

Rosedale Community Council Park/League Rules & Regulations

- 1) Players are asked to be at the park no later than 5:45pm. All games will start at 6:00 pm however; a 15-minute grace period will be permitted for enough players to arrive to constitute a legal game. If after this time, the minimum number of players is not present, the opposing team (permitted that they have the minimum number of players) will be declared the winner by forfeit, and a fun game will be played.
- 2) Parents/Players should let coaches know if they will miss a game. Anyone who misses 3 games at the beginning of the season and has not notified the coach beforehand may lose their spot on the team.
- 3) Players are to wear full uniform (league issued hat and shirt) for all games. Uniforms are not required for practices. Any player without a uniform will be given one warning. Extra hats are for sale at the canteen.
 - a) Team ball caps are mandatory for all players and must be worn properly.
 - b) Players must wear their uniform with a solid colour undershirt. No player may wear ragged frayed or slit sleeves on exposed undershirts.
 - c) Pitchers may not wear long sleeved white undershirts.
 - d) Tear-aways are only permitted provided that they remain fully fastened. Refusal to comply could result in ejection from the game.
- 4) Helmets with chin straps are mandatory for batters, runners, catchers, on-deck batters, pitchers as well as any players who coach in the first and third base coach's boxes. A protective helmet is defined as one that is fully enclosed, with two earflaps, a foam liner and a peak. Failure to wear helmets by the offensive team until player(s) have left the field of play (beyond the fence line) will constitute an automatic out. One warning will be issued to each team per game. (Exception: an out will not be assessed to a team who has already attained the third out of an inning)
- 5) Catchers must wear all equipment, even during warm-ups including throat protector.
- 6) Pitchers must wear a helmet and any other defensive player may wear a cap or approved helmet. A helmet worn for defensive purposes does not require earflaps.
- 7) **No jewellery** shall be worn during a game for safety reasons. Earrings must be removed. Jewellery that cannot be removed must be taped. Failure to do so will result in the player being called out. This rule is for the safety of your child. **Medical alert** bracelets are not considered jewellery, but if worn they must be taped to the body.
Medical Apparatus – Casts may be worn in a game with written doctors approval.
- 8) Players will not be permitted to play in shorts, which are defined as pants that end at, or above the knee. Jocks and Jills are strongly recommended for all players. Players without Jock or Jill cups may not be able to play the positions of pitcher or catcher.
- 9) No metal cleat or shoes with detachable cleats are allowed. No hard plastic, nylon or polyurethane spikes similar to a metal sole and heel plate, or shoes with detachable cleats that could leave an exposed fastener are allowed.
- 10) No player or coach may enter the field with food in their mouth.
- 11) No spitting is allowed on the playing field or in the bench area.

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- 12) All non-league issued bats are subject to being inspected and approved by the plate umpire prior to, or during the game. Wooden bats are not permitted.
- 13) Coaches are to maintain proper order in their team's bench area.
- 14) All head coaches must sign all score sheets at the end of each game and ensure that a copy is handed to the umpire.
- 15) Only team members are permitted in the bench area.
- 16) Players with poor attitudes may be benched during a game. To be "benched" means that the player shows up in uniform, sits for the game and does not play.
- 17) Foul language is unacceptable in this league by any person in the park at any time.
- 18) The use of tobacco, alcohol and non-prescription drugs in any form is prohibited on the playing field, benches and dugouts.
- 19) Players or coaches while participating in a scheduled game are not permitted to deliberately harass in a discourteous manner any official or member of either team. Continued harassment will result in ejection from the game.
- 20) Unsportsmanlike players or coaches will be given one warning from the umpire. If the offence(s) continues, the offender(s) will be removed from the game. This includes such behaviour as jesters, taunting, ridiculing, harassing, negative cheers and discourteous remarks.
- 21) Anyone removed from the game must leave the playing field and spectator area. Failure to do so could result in forfeiture of game to the offending team.
- 22) Any league official has the authority to ask a coach to calm down any unruly parent/spectator. After one warning, if the unruliness continues, the game will be stopped until the person has left. If the offending party does not leave the park, then the opposing team may be declared the winners. An umpire has the right to ask any person be they fan or league member to leave the park if they become unruly or abusive.
- 23) An executive member will deal with any park problems relating to coaches, umpires, or unruly fans.
- 24) The league reserves the right to ask any member/volunteer to leave the league due to behaviour that is contrary to the RCC Code of Conduct.
- 25) The plate umpire has the authority to rule on any situation not covered specifically in the Official Playing Rules.
- 26) Once a game has started, the plate umpire may terminate a game before it's completion for reasons of darkness, bad weather or dangerous field conditions.

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- 27) In the event of poor weather, the executive are responsible for calling coaches and umpires by 5:00 pm. If any games are cancelled due to poor weather/field conditions. Coaches will then notify their players.
NOTE: *If you don't get a call, then go to the park!*
- 28) The executive and coaches will reschedule any game cancelled due to poor weather/field conditions if possible. If it becomes impossible to reschedule the games prior to the start of the play-offs, then the affected teams will split the points.
- 29) A limit of 4 coaches per team.
- 30) Home team will sit on the 3rd base side and will bat 2nd.
- 31) No lead-offs allowed. One foot must stay in contact with the base until:
- The bat has made contact with the ball in 4-pitch.
 - The pitched ball has crossed the plate in Jr. Co-ed.
 - The pitcher has released the ball in Sr. Co-ed.
- 32) Head-first sliding results in an automatic out. Players are permitted to dive back into a base they have last touched provided that they are two steps or less from that base.
NOTE: If the umpire deems the player's motion a trip or fall forward, then no penalty shall be assessed.
- 33) Safety bag rules apply. A defensive player may only use the white portion of the base at all times. (Partial contact with the white portion of the bag is all that is required) If a batter/runner fails to make contact with any portion of the orange base on his/her initial attempt to 1st base, without the intent of rounding to 2nd base, and if a play is made on the batter/runner, then he/she shall be declared out. A batted ball hitting the white portion is declared fair, and a batted ball hitting the orange portion is declared foul. After over-running the base, the batter/runner must return to the white portion of the bag. Should the batter/runner round the base on a hit through the infield, or to the outfield, he/she must return to the white portion. When tagging up on a fly ball, the white portion must be used.
NOTE: Once a runner returns to the white portion, should he/she stand on the orange only, they will not be considered to be in contact with the base and the runner will be called out if he/she is tagged with the ball, does not make contact with the white bag prior to a pitch being thrown (lead-off). A step towards 2nd base constitutes a runner in play.
- 34) In case of a tie during a regular season game, one more final inning will be played (if time permits). If the game is still tied, the game will be declared a tie game and each team will receive one point.
- 35) In the event of a tie in the standings at the end of the regular season, a tie-breaking format will be used to determine play-off placing. 1st – head to head results. 2nd head to head (plus/minus after 4 innings). 3rd – head to head (plus/minus after complete games entire season)
- 36) No tied games during play-offs. Innings will continue until the tie has been broken at the end of the home team's at bat.

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- 37) All children in the league will receive an award at the end of the season.
- 38) No new innings will be started after 8:00 pm.
- 39) No player can be substituted for two consecutive innings, and coaches should ensure that all players are subbed equally over the course of the season.
- 40) Mercy rule – 7 runs per inning except for the last declared inning (no limit).
- 41) Team Drafting is decided by random selection of draft order.
- Order of drafting will be 1 – 4 and then 4 –1 in a sequential pattern, and continue in this manner until all selections have been made.
 - Coaches are only obligated to have their child(ren) and/or the child(ren) of the sponsors on their team.
 - Coaches can trade players of equal value to accommodate special requests.
 - Pitchers will be evaluated for that position.
- 42) No refunds after June 1st.
- 43) Coaches are responsible for the equipment issued by the RCC. This must be returned at the conclusion of your last game. Respect your equipment and notify the Director of Equipment immediately in the event that any equipment becomes lost or damaged.
- 44) Umpires are required to be at their diamonds 15 minutes prior to the start of the game.