

Vancouver Co-Ed Slopitch 6&4 League Rules

League Website: www.vcsleague.com
League Emergency #: 604-239-2113
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Rules Summary: (Subject to Change at Anytime by the League)

1. **ABSOLUTELY NO ALCOHOL ALLOWED AT ANY TIME.**
 - a. Any team member, person or fan consuming alcoholic beverages at any league sanctioned event (all games or tournaments), will be subject to a fine and may be ejected from the league.
2. SPN Rules will apply unless otherwise noted in the VCS League Rules.
3. Bats
 - a. All bats must comply with the current SPN Bat Policy
 - b. All bats must be marked with the NEW USSSA STAMP ON THE TAPER OF THE BAT will be allowed in the SPN program.
4. Home Run Rule
 - a. Burnaby North:
 - i. Match PLUS 2 for any hit ball (untouched by a player) over the outfield fence.
 - ii. Balls hit over the fence above the limit of PLUS 2 will be called an out.
 - b. Moody #1:
 - i. Maximum 3 home runs per team. Subsequent home run balls hit over the fence after the maximum allowed will be recorded as OUTS.
5. Ground Rules
 - a. Ground rules will be discussed at the pre-game conference between the umpire and both coaches with the exception of the following house rules:

SQUINT 1:
 - i. A batted ball hit in the air and directly into the trees in any outfield shall be ruled a homerun.
 - ii. LEFT FIELD: A batted ball hit to the outfield which rolls into the bushes and not playable, or one which goes out of sight by the umpire shall be ruled a ground rule double. The player shall indicate by a show of his/her raised arm when the ball is not playable at which time the umpire will call time and make a ruling.
 - iii. CENTRE FIELD: To the right of the goal-posts, a batted ball hit to the outfield which rolls into the bushes and is not playable, or one which goes out of sight by the umpire shall be ruled a ground rule triple.
SQUINT 2:
 - i. A batted ball hit in the air and directly into the trees in RIGHT field shall be ruled a homerun.
 - ii. A batted ball to the outfield and rolls into the bushes and not playable, or goes out of the sight of the umpire shall be ruled a ground rule double. The player shall indicate by a show of his/her raised arm that the ball is not playable at which time the umpire will call time and make a ruling.

- iii. A batted ball hit in the air or one which rolls to the elevated ground in deep right center field will NOT be playable by the outfielder. Instead, the umpire shall rule this a ground rule double.
 - iv. A batted ball which is hit and rolls to the LEFT of the elevated ground in deep right field, and rolls into the bush will be ruled a ground rule triple.
 - v. A batted ball hit in the air and directly over the HIGH PORTION of the fence in RIGHT CENTER FIELD shall be ruled a homerun.
 - vi. A batted ball hit in the air and directly over the LOWER PORTION fence in RIGHT CENTER FIELD shall be ruled a ground rule double. Players who make a play to catch a flyball behind the fence does not change the ruling of the previously indicated ground rules.

- 6. Time Limits
 - a. Single Games: No new inning after 75 minutes
 - b. Double-Header and Multiple stacked games: No new inning after 65 minutes.

- 7. VCS League Modified BC-9 Rule
 - a. Teams must start with a minimum of 9 players including a minimum of 3 female players.
 - b. An AUTO-OUT is recorded in the 9th or 10th batting position until the missing player can be inserted into the lineup.
 - c. The team is allowed to insert missing player to the AUTO-OUT position at any time during the game provided the player is listed on the line-up card as a sub or starter prior to the start of the game.
 - d. If your team is playing the VCS League Modified BC-9 Rule, please advise the umpire/official.

- 8. Grace Period
 - a. Teams who do not have enough players to start the game using the VCS League Modified BC-9 Rule, at the scheduled game time, they may request 15 minutes grace time from the umpire.
 - b. Teams that enter the grace time will be penalized as follows:
 - i. Players arriving within the first 5 minutes of the grace time to meet the minimum player requirement to start a game: 3-run deficit, game starts in the first inning.
 - ii. Players arriving within the second 5 minutes of the grace time to meet minimum player requirements to start a game: 5-run deficit, game begins in second inning.
 - iii. Players arriving within the third 5 minutes of the grace time to meet minimum player requirements to start a game: 7-run deficit, game begins in the third inning.
 - iv. Grace time is INCLUDED in the scheduled time slot. No time will be added.
 - c. Teams arriving AFTER the 15 minutes grace period will be disqualified and the opposing team will be granted a 7-0 default victory.

- 9. Team Default
 - a. A team will be considered to DEFAULT the game if the required minimum, players to start a legal game with either the VCS League Modified BC-9 Rule or after the allowable grace period has not been met.
 - b. Teams defaulting are subject to a fine. (See Fine Schedule)
 - c. If both teams do not have enough players to start the game, they will both be fined.

- 10. Bases
 - a. All bases must be properly secured and set up prior to starting a game.

- b. Home team in the first game is responsible for setting up the field and the home team in the last game is responsible for putting gear away and locking the equipment box(es).
 - c. Outfield markers and commitment line markers (cones) must be set up prior to starting a game.
 - d. Damaged bases or equipment is to be reported to the league by the home team immediately following the game.
11. Footwear
- a. Footwear must comply with SPN rules.
 - b. Metal cleats or 'spikes' are prohibited.
12. Pregnancy Rule
- a. Women who are pregnant are not permitted to play.
13. Jewelry
- a. SPN Rules will apply.
 - b. The VCS League recommends that jewelry that can be removed is removed to reduce the risk of injury during play.
14. Infield Warm-Up Balls
- a. Infield warm-up balls are permitted only in the 1st inning.
15. Walk-Rule
- a. Any 4-ball count constituting a walk to any male with a female batting behind him is awarded 2 bases.
 - b. The female following the walked batter in this case must bat.
16. Female Batter Rule (force play only)
- a. On a ball hit to the outfield, a female batter may not be thrown out at first base by an outfielder (assume 4 outfield positions) on a first touch.
17. Sliding
- a. Sliding is allowed at any base EXCEPT home plate.
 - b. No base runner may intentionally slide to attempt to injure another player or forcibly break up a play.
18. Baserunner Anticipation
- a. Baserunner anticipation is allowed on a legitimate attempt of the batter to put the ball into play. If not, the baserunner may be called out at the discretion of the umpire.
19. Courtesy Runner Rule
- a. Per SPN Rules – 3 runners per game.
 - b. Male may run for a male.
 - c. Female may run for a male.
 - d. Male may not run for a female.
 - e. No one player may act as a courtesy runner more than once per game.
 - f. Anyone listed on the line-up card at the beginning of the game is eligible to act as a courtesy runner.
20. Bunting
- a. The VCS league does not permit bunting.
21. Run Maximums

- a. All innings EXCEPT FOR the 6th and 7th inning shall be limited to 5 runs maximum.
- b. Innings 6 and 7 are NOT limited (open).

22. Batting Order

- a. A maximum 6-and-4 players ratio will be used in the field.
- b. Teams may list a maximum of 16 players on a line-up.
- c. A male or female may substitute for a male player.
- d. A male may not substitute for a female player.
- e. If the total number of batters being used in a batting line-up exceeds 10, there must be an equal amount of females and males added.
- f. There shall be NO MORE THAN TWO (2) MALES batting consecutively in the lineup at any time.
- g. An AUTO-OUT is recorded for any missing player or position who is either not present or has to leave the game prior to it finishing provided that there are no more eligible players from the line-up card available to play. (Modified VCS BC-9 Rule)

23. Team Rosters

- a. Must meet the requirements outlined by SPN with the exception of the following:
 - i. Players are not permitted to act as a substitute player for any team within the same division of play.
 - ii. Players may only be on the roster and play for one team in a division.
 - iii. Teams may 'borrow' up to 2 players from another team in a different division if they do not have enough players to field a team. Teams MUST PLAY THEIR ENTIRE BENCH BEFORE using a borrowed player. Ie/ If there is an extra female on the bench, a male cannot be borrowed.
 - iv. Teams who borrow a player from a higher VCS League division than their own, must obtain permission from the opposing team captain to allow that player to be on the lineup for that game. Otherwise, the player is deemed ineligible.
 - v. Teams found to be using ineligible players in games during the season, will be assessed a 7-0 default loss in each of those games regardless of when the infraction was discovered.

24. Ejections

- a. Players ejected from the game by an official must vacate the park location in a timely fashion or the game will be forfeited. If this is not the case, the umpire may award a forfeit victory to the opposing team. Ejected players are subject to league discipline including suspension or disqualification from league/playoff game play.

25. Score Reporting

- a. The winning team must report the games score(s) to the VCS League within 7 days of the completed game.
- b. Teams who do not submit scores within this time frame will be recorded a 7-7 tie.
- c. Send scores to scores@vcsleague.com

26. Fine Schedule

- a. Teams who do not show up to a game or are unavailable to field a team with the minimum required players (VCS League Modified BC-9 Rule) by the scheduled game time and grace time allotment are subject to a \$100 fine per game. If both teams do not show up, they will each be fined \$100.
- b. Games mutually agreed by the teams to be cancelled must be done so with a league representative with league consent no less than 48 hours prior to the scheduled game date and time. Teams who cancel without the required 48 hours prior to the

scheduled game date and time are subject to a \$100 fine shared between the two teams per game missed.

- c. Equipment/Field keys issued to teams that are not returned to the VCS League at the conclusion of the season at the Playoff Tournament will be fined \$100.
- d. Failure to report damaged equipment upon the conclusion of a game to the VCS League will result in a \$50 fine.
- e. Any team member, person or fan consuming alcoholic beverages at a league sanctioned event (all games or tournaments), may be assessed a fine of up to \$200 per violation. In addition, the team may be ejected from the league.
- f. Teams are required to put away and secure all bases and equipment at the end of their games (if they are the final game of the evening). Equipment that goes missing because equipment is not returned and secured will be replaced with new equipment at the expense of the team responsible for securing the equipment. In this case, the League will replace the equipment and charge the responsible team a replacement cost.
- g. Teams which are assessed a fine will be informed in writing by email from the VCS League with an explanation/description of the fine. Fines will be paid from Team Bonds. If fines exceed the bonds, or the bond cheques are insufficient to cover the fines, the team is required to pay their fines in an acceptable manner promptly.
- h. NSF cheques written to the VCS League will result in a \$50 surcharge being applied to the violating team.
- i. Any form of abuse of an official will result in disciplinary action initiated by the league. Penalties may vary depending on the circumstance and may involve a combination of fines and suspensions.