

2025

Sunrise Sunday Slo-Pitch



League Executive:

David O'Neil

Contact: 647-618-2871

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Overview

Sunrise Sundays Slo-Pitch is a men's slo-pitch league and these rules cover only our modifications to the official "Slo-Pitch National" rulebook with the exception of Slo-Pitch Rule number five, which is not used. Rules are enforced to ensure safety, promote fair play and preserve league spirit.

***New Rules/Adjusted rules for the 2025 season have been highlighted*

Sunrise Sunday Slo-Pitch League Rules

The Playing Field

Baselines: 65 feet.

Pitching Distance: 50 feet to 65 feet.

Commitment Line: 20 feet from home plate.

Scoring Line: Enforced at home plate.

Out of bounds: is set the same for all fields; lines extending from the screen of the backstop and parallel to the foul lines.

Equipment

Shoes: A player discovered to be wearing improper shoes (i.e. metal spikes or cleats) will change footwear when warned or will be ejected.

Jewellery: No rings or watches
(Medic Alert Bracelet or Necklaces are allowed at umpire's discretion)

All required equipment must be CSA/ASA approved for softball.

The Game

- Game Length
 - 7 innings or 1.5 hours
 - Last inning called within 15 minutes of the next games time slot.

- Delay of Game
 - 10 Minute grace period
- Mercy Rule
 - after 5 innings a team is ahead by 12 or more runs the game will end [provided the losing team has its final at bat]
- Runs per inning cap
 - 5 runs except the 6th and 7th inning is open; in the 5th inning if a team is behind by more than the mercy limit then they may score as many runs as necessary to bring them under the mercy limit of 12 which allows the game to continue.
- Bases & Strike board
 - The home team of the first and last games at each diamond are responsible for putting the bags down at the before the start of the first game and picking the bags up at the end of the last game
 - Umpires will take the bags out of storage at the beginning of the day and lock them up at the end of the day

- Lineups
 - Teams must exchange lineups prior to game time and advise each other and the umpire of any substitutions.
- Scores
 - Are to be reported by umpires - Coaches please confirm your final score with your umpire.
 - Regular season games may end as a tie One point is awarded to each team.
 - Stat's sheets and final score sheets must be e-mailed to the league executive by Monday evening following Sunday's games

The Players

- Defensively: 9 or 10 players; must have a minimum of 8 players - 7 or fewer is a default.
- Offensively: Minimum of 8 players up to the roster maximum.
- Short players:
 - 10 players constitute a legal team; With 9 players there is no automatic out and late arrivals may be added to the bottom of the order
 - With 8 players there is an auto out and the opponent supplies a catcher strictly to return

- the ball to the pitcher; OR can borrow up to two league players, but they must bat at the bottom of the order for the game or until a rostered player arrives to take his place
- With 7 or fewer players the team automatically forfeits the game

Pitching

- The pitched ball must have a perceptible minimum arc of 6' off the ground and the maximum is unlimited.
- A Strike board is used to define the strike zones.
- Pitchers must pitch within a minimum distance of 50' to a maximum of 65' within a 2' wide zone with the strike board as the centre point.
- Pitchers must wear a pitching mask

Batting

Two forms of batting order are allowed. A team must choose either A or B as described below.

- A. Unlimited Batting Order: All players present can bat but no substitutions are allowed at bat.
- B. Limited Batting Order: 9 or 10 players; Substitutes must be listed at the start of the game on the line-up card.

Line-Up Cards

- All players who take part in the game must be listed in the batting order;

Strike Board:

- Any hit ball which strikes the board and bounces into fair territory is a live ball; any hit ball which settles on the strike board is a fair ball in play; the batter will be called “out” if he contacts the board when hitting the ball.

Illegal Bat

- Both batter and bat ejected [possible suspension].

Baserunning

Courtesy Runner

- Limit of five per game
- The same player can only courtesy twice during a game

Injury Courtesy Runner:

- A player injured in play will be allowed 1 free courtesy runner.
- He must then bat at his next turn with no “free” courtesy runner. If he is unable to bat an auto out will be charged OR he can be removed from the game with out penalty.

Overthrows/Out-fielding:

- An overthrow from the outfield will result in the runner getting two bases
- An overthrow from the infield will result in the runner getting one base
- An outfielder cannot throw out a runner, running to first base

Leadoff

- SPN standard anticipation is allowed.

Sliding

- Sliding is only permitted at 2nd and 3rd base; The runner will be called out if sliding occurs at 1st base or home plate.

Commitment Line

- A baserunner who touches and/or crosses the commitment line between third base and home plate must continue on towards the Scoring Line. A player who has committed and attempts to return to third base, shall be declared out. Baserunners cannot be tagged out between the Commitment & Scoring Lines and once they cross the Commitment Line set their own base path from which they cannot deviate more than 3 feet

Scoring Line

- All baserunners attempting to score a run must do so by touching and/or crossing the Scoring Line in foul territory; Baserunners are declared out if they touch or cross over strike board whether a play is made or not.

Strike Board

- to record an out at the plate the defensive player must be in contact with the strike board and in legal control of the ball before the runner touches the Scoring Line or passes over it with a foot on the ground and past the line.

Deliberate Collisions

- Both offensive and defensive players should avoid all collisions or be subject to ejection (except in instances of interference or obstruction), based on the umpire's judgment

Other League Rules

Trees

- Diamond One
 - Home run; Any ball hit through the trees, over the trees or over the fence

- Ground rule double; Any ball that hits the trees and bounces back into play
- Diamond Two
 - Any ball that lands in the bushes along the back fence is considered a live ball until the umpire declares otherwise

Home Run Rule

- Match +2; any over the fence HR in excess is awarded a single.

Ground Rule Double

- Any ground ball that hops or rolls over/under the fence is a Ground Rule Double.

Out of Play areas:

- Defined by the backstop and outfield fences; any ball which rolls/bounces out of play is a dead ball and the umpire will make appropriate base awards to runners.

General Conventions

Teams

- Member teams have the right to vote in League meetings through a Representative and the right to conduct their internal affairs autonomously insofar as it does not

conflict with the aims and spirit of the League.

- Teams may use any and all means to attract players; however, they must never induce players already playing on another League team during the playing season.
- Teams must provide their own equipment which will include bats, gloves and a Scorecard.

Team Disqualification

- Non-payment of league fees
- Defaults three regular season games
- Fails to maintain player discipline

Players

- Players have the right to privacy and that any information provided will not be put to any improper use
- Players have a right to switch teams if another team will accept them. However, players are not allowed to play on different teams concurrently other than as an emergency substitute to prevent a forfeit.

Player Disqualification:

- Non-payment of League or Team Fees.
- Commits a physically violent act.
- Entitles Player to a League Hearing.

Suspension

- No appeal when within the limits set for the League Executive; longer suspensions require hearing.

Protests

- All protests must be made formally in writing [or by email] within one week to the League Executive.
- That which cannot be protested:
 - A call made or a game ejection given to a player by an Umpire.
 - A score without a scorecard.
- *Protests*: \$150 cash deposit; to be ruled on by the league executive

Waivers

- Every League Member who takes part in any League game in any capacity, whether player, coach or manager, must sign a Waiver before being considered a legal player and a Member in good standing.
- A team which fields an unsigned player will forfeit any game the player appears in and will be fined.
- Delivery: Teams are held responsible for delivery of their own Waivers within the time frame set by a League Officer.

Rainouts

- Teams are expected to show up for all games unless City Parks declares field conditions unplayable.
- League Executive or the umpire declares a rainout.
- Rainouts count as games played

- Games will not be rescheduled
- No points will be awarded

Scores & Standings

- Scores shall be reported within 24 hours by email by umpires to the UIC.
- Ties in the Standings at season's end are settled by descending priority, the higher rank awarded to the team which:
 - Won their regular season series;
 - Has the better plus/minus differential;
 - Wins a 1 game tie-breaker.

Playoffs

Eligibility:

- Teams qualify by properly setting its roster by deadline; and by settling any outstanding fees/fines.
- Players qualify by appearing on the team's roster and playing in roughly half the games.

Disqualification:

- All teams can play only those players listed in their Eligible Playoff Roster. Whether discovered before, during or after a playoff game, any offending team will be barred from further participation in the playoffs.

Playoff Format:

- Generally, the playoff format follows the traditional path of quarters, semis and finals with a best 2 of 3 structure. When there are lessor more than 8 teams the Format will be discussed and voted upon at the annual spring meeting

Extra Innings

- Teams will start with one out, & the last batter of the previous inning will start on 2nd base
- Each team will be allowed one courtesy runner during each extra inning in addition to the 5 allowed during regular game play

General Ground Rules

- Ground Rules are reviewed and revised at the Annual Spring meeting to ensure that the ground rules reflect the current playing conditions of the playoff diamonds.
- Home Team: The team with the better ranking will have the option to play as home team.
- *Game Balls:* Umpires will be provided balls for every game - and the teams will provide used backup balls.

(unless involved in protest), the Game Umpire and at least one other umpire; deposit returned if upheld.

Sunrise Sunday Slo-Pitch Charter

Name

Sundays Slo-Pitch.

Jurisdiction

The league recognizes and conducts its affairs within the limitations allowed by the Department of Parks and Recreation, City of Toronto. All rules outside that of accepted practice [as outlined by SPN] shall be instituted in the interests of safety, fair play and City limitations.

Aims & Objectives

The purpose of the League is to promote without pecuniary gain:

- The game of softball with reasonable safeguards and organization in accordance with the spirit of true sportsmanship;
- The free social association of team members within the League.

League Spirit

It is understood that all League members participate in the TPMMSPL and maintain a

camaraderie not only with team members but also with their opponents. To this end League rules will reflect and bolster this spirit and tradition. It is considered in bad form to: verbally abuse, malign or interfere with an opponent or umpire; or to collide with an opponent with an intent to injure.

Sunrise Sundays Slo-Pitch Bylaws

Membership

League Membership

- A team is recognized as a member of the League by its acceptance of League rules and its appropriate conduct by those rules.
- All players are considered League members.
- Any individual who performs in any capacity for the League shall be recognized as a member.

Team Membership

- All teams must be open to all residents of the City of Toronto regardless of race, colour, sexual orientation, ethnic background or beliefs within these guidelines:
 - I. minimum age - 16 years;
 - II. a basic understanding of softball;
 - III. acceptance of League rules;
 - IV. payment of League/Team fees.
- Teams shall collect League dues from its members in order to provide only enough

funds for the proper conduct of League affairs such as umpire and equipment costs;

- Teams may seek sponsorship;
- Each team shall elect or designate a representative to the League executive; otherwise the affairs of a Team are wholly the responsibility of its members.

Registration

- Teams must submit their rosters by June 1. The roster limit cannot exceed 20 players;
- Teams must adhere to the payment schedule
- To qualify for the Playoffs rosters must be finalized by the Playoff meeting in late August.

Membership Termination:

- A team may withdraw from membership at any time;
- Termination of membership does not entitle the member to any refund of fees.

Disqualification:

- Physical violence (requires hearing)
- Non-payment of League fees
- The default of 3 games in 1 season
- The accumulation of 3 Team reprimands.

Membership Dues

All fees determined by the league executive at the annual spring meeting will include:

- Umpire and Permit Fees
- Equipment and prize costs
- Administrative supply costs
- All fees are due in accordance to a schedule as drawn up by the executive financial office at the start of the season

Executive Officers

The League Executive shall manage the affairs of the League and shall consist of (minimally):

- a President;
- a Vice President;
- a Treasurer;
- as many additional persons as the Executive sees fit including such posts as Scheduler, Umpire-in-Chief or Secretary.

The League Executive Body which will attend meetings as called by the Executive when disciplinary or other matters exceed the scope of the Executive's powers and shall consist of:

- the League Executive (represented by at least 1 Officer);
- 1 Representative from each team.

Selection and Terms of Office

- The League Executive Officers are elected to office by the team coaches or reps; an

Officer may resign with reasonable notice and be replaced with the majority agreement of the rest of the Executive Body;

- Elections will be held annually;
- Assistant volunteers are appointed by the League Executive on a voluntary basis and their terms of office have no set limits except as dictated by the League Executive;
- Team Representatives shall be selected in a manner as each team deems fit;

Duties and Powers of the League Executive Body

The League Executive:

- Accepts responsibility for the timely execution of League matters including Insurance, Finances, Scheduling, Permit Applications and other Administrative functions and to this end will report to the League on a regular basis;
- Is empowered to assign duties to Assistants with majority approval of its officers (eg scheduling);
- Is empowered to remove Assistant(s) from post(s) with the unanimous approval of its officers;
- Is empowered to change operational procedures to facilitate the execution of their duties with the majority approval of its officers;

- Shall handle disciplinary matters and dispense discipline as set out in Article 6: Disciplinary Matters;
- Cannot alter the Rules of Play.

Executive Officer Powers

- Each Officer has autonomy within the scope of their portfolio but must report regularly to the President. It is understood that no Executive Officer will release policy to the League without first advising the rest of the League Executive beforehand - and preferably seeking their input before making a final decision.
- Each Officer is entitled to vote on issues within the League Executive.
- All Executive Officers have an equal vote but in the matter of Ties the President will have final choice; In the absence of the President the Vice President will have power of tie breaker.
- Since most volunteers are also players it is also understood that Executive Officers and Assistants should be protected from unfair or malicious abuse by either coaches or players. To that end if the Executive Officers unanimously agree that a player, a manager or a team has crossed a line then the League Executive is entitled to dispense appropriate discipline.

Assistants to the League Executive:

- perform beneficial League duties;
- Are accountable and report to the President.

Team Representatives:

- Shall act in the best interests of their teams at League meetings - presenting their own team's viewpoints and casting its vote.

Executive Impeachment

- In the event that an Executive Officer is absent from duty or utterly unresponsive to the rest of the League Executive the other Officers may - by unanimous agreement only - dismiss the Officer and either seek or recommend a replacement.
- In the event that an Executive Officer is impeached - but not unanimously within the League Executive - then a League Meeting will be called to hear and vote on the matter. A simple majority of the Team Representatives will suffice but in the event of a tied vote then each Executive Officer will also vote. If a Tie is still the result then the President will have the deciding vote [unless the President is impeached in which case the VP has the deciding vote].

Meetings

- Official League meetings can only be called by the President except in situations where all the other Executive Officers unanimously support a meeting OR one more than one-half of Team Reps/Coaches support a motion to call a meeting.
- The first new season meeting will be held no later than in the first week of April to determine and pay fees, submit rosters and suggest and vote on rule changes.
- Mid-season meeting(s) will be called by the League Executive as the President sees fit.

Voting

- Each Team has 1 vote;
- A vote may be submitted by proxy to the President only and the President may refuse the Proxy
- Either the League Executive's or the President's decision will stand when a vote by Team Reps results in a tie
- No Game Rule may be changed during the playing season except in the interests of safety.

Financial & Legal Matters

- The League Executive shall not enter the League into any debt and shall only spend those funds collected for League purposes as outlined in *Membership Dues*.

- All work done within the League is strictly voluntary and any remuneration is to cover outside expenses only.
- The League shall indemnify and save harmless out of League funds any Officers or Assistants who incur any costs as a result of any suit brought against them through the execution of their Office.

Disciplinary Matters

Fines: A fine of \$100 will be levied against Teams for each instance of abuse for Waivers, Rosters, Late Dues, or Failure to Attend at a League Meeting and against Players for Alcohol/Drug infractions.

Fees: A fee of \$150 will be charged for Protests and playoff Eligibility Applications (or similar). The fee is returned if the matter is upheld.

Reprimands: A formal letter of Reprimand will be given to a Player when a complaint against them is upheld by the League Executive. A Team Reprimand shall be imposed for a game Default or refusal/failure to discipline players or alcohol offense.

Complaints: A complaint may be filed for excessive verbal abuse, malicious physical intimidation, alcohol/drug use at a League game or game ejection by an umpire.

Suspensions: A suspension is considered when a player has received 2 Reprimands. Long or numerous Suspensions shall be subject to Appeal and shall require a Disciplinary Hearing. When a team plays a suspended player during an appeal period if the suspension is later upheld, any wins will be negated. Any player ejected from a game for violent behaviour will be automatically suspended until their Team appeals the suspension on their behalf to define or limit the suspension.

Proscription: A Player may be banished when a physical assault occurs or when behaviour has become so problematic that all other forms of discipline are ineffective.

Membership Termination: When a Team accumulates 3 Reprimands, the League executive will call a meeting to consider the team's future in the league.

Waivers: A team that fields a player prior to signing a waiver will forfeit that game(s); in addition, a \$100 Fine will be imposed.