



RECREATION

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INTRAMURAL SLO-PITCH RULES

Last Revised: Fall 2023

 = Revised Changes

Part A: WR Governing Rules

1. Warrior Recreation Intramural Leagues are guided by the Spirit of Competition (S.O.C.). Every participant, player, captain, and league staff will all have an active part in upholding the S.O.C.
2. Warrior Recreation Slo-Pitch is governed by the policies and rules put forth by Slo-Pitch National in conjunction with the rules listed here, as well as the policies as outlined in the Spirit of Competition.
3. Umpires, team captains, and players are all responsible for the good order and conduct of the game.
4. The umpire's judgment is final for all decisions regarding game play.
5. A more comprehensive list of rules and regulations for all intramural sports can be located in the Intramural Handbook found [here](#).

Part B: The Teams

1. The conduct of the participants must be in accordance with the Spirit of Competition. Any player violating these guidelines may be asked to leave the facility.
2. It is recommended that both teams be dressed and ready to play 10 minutes before the scheduled start of their game. All games start at the time published on the schedule.

3. Team Members: Teams consist of 10 players playing at one time. Each team must have a minimum of 7 players.
4. Grace Time: Any team without the required number of players within 5 minutes of the scheduled time will default that game. If any team member is in doubt about their eligibility, they should speak with their team captain, League Staff or the Intramural Coordinator immediately.
5. If players, team officials, game timekeeper, etc. show up for a game in a condition which in the umpire's opinion, render them unable to take part, the umpire may default the game.
6. Specialized Positions: One player from the team will be designated as the pitcher.
 - a. The pitcher may change after any completed at-bat.
7. Varsity players are not eligible to participate in an intramural sport similar to their varsity sport while in season. This means that varsity baseball players are not eligible to participate in the fall semester.
8. Substitutes will remain in the bench area and any substitution must be done during a change of inning.

Part C: Team Captain

1. The team captain must be familiar with the Spirit of Competition guidelines and Eligibility rules, and inform players of all rules and conduct expectations.
2. Each team must identify their team captain at the beginning of each game to the umpire. If the captain is not present, the team will nominate a player to be the acting captain for that game. This person will take on all duties and responsibilities as the team captain. This person will be identified as the acting captain on the score sheet.
3. It is the team captain's duty to know his/her duties and responsibilities before the game begins.
4. Only the captain should be speaking with the umpire during the game time. Players who wish to discuss any issue with an umpire must ask the captain to speak on their behalf.
5. It is each captain's responsibility to have the team roster ready on the score sheet by the start of game time.
6. The captains of each team are to complete the S.O.C. on the score sheet honestly by giving the opposing team a rating of 0, 1, or 2. They will also **sign and** validate the score upon completion of the game.

7. Any concerns that a captain may have regarding officiating, should be made aware to the **League Staff** in a timely and respectful manner.

Part D: Officials

1. Slo-pitch will have one umpire assigned to each game.
2. The umpire will require that all participants sign in. Any participant not signing in will not be able to participate.
3. All participants will respect the call of the umpire. The team captain may ask for clarification in a respectful manner.
4. The umpire will manage the match and the game sheet.
5. If there is a dispute, the umpire's decision is final.

Part E: Equipment

1. No jewelry (unless properly taped down), non-elastic head bands, or hard support braces are allowed during game time.
 - a. Captains will be warned at the beginning of the game to have all their players remove such items.
 - b. During the game, players found with such items will be asked to leave play until the item is removed or properly secured.
2. Religious wear may be worn while participating and must not be a safety risk to the participant, participant's team, opponents, or officials.
 - a. Items that are a safety risk will be asked to be properly secured.
 - b. It is the responsibility of the player to properly secure the item safely.
 - c. If there are any questions about an item's safety risks, players should contact League Staff or the Intramural Coordinator more than 24 hours prior to their game.
3. The following equipment will be required or provided:
 - a. Game Ball
 - i. A game ball will be provided for game play only (not for practicing).
 - b. Bats (1 per team)
 - c. Bases
4. The following equipment will be optional:
 - a. If available, practice equipment may be signed out at the equipment desk.
 - b. Additional bats

5. Proper attire must be worn to participate (no jeans or pants).
 - a. Proper athletic footwear for the sport is required (no boots, dress shoes, bare feet, or sandals etc).
 - i. Street shoes are allowed but not recommended due to lack of safety.
 - b. Cleats are recommended but not mandatory.
 - c. Steel toe shoes and metal cleats are not permitted for use.
6. Knee braces must be padded with slow to recover foam, not just pants.

Part F: General Game Rules

1. Playing Time
 - a. Games consist of a minimum of 4 full innings to a maximum of seven innings.
 - i. The umpire will call "last inning" after a full inning.
 1. This will be done at the appropriate time depending on the length of team's innings so far.
 2. If the last inning is quick and there is enough time, another closed inning may be played.
 - ii. No game shall exceed 55 minutes after the scheduled start time.
2. Overtime/Tie
 - a. If a game is tied at the end of the final inning, the game will be recorded as a tie.
3. Time Outs: There will be no time outs and neither the batter nor pitcher may call for time.
4. Mercy Rule: Each team may only score a maximum of 5 runs per half inning. If 5 runs are scored, the inning is over and the next half inning begins.
 - a. The final inning does not have a scoring maximum and will continue until 3 outs are a result is definitive.
5. A game recorded as a default/forfeit will be scored 8-0.
6. The winner will be determined as the team that has the most runs scored, players successfully crossing home plate, at the end of the game.
7. Game will be played on the CIF Ball Diamond.
8. Games may be cancelled due to inclement weather. An email will be sent out to notify all teams if cancelled prior to the start time. If the official cancels the game, the following will happen:
 - a. The official will call the game and notify league staff immediately.
 - b. If the game is cancelled during the first half, the game will be rescheduled.
 - c. If the game is cancelled during half-time or later, the score will be final.

Part G: Specific Game Rules

1. Each team will proceed by pitching to the opposing team. Three strikes will constitute an out and 4 balls will constitute a walk.
2. Each captain will be responsible for scorekeeping their own team while at-bat.
3. Since this is a Warrior Recreation Co-ed league, a team is permitted to field both male and female players, the number of players of each gender is up to the team's discretion.
4. No new players may be added to the game sheet after the batting order has gone through.
 - a. Any players that do arrive late must check in with their WatCard before joining the game and is added to the end of the batting order.
5. If a team has less than 10 players,
 - a. and has 9 players to start the game, the team will be required to provide a catcher.
 - b. and has only 7 or 8 players, the opposing captain may agree to provide a catcher. The catcher is not required to make plays at home plate.
6. The ball is DEAD after every ball or strike.
7. The delivery of a pitch will be governed by the rules below:
 - a. The pitcher must take position with at least 1 foot on the pitching rubber to signal to commencement of any pitch.
 - b. The pitcher must deliver the ball on the first forward swing of the arm, failure to do so will be considered as trying to deceive the hitter and be called an illegal pitch.
 - c. 1 step forward is permitted when delivering a pitch accompanied with the release of the ball and one foot in contact with the rubber at the time of release.
 - d. The pitch must be SLOW and must have a visible arch. The arch must have an apex of a minimum of 6 feet and a maximum of 15 feet. If the ball accidentally slips out of the pitcher's hand while with 1 foot on the rubber, the ball is dead, meaning there will be no advancement of runners.
 - e. The batter is out on any 3rd strike, including a dropped foul tip, or a foul ball on a two strike count. A foul ball caught on any strike count is an OUT.
8. A mat shall be placed on home plate to define the strike zone.
 - a. If a pitched ball lands on the mat or any part of it, the pitch shall be called a strike, if the pitched ball is not put into play and does not hit any part of the mat, the pitch shall be called a ball.
9. No defensive player may be closer to the batter than the pitcher until the batter contacts the ball. They must be behind the player's line (an imaginary line drawn between 1st and 3rd) until contact is made.

10. A line shall be marked half way between home plate and 3rd base called the commitment line.
 - a. If a baserunner crosses that line at any time other than the conditions listed below, he/she must proceed to home plate and cannot return to 3rd base.
 - b. If the ball is put into play and is a fly ball, the runner has the option to return to 3rd base to tag up even though he/she has crossed the commitment line.
11. A ground rule double will be awarded if the umpire deems that the ball is not playable after being obstructed by an object on the playing field.
12. The infield fly rule is in effect.
 - a. The rule applies only when there are fewer than two outs and there is a force play at third base (when there are runners at first and second base, or the bases are loaded).
 - i. In these situations, if a fair fly ball is in play and in the umpire's judgment it is catchable by an infielder with ordinary effort, the umpire shall call "infield fly" (or more often, "infield fly, batter out"); the batter will be out regardless of whether the ball is actually caught in flight.
 - b. Umpires typically raise the right arm straight up, index finger pointing up, to signal the rule is in effect.
 - c. If "infield fly" is called and the fly ball is caught, it is treated exactly as an ordinary fly ball; the batter is out, there is no force, and the runners must tag up.
 - d. If "infield fly" is called and the ball lands fair without being caught, the batter is still out, and there is still no force, but the runners *are not* required to tag up.
 - e. The ball is live and the runners may advance on the play.
13. Tag-ups are permitted.
 - a. On a fly-ball, the runner may remain on their base until the ball is caught and attempt to advance once the catch is made.
14. A line will be drawn at home for runners to cross rather than touching home plate, in order to prevent collisions.

Part H: Penalties, Fouls, and Misconducts

1. If a player must leave prior to the end of the game, that player will be an automatic out each time that player is to bat.
 - a. Exceptions may be made for injured players at the discretion of the umpire.
2. No player shall leave the base until contact has been made by the hitter, leading off is prohibited.
 - a. A warning may be given and a player will be called out for any subsequent violations.

3. No stealing of any sort is allowed.
 - a. Any player attempting to steal will be called out.
4. No bunting or chopping the ball downward is allowed.
 - a. If the batter does either action, then the batter is out.
5. Any runner that touches home plate instead of crossing the line will be called out.
6. If a ball is overthrown, meaning the ball is thrown out of bounds by a fielder, all runners are awarded an advance of 1 base.
7. Teams will be reminded prior to the game that they may not throw bats after a hit or at any time during an at bat.
 - a. This will result in an automatic dead ball and automatic batter out.
8. If a defensive player interferes or obstructs a runner, the umpire may determine that the runner is safe.
 - a. The umpire will determine the number of additional bases given to the runner (if necessary) based on the nature of the interference/obstruction and where the interference/obstruction took place.

Part I: Playoff Specific Rules

1. If teams are tied after regulation, another open inning will be played.

Part J: Tie-Breaking Procedures

1. If teams have the same number of points at the end of the regular season, the following will be used in order to determine the team that is ranked higher in the order they are listed:
 - a. The team having the higher S.O.C. will be ranked higher.
 - b. The team with the fewest defaults and forfeits will be ranked higher.
 - c. The team with the fewest defaults will be ranked higher.
 - d. The team having won the head-to-head match will be ranked higher.
 - e. The team having the best ratio of points for/against will be ranked higher.
 - f. The team having the better point differential will be ranked higher.
 - g. A coin flip will determine the team to be ranked higher
2. If multiple teams are tied, the above criteria will be used until one team is ranked higher OR lower. The process will then reset and continue until all teams have been ranked.

If there are any questions about the above rules, please email League Staff at leagues@uwaterloo.ca and they will be more than happy to explain and clarify any questions.