**SIMCOE COUNTY SPORTS’ PLAYING REGULATIONS**

###### SLOPITCH

**1. Simcoe County Guideline Category:** League play

**2. Season:** April to June

**3. Location of Finals and Date:**

Simcoe County Secondary School Tournament – June – Barrie Sport Complex

**4. School Classification and Levels:**

“Open” Varsity

**5. League Structure and Play:**

Number of dates in schedule per school: 6 games

1. Games will be scheduled after teams declare at April meeting
2. Carded umpire for all games
3. Home teams are responsible for diamond costs and umpires.
4. SPN Slo-Pitch rules will be followed.

**6.** **Play-off Structure and Play**:

1. **All teams will qualify** for the tournament and play for a SCAA championship Tier 1 or Tier 2.
   1. Tier 1 will consist of the top 6 teams from the regular season and will compete for the Tier 1 SCAA Championship and the opportunity to represent SCAA at GBSSA Championships
   2. Tier 2 will consist of the remaining teams and will compete for the Tier 2 SCAA Championship

b) **The Seeding Committee and the seeding of teams:** See General Guidelines; Part 1, item 7

**7. Start Times:**

See the General Guidelines;

Secondary School Athletic Activities Operating Parameters, as per the SCDSB.

**8. Dates for Declaring Classification and the Number of Teams:**

Classification is to be declared at the same time as intent to participate information is submitted to the calendar committee.

**9. Convenorship Rotation:**

Convenors will be assigned for a one-year term. The rotation is a call for volunteer followed by appointment by centralized co-ordinator based on school commitments.

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**10. Eligibility:** as per the GBSSA Constitution (BY-LAW 2, Sections 1 to 13).

1. Schools must file completed, signed OFSAA Hub eligibility lists (containing the level of competition, names, ages, and birth dates of players, and the required signatures) with the regional/district convenor no later than 24 hours prior to the competition. Any player changes require 24-hour notice prior to that player’s first competition. Note that games played by players of schools that have not filed eligibility lists will be declared a forfeit (loss).
2. All players must comply with the GBSSA transfer policy and procedures.
3. All players must be under 19 years of age, as of January 1st prior to the start of the school year.

**11.** **Expenses:**

1. During the regular season, the home team is responsible for both diamond rentals and for the payment of umpires.
2. For the tournament each team will pay an entry fee to cover all costs associated with the tournament including umpires, diamond rental, balls, medical personnel and awards.
3. Each team is responsible for its own travel cost(s).
4. **Rules:**

(a) The OFSAA Playing Regulations shall govern play

1. It is the responsibility of the host school/home team to upload the SCAA Slo-pitch Roster/score sheet **(FORM 7)** 72 hrs upon completion of the game to the SCAA website [www.scaasports.ca](http://www.scaasports.ca) for all home games with the players on both teams clearly listed.
2. Refer to Appendix K for SCAA specific variations

**13. Uniforms:**

All competitors are expected to dress in uniforms that are neat, clean and which maintain the integrity of the school's/Association's name, colours and logos. All uniforms must have numbers on the back of the uniform shirt. No sport club insignia on uniforms shall be permitted. A sport club is defined as a community, provincially or nationally based organization whose primary purpose is participation in organized competition in single or multi-sport programs. Sponsorship recognition is permitted to be visible but must conform with the placement guidelines outlined in OFSAA By-Law 6, Section 2(h).

**14.** **Awards:**

Championship Plaque and 20 individual medallions for each of the championship and finalist teams. An SCAA championship banner will be awarded to each winning team at A/AA and AAA levels at both Tier 1 and Tier 2.

**15. Protest Procedure:**

1. Protests may be lodged on situations not under the jurisdiction of the officials or the GBSSA Board of Reference.
2. All protests must be made within 24 hours of the incident, by email to the centralized athletic coordinator and followed by a written report within 3 school days.
3. The SCAA Jury of Appeal will deal with protests.

**Appendix K**

**SCAA GIRLS SLOPITCH RULES OF PLAY**

**SPN with the following clarifications**

1. Scheduled Time is **ACTUAL** game start time.
2. The home plate board will be used for balls and strikes (24’ x 45”)
3. The Catcher and Pitcher must wear a facemask.
4. The game ball is an 11’’ softball. The SPN approved ball is the “Hotspot” ball.
5. All games must be maximum of six innings or no new inning after 75 minutes. **Maximum 5 runs per inning** – **exception last inning open**.
6. Bases 65 ‘ – pitching 45 – 50’ (allows pitcher to take an extra step ahead of the 50’ pitching rubber if needed)
7. Anticipation step is allowed after ball crosses plate.
8. Unlimited defense and unlimited batting order. Players can bat only or play defense only ***if*** coach decides to do this.
9. Team must have 9 players to start and finish the game. If the 10th player arrives before her first turn at bat, she may hit. Otherwise, she is an **AUTOMATIC OUT every time her turn comes up and she is not available. Once she appears she can bat in the tenth spot.** She may play defense at any time.
10. If a player is removed from the game for any reason and no sub is available then the first time the removed player is due up and cannot bat she is recorded as an out. From then on she is a scratch unless there is less than 10 players then she will continue to be an automatic out.
11. Home team does not get last bat if ahead in score at end of game.
12. **COURTESY RUNNERS** - 3 per game (anyone on bench). Same player may only “Courtesy Run” **ONCE**!!! Must be reported to Umpire.
13. All **TIES** will be broken in all games, using international Tie Breaker. The **Last Batter from the previous inning** (in the batting order) starts on second base.
14. 12 Run Mercy Rule (anytime after 5 innings) on all games.
15. Pool Standings Tiebreaker
16. Game between tied teams
17. Plus/Minus (MAX OF 7 PER GAME)
18. Fewest runs given up
19. Ratio of Runs for/Runs Against
20. Coin Flip

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