

VAUGHAN WORLD SERIES SLO-PITCH LEAGUE

Rules for 2025

(Other Than Those Provided by NSA)

The following rules apply to the VAUGHAN WORLD SERIES SLO-PITCH LEAGUE for the regular season and playoffs. All other rules are governed by this current year NSA Rules book.

Print in **Red** indicates change or addition to last year's rules

1. **2025** League Fees

The league fees for the Sunday and Monday leagues will be communicated to team captains by email. A deposit is required by March 1st to secure a team's spot in the league. Full payment of the team fee is required by the third Sunday in May. Any team(s) without full payment of the deposit or team fee by the specified deadlines will be removed from the schedule until payment is received. Any scheduled games for such team(s) will count as a loss towards the season standings. In addition to the recorded loss, a \$100 penalty will be added to any team not making their deposit or team fee payment by the requested date.

A forfeit deposit of \$300 must also always be in place in addition to the team fee.

2. Team Roster

Team rosters may consist of a maximum of 20 Players. Complete name, cell numbers, full address, photo, and email are required by all players. The team roster should be made up of 75% Vaughan residents. Any player that is missing a photo will not be allowed to play the first game and future games till the photo is received. Back up players should be given jersey number "SUB" on roster.

All players, if not already done so in previous seasons, must sign the league waiver before the beginning of the season. This also includes all back up players on your roster. No player will be allowed to play without a signed form.

Only players on a team roster can play. Any team that is caught breaking this rule will be given a forfeit and rule #14 will be applied. Players can only register on one team roster in the Sunday and Monday league. Players can play in both Monday and Sunday leagues.

The deadline for all players to be added to the roster is **the first day of July**. After this date no players can be added.

3. Players in all Division can be made up of Men and Women ages 18 and older.

4. No existing player from any team in VWSSL league will be allowed to switch teams until either the president or the captain of the other team provides consent. This rule also applies to any individual wishing to start their own new team in the league.

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5. Safety Equipment and Base distances

- a) Helmets for the batter and all base runners are optional, but highly recommend. A rebate of \$10.00 per helmet to a maximum of \$40 per team will be offered by the league. The rebate will only be paid out with submission of original receipt to the league.
- b) Any team that wants to purchase a pitcher mask will have up to \$40 of the cost reimbursed to them by the league. One mask per team. Will only be paid out with submission of original receipt to the league.

6. Photo roster

A game sheet for each scheduled game with photos of players from both teams will be provided in the equipment box each week. Captains are to mark on this sheet the batting order of their players that are playing that day. This sheet must be completed by both teams before the start of the game. The scorekeeper for each team can use this sheet to copy the names of the players if so needed. The photo roster will be used to submit game results and track the number of games each player has played in the regular season. Teams not filling in sheet risk their players not qualifying for playoffs due to lack of data submitted. This duty falls on each team to complete. At the end of the game both captains and the umpire are to sign the sheet to verify that score and the players that played. Place the completed sheet back in the equipment box. This sheet will be used to track games played to qualify for playoffs (rule #12).

7. Team Responsibilities

Each team must designate a captain and co-captain.

The home team in the first game time slot is responsible to set up the bases, and strike board on the field. The home team in the last time slot is responsible for returning all bases and strike board to the equipment boxes and properly locking them at the end of the last game.

The equipment boxes will be stocked with new game balls every week. The umpire will require two balls at the beginning of the game. **Use one new ball from the equipment box for each new game and the home team to provide one good additional used ball for the game.**

After the game, both used balls are returned to the home team for use in future games.

If any time during the game a ball is not retrievable (via home run, foul ball. etc...), the team Losing the ball must supply the umpire with a new or used good ball **from their own supply of balls, NOT from the ones in equipment box.** Any team that cannot replace a lost ball during a game with another new or used ball will be charged \$8 from their forfeit deposit. That money will be credited to the team that replaced the ball for your team. Please make a note in bottom of game sheet so credit and deductions can be applied. **For this credit and charge to work the captains must make a note in the game sheet.**

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8. Bat Eligibility

Vaughan World Series Slo-Pitch League will be using the NSA list for approved Bats for play. The following symbol indicates an approved bat: Bats not having this symbol may NOT be used.



It is the responsibility of team captains to bring attention to the umpire any illegal bat being used during a game.

Any team caught using an illegal bat will forfeit their game, and rule #14 will apply.

The opposing team captain shall notify the league convener. Second offense of use of an illegal bat will result in a forfeit game, fine of \$150 and suspension of captain for one game.

9. Uniforms

Each player MUST wear a numbered team jersey (except subs). The team playing in the game MUST all have the same colour jersey from the same team. Jersey should be buttoned up if they are of the type that have buttons. The jersey must belong to the team they are playing for. Rule #14 may apply if players cannot play due to lack of or incorrect jersey. Rule #10 call up player(s) are not required to have team jersey they are representing when called up to play. Each team should try to have 2 spare jerseys to be used for their sub players.

New teams and new players to the team will be given some flexibility by the league until the team can get the new player a jersey. **Deadline for all uniforms to be complete is first Sunday in July**, after this date president has authority to apply rule #13.

No hats except baseball caps are permitted on the playing field (Optional).

No steel cleats shoes are allowed.

10. Call up player(s)

Each captain has the right to call up any player from any of our league teams if they cannot field 10 players from their roster. This will be allowed only three times in a season and will be tracked on the team's roster based on the captains inputting all information on game sheets. The maximum allowed player(s) to call up for a game is 2 to reach a total of 10 players. Call up(s) beyond 10 players are not allowed. This rule can **only be used** if you have only 6, 7 or 8 team rosters player and then the team would be allowed to add 2 call up player(s). The key is that you cannot have more than 2 call up players in one game. If a team roster player(s) shows up to play and you have 10 players playing, the call up player(s) are replaced by the roster player in the current batting position of the call up player(s) to keep the number of players to 10.

Call up(s) for playoffs are NOT allowed.

Call up(s) must be inputted on Game sheet where space is provided.

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11. Minimum number of players: 8 players

Teams will require 8 players to play a qualified game.

Umpire to start game, if at least 8 players are present from each team at game time.

A ten-minute grace period may be given to a team(s) to allow 8 players to show up.

Games starting with eight players will have the opposing team supply a back catcher for the team with only eight players. The back catcher is not required to make any plays at the plate, but only to be used to return the ball to the pitcher.

If at any time during the game the roster goes below 8 players due to injuries/emergencies the remainder of the game may be played if both captains agree.

If no agreement can be reached, then the team with less than 8 players forfeits the game and rule #14 will may apply. Captains of both teams and the umpire will decide what is an injury/emergency.

No new players can be added to the game roster sheet after

- a) The beginning of the 5th inning for 9 inning games
- b) The beginning of the 4th inning for 8 inning games
- c) The beginning of the 4th inning for 7 inning games

12. Playoff Eligibility

A player must play in at least 50% (i.e. 8 games in a 16-game season) of the scheduled games to qualify as an eligible player for the playoffs.

The league will consider appeals or considerations due to illness or injury. If there are any injuries that may impact the minimum requirements for a player to qualify; than the team captain must inform the league president via e-mail, so a history of request can be noted. **Email sent to league for injuries must be received at time of injury and not afterwards.**

No player will be allowed to remain on the injured list for more than 4 game weeks. If a player gets injured during the season and more than 4 game weeks pass before returning to play, then some kind of medical note stating the recovery will be required. A player cannot be on and off the injured list. The maximum injured days allowed is 4 without a medical note. A doubleheader is considered one game a week.

Any player that does not play 50% of the first 10 games of the season will not qualify to be placed on the injured list.

13. Forfeited games.

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A game is considered a forfeit, if by the start of the game time (plus the grace period) a team cannot field eight roster players with correct jersey. (Rule #10 **call-up**, is the only exception to the jersey rule.) A score of 10-0 will be entered for the forfeit game for the standings.

A \$150 fine will apply to any team(s) forfeiting game(s),

A fine of \$300 will apply to any team forfeiting a double header.

A fine of \$300 will apply to any team forfeiting a playoff game. All fines will be deducted from the team deposit.

Teams who forfeit more than two games on two separate dates will need to pay an additional \$150 for forfeit game before they are allowed to play again. Failure to pay forfeit is grounds for the team to be removed from the league without any momentary refund.

The league at the start of the season must have their \$300 deposit to cover any possible forfeit games during the year. Fine(s) will be deducted from this deposit to pay for forfeited games. Teams not forfeiting games will not need to replenish the fund for the following year. A game sheet is still required to be completed by both teams indicating the players that were present and ready to play. The forfeited game will count as a game played for those players present at the park and listed on the game sheet. If both teams forfeit the game, both teams are fined.

14. Fines

1. A team must pay \$150 for each game that is defaulted on.
2. A team must pay \$150 for illegal bats.
3. A team can make an appeal for a \$50.00 non-refundable cash payment to the league.

* Fines must be paid in full to the league prior to the playoff weekend to allow for eligibility

15. Disputing Calls

All players should refrain from arguing calls with umpires.

Only team Captain or Co-Captain should dispute rules or calls.

If a player(s) disputes a call made by the umpire, the following protocol will be observed:

- **Initial Dispute:** If a player raises an argument regarding a call, the umpire has the authority to eject the player(s) involved.
- **Persistent Argument:** If a player persists in arguing after the initial dispute, they will be immediately ejected from the ongoing game.

It is important to uphold a respectful and sportsmanlike atmosphere during the game. Players are encouraged to engage in fair play and maintain a positive attitude towards the umpire's decisions.

Captains and Co-Captains are urged to advise their players to back off.

A team that has a player ejected from the game and in turn cannot field or bat 8 players will forfeit the game and be fined as per rule #14.

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16. Home Run Rule

Walk off home run rule has been added to speed up game. A batter hitting a home run can go directly to the dugout without running the bases. Existing runner(s) on bases may do the same. Captain of team hitting home run is asked to announce number of runs scored due to the home run walk off to update the scorekeeper.

Three plus home run rule applies (i.e. Team only allowed to hit three more home runs than the other team at any point during the game).

Any subsequent home run hit will be deemed as an out. Home Run is defined as any **untouched** ball which travels over the fence, over fair ground. This also includes if the ball hits the top of the fence and goes over while in fair territory.

When a fair fly ball is deflected over the home run fence by a defensive player, the batter-base runner will be awarded four bases. This **will not** be considered the same as an over the fence home run.

17. Base Running

Anticipation run is now allowed. Runner must remain on bag until batter swings. If runner(s) comes off bag after batter swings runner is not out.

First and third bases will be 65 feet from home plate. The commitment line will be 20 ft from home plate.

18. Run Control

A maximum of 5 runs can be scored in each inning except when an inning is declared an 'open inning' by the umpire (last inning).

19. Mercy

If a team goes ahead by a score of more than 20 runs, then the game is considered a mercy. At this point the team winning by more than 20 runs will submit that score to the league as the final score.

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20. Catch-Up Rule

- a) **Application of the Rule:** The Catch-Up Rule applies when a game has reached 1 hour and 25 minutes of playtime for Sunday (S) games, and 5th inning or 1 hour and 10 minutes for Monday (M) games, whichever comes first.
- b) **Triggering Condition:** If the visiting team is losing by 10 runs or more based on the game day (S) or (M), the Catch-Up Rule will be enforced.
- c) **Visiting Team Batting Opportunity with Special Final Outs:** According to the Catch-Up Rule, the visiting team starts batting in the 2nd last inning or the designated inning based on time constraints. They bat until they record 6 outs. The first 3 outs can only result in a maximum of 5 runs. If 5 runs are scored during the first 3 outs, any players on base(s) after the 5 runs must be removed, and the remaining three outs are treated like a new inning, allowing unlimited runs. This rule also applies to the home team if they need to bat to catch up.
- d) **Catch-Up Opportunity:** The visiting team, batting under the Catch-Up Rule, can catch up to the home team's score. If they equal or surpass the home team's score, the game proceeds to the next phase. If not, the home team wins.
- e) **Home Team Response:** After the visiting team's batting turn, if they equal or surpass the home team's score, the home team gets a batting opportunity to regain the lead. If the home team regains the lead during their batting opportunity without using all 6 outs, they win the game.
- f) **Umpire's Discretion:** The umpire has the authority to enforce the Catch-Up Rule based on the specified conditions and timing outlined in this rule.
- g) **Communication:** The umpire communicates the activation of the Catch-Up Rule to both teams and spectators present at the game.

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21. Based on whether a 9, 8 or 7 inning game is scheduled to be played the following will apply; Time restrictions are based on the official start time of the game and not the scheduled start unless rain delay is required. Open innings will be played completely (**does not apply to last game of the night**). The following game will commence once the first game has been completed if it goes over the next scheduled time slot. If the game is completed before the next time slot the following game begins on schedule. If the following game starts late due to the previous game running late, then the below times restrictions will be calculated from the start of the game. If start of game is delayed due to rain then the official start time of the game is the scheduled start time. The umpire will begin the time clock from that time and keep it running till the game starts. Once he reaches one of the set times outlined below the next inning will be the opening inning. If the last game start time was delayed due to previous games, then open inning for the last game will be call at 10:45 pm, no matter what the inning is. **The league will use a Drop Dead time of 11pm. If the last game of the evening reaches Drop Dead time and the inning is not completed, we will revert to the last completed inning score. However, if the home team is ahead when Drop Dead time is reached, then home team wins by the score when time was reached.**

- a) When a 9-inning scheduled game reaches 1 hour and 40 minutes, the next inning, if not already the ninth inning will be the open inning.
- b) When an 8-inning scheduled game reaches 1 hour and 25 minutes, the next inning, if not already the eighth inning will be the open inning.
- c) When reduced time slots are used due to conflicts with other leagues on Sunday, all games will be scheduled for 8 innings, but when game reaches 1 hour and 10 minutes, the next inning, if not already the eighth inning will be the open inning.
- d) When a 7-inning scheduled game (Monday night league and playoffs) reaches 1 hour and 10 minutes, the next inning, if not already the seventh inning will be the open inning.

22. Time Limit Open inning is the last inning of either a scheduled 9, 8, 7 inning game, unless rule #19 and #20 applies.

23. Pitching

A strike is called if the pitch is within height regulations set out below and hits any portion of the strike mat or home plate.

Pitcher must be pitching from a minimum 50Ft away from home plate and the arch must be between 6 ft. and 12ft. Ball arch height is decided by the umpire and what he/she considers 6 ft. and 12 ft. height in his judgement to be.

24. For a runner to be called out at home, a defensive player must have some part of his body (foot, hand, etc.) on home plate and possession and control of the ball. The wooden board or mat is **NOT** considered home plate.

The Strike MAT zone has changed for 2017 NSA rule. **We will CONTINUE to use our rule. The mat and the entire home plate are concerned a strike if the ball hits it.**

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25. Courtesy Runners

A player can only be used once as a courtesy runner during the entire game.

- a) 7 courtesy runners for 9 inning games
- b) 6 courtesy runners for 8 inning games
- c) 5 courtesy runners for 7 inning games

26. Scoring

- A. 2 points will be awarded for a WIN.
- B. 1 point will be awarded for a TIE
- C. 0 points for a loss.

27. Completed Games

In the event that a full scheduled game cannot be completed, a complete game is defined as follows: 4 completed innings of play. If the home team is ahead in the middle of 4th inning, then that is considered a complete game also.

28. Rain Outs

Games affected by weather will be handled as follows:

1. If a complete game (as defined in rule #26) has been played, then rule #25A will apply. Captains may request a 15-minute delay from the umpire if they believe the weather will clear. The final decision rests with the umpire or the league president.
2. If the umpire calls the game due to unsafe weather conditions before a complete game has been played, each team will be awarded 1 point, and the game will be considered a tie, per rule #25B. A score of 5-5 will be recorded for the rainout game in the standings.
3. Game cancellations due to weather or field conditions before game time will be decided by the league president or the City of Vaughan.
4. Teams failing to meet the minimum roster requirement at the scheduled time risk forfeiting the game and will be fined according to rule #14.

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29. Ejections

Players ejected in a game by the umpire will receive an automatic one game suspension without monetary refund. Individuals that are ejected more than once in a season or have a history of ejections may be banned from playing in the league. **All ejections must be noted on the back of the game sheet on the incident report. The incident report is also used to record injuries of players. All data from these reports will be tracked and recorded by the league.**

A player ejected from the game by an umpire must leave the diamond immediately. When ejected that player must move far enough away so that they may not be seen or heard by the participants of the game and may not participate in the game in any manner. Any ejected player that does not comply with the request of the umpire to leave the park will have this suspension doubled (2 games). Any player suspended cannot attend or be present at a team's games during his suspension.

If for some reason the game is called by the umpire due to a player(s) or team actions, the game will be considered a forfeit, and a \$150 forfeit will apply and a loss to ejected team(s). Players involved in any physical confrontation will receive an automatic life suspension from the league without a monetary refund.

All appeals against any ruling and suspension will be followed as per Rule #14.

30. Tie Breaker

League statistics obtained from the regular season game sheets will be used to determine eligibility and standing. In case of two or more teams being tied at the end of the regular season play, place of finish will be determined as follows:

- a) Points b) Head-to-Head c) Wins d) Runs for Runs against e) Flip a coin

31. Alcohol/Drugs/BBQ Rule

Vaughan Parks and Recreation is committed to maintaining a safe and enjoyable environment for all participants. As such, we strictly enforce a Non-Alcohol Policy at all times. We kindly remind all teams and players to adhere to the following guidelines:

1. Alcohol/Smoking Prohibition: According to the City of Vaughan by-law, smoking a cigar, cigarette or pipe containing tobacco, or an e-Cigarette or electronic vaporizer or alcohol is not permitted within 20 metres of any sports field.

2. Substance Use During Games: The use of alcohol or marijuana or other illegal drugs during games is strictly forbidden. Any team found in violation of this rule will face disciplinary actions.

3. Consequences: Should a team be caught consuming alcohol or smoking marijuana during a game, the team captain will be ejected from the game. Additionally, the captain will be issued a one-game suspension in accordance with rule #28.

4. Pre-game Intoxication: Teams are not permitted to arrive at their games under the influence of alcohol or drugs. This policy also extends to any players exhibiting signs of intoxication before the game.

5. Player Responsibility: Captains will receive a warning and are responsible for ensuring that any intoxicated player(s) are removed from the game before its commencement. Failure to comply with this directive will result in the suspension of the captains.

There are no Charcoal BBQ's allowed in the park. If found, and confiscated, they will be at team's expense. The League is not responsible for any loss or damage.

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32. Substitution rules are crafted to enable teams to restrict their batting order to a specific number of players. In our league, you have the flexibility to bat every player on your roster for each game and interchange defensive positions at any given moment. The primary objective of this rule is to refine your batting order and enhance offensive competitiveness. When players are present at the game but not included in the batting order, substitutions come into play to address this scenario.

- a) **Application of the rule:** The substitution rule will be used when a team has a player(s) that will not be in the initial batting lineup. The substitute player(s) must be part of the team lineup and designated as a substitute with the letter "S" on the photo roster for that game. The substitute player(s) must be present at the start of the game and be game-ready. It is the responsibility of the captain to inform the opposing team and the umpire that there are substitute player(s) in the lineup for that game prior to the first pitch.
- b) **Triggering condition:** A substitute player (B) may enter the game to replace an existing player (A) when it is player (A) turn at bat. Player (B) can remain active for the remainder of the game and remains in the batting lineup replacing player (A) batting position.
- c) **Re-entry:** Player (A) can only re-enter into the game for player (B) after player (B) has completed 1 full inning (offensive and defensive) at minimum. If player (B) comes out of the game, they can no longer come back into the game for any other player including injured player.
- d) **Exceptions:** A substitute player can enter a game for any player at any time during the game in the event of an injury. The substitute player will remain in the game taking the injured player's position in the lineup for the remainder of the game. No re-entry is permitted.
- e) **Courtesy Substitution:** Substitute players cannot be used as courtesy runners unless they have entered the game by substitution.
- f) **Photo Roster:** If a substitute player is used in a game, the captain needs to make a note that they were used at the bottom of the photo roster that is submitted with the score and signature.

NOTE: When a substitute player enters a game following these rules, they will have been deemed to have played 1 game contributing to playoff eligibility.

Example 1:

- a. The captain informs the umpire that John will be substituting Tony.
- b. John takes Tony's place and goes to bat in Tony's position in the batting lineup.
- c. John must play 1 complete inning at minimum.
- d. Tony can only re-enter by John
- e. The captain informs the umpire that Tony will be re-entering the game.
- f. Tony re-enters the game back in his starting lineup position.
- g. John exits the game and is no longer allowed to enter the game.

Example 2:

- a. Frank gets injured making a catch in the outfield and needs to come out of the game.
- b. The captain informs the umpire that Peter will be substituting the injured player.
- c. Peter enters the game replacing Frank and continues the game in Frank's lineup position.

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32. Dealing with umpires arriving late, or not showing up at all is addressed in this rule.

To keep our time slots going and on time, captains are asked to notify the president (Sam) of the missing umpire 10 minutes before the official game time start. Once notification has been given the captains of both teams are asked to start their game and self-ump the game at the scheduled start time until an umpire arrives.

33. Jewelry

Rule 3 section 6(d) of the NSA rule book will be followed. It states:

Plain wedding bands, plain necklaces free of pendants and charms worn under the uniform, medical alert ID bracelets and necklaces are legal but should be worn or taped to the body as not to present a hazard. All body piercing (permanent or otherwise) must not be looped in any way. A body piercing that is a "Post" type piercing with no dangling parts and no looping parts and no loops whatsoever are legal if judged by the umpire to not present a danger to any participant. Casts (plaster, metal, or other hard substances), or other items judged dangerous by the umpire may not be worn during the game.

In addition, the league will allow rubber wrist bands supporting fundraising organizations if the band is tight and does not create a loop on the wrist area.

34. Parking

Players must also abide to all Parking locations and if they do not, they will be tagged and/or towed at their own expense. The League is not responsible for these fines. Please do not leave your litter in the parking lots.

35. Playoff

The president will determine whether teams in each division advance to a double or single elimination playoff format based on available time slots. Each division will crown its own champion.

Playoffs will take place over two weekends: two divisions will compete on one weekend, and the remaining two on the next. For the Sunday league, playoffs will be held on the 3rd and 4th weekends of September.

The number of innings per playoff game will be adjusted based on time constraints to ensure all games are completed within the scheduled weekends. Additional playoff-specific rules will be provided at the start of the playoffs.

36. Relegation

The criteria that will be used may be as follows:

1. New teams will be added as the president deems best for the league. A new team may request to be placed in any division, but the final call of the president will stand.
2. The President has the right to place any team in any division he feels will best benefit the league. These rules apply to new and old teams. This decision cannot be appealed.

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37. Removal from League

The President has the authority to remove any team or player from the league that he believes causes unjust issues beyond his control. No momentary fund is required if this happens. An effort will be made to refund some funds based on the prorated games played and fines.