

2021 Rules for Chilliwack Men's League

Pre-Game Warm-up

There shall be no pre-game warm up on the field. Players are encouraged to warm up, stretch etc, prior to the game and preferably before coming to the ball park.

Drinking in the parking lot at all ballparks

Reminder: It is illegal by law and against the rules of the league to consume alcohol in a public park. The parking lot is no exception to that law/rule. A team's failure to comply with that law/rule risks having their team ejected from the league.

Smoking

Smoking is not permitted at any ball field.

Time Allocation

Each game is allotted one hour and twenty minutes to complete.

At the one-hour mark, the umpire will call time and announce the current inning will be completed and the next inning will be open (unless current inning is the 7th).

There will be no grace period.

Mercy Rule

There is no mercy rule. Games will be called on time. There will be a 6-run limit per inning as per SPN rules. Last inning open.

Points

Winners of games are credited with two points; ties are credited with one point.

Umpires will submit the results of each game to the designated statistician Kevin Dargatz by text @ 604-819-0400 or email to kmbrdarg@shaw.ca

Rules of Play

The league recognizes the 2021 SPN rulebook as its official rules with the exception of any rules specifically outlined in this manual. Some notable exceptions are as follows:

- The league supplies **18 new baseballs** at the beginning of the year and the umpires for each game. Teams are responsible to retrieve balls hit out of play and supply more balls if needed.
- There will be no metal cleats or exposed metal on footwear worn by players. Automatic ejection applies to anyone in violation.
- **Courtesy runners** will be to a maximum of three per game. A person may only run once as a courtesy runner throughout the course of a game in all divisions.
- A team will legally be allowed to start a game with nine players from the official start time of the game. If a team starts a game with only nine players, they are eligible to add a tenth player during play as long as they have not batted through the lineup.
- Any team that starts a game with only ten available players, but loses a player due to an injury will be allowed to complete the game with nine players. The player that was removed is ineligible to re-enter the game. Any injured player's position in the order is **not** recorded as an automatic out for the balance of the game. If a player is ejected from a game this rule does not apply and there will be an auto out.
- Home run rules for all divisions is match plus 2 on fenced fields. Players will have an option to “walk off” a home run on a fenced field.
- There will be a strike mat.

Umpire Concerns

Any comments concerning umpires' conduct or actions should be forwarded to Victor Wells @victorw2@shaw.ca

Ejection and Suspensions

Any player ejected from a game by an umpire will automatically be suspended for the next scheduled game. The suspension committee will review each and every ejection to determine if further suspension is warranted.

Protest Procedure

At the time of the incident, notify the umpire and opposing coach that the game is now under protest at that specific point in the game. Indicate this on the score sheets.

A written submission outlining the specifics of the protest must be delivered to the league president within 24 hours of the protest. Included in the written protest must be the description of the incident and what rule(s) your protest is based upon. A \$150 bond must accompany your written submission, which will be returned if you win your protest.

Within 72 hours of receiving the protest, the committee will meet with all parties and determine the outcome of the protest. All decisions by the committee will be final and kept on record by the league. Protests can be emailed to victorw2@shaw.ca

Playoffs

The highest seeded team will choose home or away, there will be no coin flip.

The final rankings when teams are tied in a division will be decided by the following:

- a) Win-loss record. (Whatever team has the most wins)
- b) If necessary, win-loss record between tied teams (if all tied teams have played each other equally).
NOTE: If one team has defeated all the other tied teams, that team will automatically be placed highest of the tied teams. If one team has been defeated by all the other teams, that team will be placed lowest of the tied teams.
- c) If all tied teams have not played each other equally OR two teams are tied, total plus-minus for the season determines finish.
- d) If necessary, plus-minus record between tied teams (if all teams have played each other equally).
- e) If necessary, total runs scored.
- f) If necessary, total runs allowed.
- g) If still tied, flip a coin.