p>There are no restrictions for the number of female extra hitters, however teams are allowed to have 1 extra male hitter without having an extra female in their line up. There should never be more than 3 males exceeding the number of females in the line up.</p>
G. Home Base Strikes and Scoring	Boards at home plate will be used for the purpose of calling balls & strikes. In order for a baserunner to be forced out at home, the fielder must be in contact with any part of the strike board while having control of the ball before the base runner crosses the scoring line. If the base runner touches any part of the batter’s mat, they will be called out.
H. Home Run Rule	1. Home run rule will be 4+1. Teams will be limited to 4 home runs per game,

	<p>unless the opposing team hits 4 home runs as well. If both teams hit 4 homeruns, then they can go back and forth hitting 1 home run each. After 4 home runs are hit, neither team can be +2 homeruns on the other. If a home run is hit that does not fall into the guideline of this rule, the batter will be considered OUT.</p> <p>2. When a home run is hit, the player must round the bases in a timely manner. There will be no walkoffs.</p> <p>3. Outfielders should attempt to retrieve a home run ball through the holes in the outfield fence when time permits and if the ball is a reasonable distance away.</p>
I. Music	<p>Music (appropriate for our family environment) is allowed to be played in dugouts at a reasonable sound level. If a team feels it is too loud or inappropriate in the opposing dugout they may ask the umpire to turn it down.</p>