

**ROSEDALE MEN'S FASTBALL LEAGUE RULES
(UPDATED 2024)**

- 1. Any rules not covered by our RMFL house rules, the umpires will refer to SOFTBALL CANADA RULES then umpires discretion.**
- 2. Final monies are due NOW.**
- 3. Team rosters are to have a maximum of eighteen (18) players.
Final rosters are due prior to July 18th Game. A formal roster must be submitted To Kevin by email k.maclellan@live.ca**
- 4. Players need a MINIMUM OF 8 GAMES to be eligible for play-offs. If you work shifts and declare these players NO LATER THAN WEEK 1, they only need 5 games. Records to be kept by Kevin. Screenshots of the score sheets are to be sent to him after each game.**
- 5. For a player to be credited for a game they must, enter a game before the end of the fourth inning or sign in injured before the end of the fourth inning. Injuries need to be signed at the bottom of your teams batting order and witnessed by opposing teams captain or coach. Serious or prolonged injuries at league discretion.**
- 6. ALL BATTERS AND BASE RUNNERS SHALL WEAR APPROVED CSA HEAD GEAR**
- 7. Jewellery and blood during game play are at the umpire's discretion, if bleeding cannot be stopped the player must come out of the game.**
- 8. Catchers must have and wear throat protection**
- 9. METAL CLEATS can be worn during game play. Any incidents arising from an ejection for the misuse of cleats, the offending player will be immediately suspended pending League ruling on the incident. The league will make a decision after all the evidence has been presented by all parties.**
- 10. Teams are allowed five (5) courtesy runners a game. The courtesy runner must be in the game's lineup. No courtesy runner is allowed to run more than once per inning. When the five courtesies runners are used the player has to run.**

- 11. TWO OUT CATCHER/PITCHER RULE, IS NOT ENFORCED BUT CAN BE USED IF AGREED UPON BETWEEN THE 2 TEAMS. EACH PLAYER MUST HAVE ALREADY BEEN PLAYING IN THE GAME NOT ABOUT TO ENTER THE GAME. LAST OUT IS APPLIED.**
- 12. Players are to wear baseball pants, team jerseys with number and RCC crest preferred. Jerseys MUST be tucked in for all plate appearances. Opposing teams have the option to have the player sit out if not in uniform.**
- 13. If a player is ejected from the game BEFORE THE START OF THE FIFTH INNING. THE PLAYER MISSES THE BALANCE OF THAT GAME. IF A PLAYER IS EJECTED AFTER THE START OF THE FIFTH INNING THE PLAYER MISSES THE BALANCE OF THAT GAME PLUS THE NEXT GAME.**
- 14. PHYSICAL AND/OR VERBAL ABUSE OF UMPIRES AND/OR PLAYERS WILL NOT BE TOLERATED (ZERO TOLERANCE POLICY) CITY OF HAMILTON. THIS WILL LEAD TO THE FORFEIT OF THE OFFENDING PLAYERS SEASON ...ALL-OFFENCES ARE TO BE UNDER LEAGUE REVIEW.**
- 15. ALL PLAYERS DURING THE REGULAR SEASON THAT ARE IN THE LINE UP AT THE BEGINNING OF THE GAME MUST BAT.**
- 16. Each team will keep their own scorebooks and are to be signed by the umps each games end. Player's name and number are required for games to be credited. Last name or number is required when there is more than one player with the same first name.**
- 17. Regular season games are to start on Wednesday at 8 45pm and Thursdays at 6 45pm and 845pm. No inning is to start after 10 30pm on Wednesdays and Thursday 8 30pm and 10 30pm for the late start. There is a 15-minute grace period for a team with less than 7 registered players. After the grace period if a team can't field 7 registered players the game is FORFEITED.**
- 18. When a team plays with less than 9 players, anytime the missing players are scheduled to bat in the batting order and are unavailable, this shall count as an out against the offensive team. These outs can be spread throughout the lineup. If an injury creates less than 9 the rule still applies.**

- 19. Four completed innings constitutes a complete game, unless the home team is ahead after the top half of 4th inning... this also is for curfew or rain lightning etc.**
- 20. Any game CANCELLATION requires twenty-four (24) hrs notice. For game cancellation contact Jesse 905 512 3743 or Fred 905 512 3756. Can text also.**
- 21. Rained out games will be called in to team captains only no later than 5pm on game night. The late games will automatically be cancelled also. inquiries are made to Jesse or Fred only by the team captain. Rained out games will be re scheduled at league discretion; cancelled/forfeited games are not replayed. If rainouts cannot be made up the game will be a wash and each team will receive 1 point each.**
- 22. Diamond playability is at league discretion, if diamond is determined to be unplayable game will be rescheduled at a later date.**
- 23. Regular season games can end in a tie. Mercy is considered 15 runs after 3 innings, or 9 runs after 5 innings**
- 24. The late game on Diamond 1 and 2, the team who loses the game are to put bases and pitcher's mound away. (New) This year because we have no late game Thursday, the team who loses the 6 45 game D2 puts away the bases and pitcher's mound.**
- 25. League standings are determined. HEAD-TO-HEAD, TOTAL WINS. RUNS AGAINST AND WORST CASE, COIN TOSS.**
- 26. A CSA approved safety base shall be used at First Base.**
- 27. Bat rule in affect. illegal bats are monitored by team captains. if caught using, bat will be taken from team. if used again player will be ejected.**
- 28. ALCOHOL AND DRUGS ARE PROHIBITED DURING GAME PLAY. NO ALCOHOL OR DRUGS ARE TO BE ON THE BENCH, PLAYING FIELD OR ANYWHERE NEAR BENCH. PLAYERS CAN AND WILL BE EJECTED FROM THE GAME. THE GAME CAN ALSO BE FORFEITED IF UMPIRES DECIDE.**

2024 PLAYOFF RULES

7 INNINGS AND THERE WILL BE NO TIME LIMIT FOR PLAYOFF GAMES

SEED IS DETERMINED BY WINS/LOSS, HEAD TO HEAD, RUNS AGAINST AND COIN TOSS FROM REGULAR SEASON

HIGHER SEED FROM REGULAR SEASON HAS HOME FIELD ADVANTAGE THROUGHOUT PLAYOFFS

DATES AND TIMES ARE AT LEAGUE DISCRETION

TIE BREAKER

IN THE EVENT OF A TIE THE FOLLOWING WILL DETERMINE WHO ADVANCES

- 1) HEAD TO HEAD IN THE TOURNAMENT
- 2) RUNS AGAINST IN THE TOURNAMENT
- 3) COIN TOSS

MERCY

9 RUNS AFTER 5 INNINGS AS PER REGULAR SEASON

TIES DURING A GAME

IF THERE IS A TIE AFTER 7 INNINGS:

- 1) ALL REMAINING DESIGNATED RUNNERS EXPIRE
- 2) BOTH TEAMS ARE GIVEN 1 DR PER INNING
- 3) IF YOU DO NOT USE YOUR DR THAT INNING THEY MAY ACCUMULATE INTO

(LEAGUE VOTE)

LINE UPS

- 1) MUST BAT 12 (IF YOU HAVE 12 OR MORE IN UNIFORM)
- 2) CAN SUB IN IF BATTING 12 OR MORE BUT MUST TAKE THAT PLAYERS SPOT
- 3) TEAMS CAN BAT LESS IF THEY CHOOSE AND OTHER TEAMS CAN MATCH

THERE WILL BE NO MERCY OR INTERNATIONAL RULE FOR THE CHAMPIONSHIP