



League Operating Guide

Updated Apr 2026

Registration

- 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:
 - 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 the 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 teams do not show up to the AGM, they will be removed from the waitlist
 - 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 entered into a waitlist in the order from the lottery
- Full payment is required at the spring AGM to secure a team's spot, otherwise it goes to the next team in line
- Each team must have a representative attend the Spring AGM

Player Eligibility

- Minimum age of 16 years
- A player must be on the team's SPN roster before the roster due date (July 1st), to be eligible for the year end tournament and/or playoffs with that team
 - This can be done through the SPN website
- During the regular season, teams may pick up players from other teams if they are short players for that game. Players picked up must be of an equal or lesser caliber than those that are absent.
- During playoffs, players must be on the SPN roster and must have played a minimum 6 games with that team to be eligible
- You can not be on more than one team SPN roster on the same night, however, you can be on two team rosters if they play on separate nights

******Penalties for use of ineligible players could result in forfeiture of the game, bond hour fines, or banishment from the league, and will be at the discretion of the FSMSPA Executive Board******

Sportsmanship and Conduct

- Sportsman's conduct is desirable from all teams, players and officials
 - 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
 - The Disciplinary committee consists of the President, Commissioner, and Umpire in Chief. If the Umpire in Chief and/or the Commissioner are not available in a timely fashion then the President can appoint replacements
 - If any of the above have a conflict of interest based on the teams involved, they will be removed from the disciplinary measures

*****Disciplinary decisions will be at the discretion of disciplinary committee*****

Gameplay - season / playoffs / score submission / weather

- **Division alignment / realignment**
 - Teams will be entered into their preferred division to start the season, unless otherwise determined by the league Commissioner, President, and Scheduler
 - Approximately half way through the season (8-12 games), each division will be evaluated for parity
 - Teams may be moved up or down divisions to improve parity
 - Some guidelines that will be followed to improve parity will include:
 - Winning or losing a high percentage of games
 - Winning or losing a high percentage of games by mercy
 - Caliber of teams played and if those teams are being moved divisions
 - Movement will be at the discretion of the Commissioner, with input from the Scheduler and team representative
 - Movements may not be possible due to scheduling
- **Score submission**
 - The home team must submit the score after the game is completed
 - The score has to be submitted online only through our website, www.fmspa.ca, under the score submission tab
 - A team representative must submit the score within 48 hrs of the completed game and ensure the game details are accurate when submitting
 - Failure to submit scores in accordance with the timeline may result, but is not limited to bond fines (\$25 for each game score missed)
- **Playoffs**
 - The top 6 teams in each division will have an opportunity to participate in the playoffs

- If a team does not wish to participate, the next team in the standings will become eligible
- If a team opts out of the playoffs, or is ineligible due to standings they will be refunded the \$150 playoff fee
- No umpires at games
 - 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.
- Weather
 - Games will be called by 5:30 p.m. on game day
 - A notification will be sent via Team Snap, and if able to, Facebook
 - It is the responsibility of the affected teams to find out if their game has been canceled
 - If the game can not be called before the 5:30 deadline, the final decision rests with the umpire
 - Both teams must show up
 - A failure to show up may result in a forfeit of the game
 - Any inclement weather can result in a cancellation of a game. Guidelines used by FSMSPA include the following:
 - Government of Canada Air Quality Health Index >7.0
 - Air temperature <4 degrees Celsius (with wind chill)
 - Air temperature >40 degrees Celsius (with humidex)
 - Substantial amount of rain resulting in standing water on the fields
 - Lightning and thunder within 20 seconds of each other (umpire discretion)
 - If the stoppage occurs within 15 minutes of the time limit, the game will be called
 - 4 innings must be finished or the game will be deemed incomplete and a reschedule will be attempted

*****All game cancellations called prior to 5:30 p.m. will be be at the discretion of the Executive, while still referring to the guidelines*****

Forfeits / Rescheduling

- If a team is unable to play a game, the Scheduler or Commissioner must be notified at least 48 hours prior to game time, otherwise it will be considered a forfeit
 - Forfeits shall result in a fine to the offending team escalating in value:
 - 1st offence - \$50
 - 2nd offence - \$100
 - 3rd offence - \$200
 - More than 3 require a review from the league
- To get a game rescheduled, a team must notify the Scheduler or Commissioner 48 hours prior to game time
 - The earlier the notice the more likely a reschedule will be possible
 - However, if there is no space or time to reschedule and the game cant be made up, there will be a \$25 cancellation fee for each game missed for the offending team

City Regulations

- FSMSPA is governed by all City of Fort Saskatchewan Bylaws;
 - Vehicles are not allowed on city parkland. Please keep your vehicles in the parking lot
 - Alcoholic beverages or smoking (tobacco, cannabis, vaporizers) will not be allowed or tolerated on any diamonds used by the FSMSPA
 - Designated smoking areas will be placed around the facility. Smoking is not permitted in any other area
 - If these guidelines are not followed, and the clean up maintenance is too much, it could lead to team forfeits, bond fines, and cancellation of games
 - Complaints during games:
 - 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), will be deducted from the teams bond

- Any further complaints could result in expulsion from the league
- Warnings will be issued to the team representative via email. If there is a change to the team representative, please notify the league

SPN Rules / Exceptions

- FSMSPA follows the official slo-pitch rules as per the SPN rule book with the following exceptions:
 - A max of 6 runs every half inning is in effect, except the last inning of play is unlimited.
 - Games will be limited to 1 hour and 5 minutes (1:05), plus an inning. When the time is up, teams will finish the current inning and play one more. This inning is open.
 - An alternating sexes rule is not in effect.
 - Male batters, when followed by a female batter, will only be awarded a two base walk on 4 straight balls only (4-0 count). The female must bat.
 - Anticipation lead offs will be allowed on swing only. If the umpire declares no swing and a runner has left the base they will be considered out.
 - 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.
 - All batters will begin with a 0-0 count
- Team
 - A standard team shall consist of 10 players, 6 male / 4 female
 - A team can start a game with 9 players (6&3 or 5&4), however there will be an automatic out for the missing player
 - The late person can join the game at anytime but must be on the roster prior to game time
 - No game shall be played with 8 or less players
 - In case of injury, the same rules above apply (umpires discretion)
- Runners
 - Courtesy runners are allowed once a batter has reached first base
 - Unlimited runners are allowed
- Extra Hitters

- You may bat an extra hitter during the game but must be listed on the batting order prior to game start
 - You can only have one extra male hitter in the lineup
 - If you have more than one, another female has to be added to the lineup
 - You can not have more than 3 males exceeding the number of females in the lineup (7&4, 8&5)
 - A maximum of 13 hitters are permitted
- *Mercy Rule*
 - When a team is ahead by 12 or more runs and a minimum of 4.5 innings have been played, it will be declared a mercy
 - Example - If the home team is ahead by 12 or more runs going into the bottom of the 5th, the game is over and they do not bat
- *Homeruns*
 - Home run rule is 4+1. Teams will be limited to 4 home runs per game, 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.
 - Walk offs are permitted
- *Music*
 - Music (appropriate for 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 inform the other team to turn it down, or off.