

BMSPA RULES

Updated March 2023

Item	Title	Rule
1	Registration	<p>To register in the BMSPA you must submit a BMSPA Waiver/Release – PDF (19KB) form.</p> <p>Amounts and due dates for league fees will be communicated to team captains in advance of each season.</p>
2	Roster/ Waiver	<p>The regular season roster and waiver form must be completed and submitted to a league executive member during the first week of the regular season. Failure to comply with this rule may result in a team forfeit for your team’s next scheduled game and a 10-0 win will be awarded to the opposing team.</p>
3	Unsportsmanlike Behaviour	<ul style="list-style-type: none">a) If the umpire for any reason ejects a player from a game, an automatic one-game suspension will occur.b) The League Executive, the captains of the teams involved, and the umpire will review all ejections. This review could result in additional game suspensions and/or permanent suspension from the League, at the sole discretion of the League Executive.c) Any player ejected from a game because of reckless and/or dangerous play and/or fighting will receive an automatic suspension from the league. The League Executive and the captains of the teams involved may reinstate this player pending a review.d) The League Executive will automatically review the ejection of a player from a game for abusive behavior towards an umpire or any other player on any team. Such a player will be subject to disciplinary action as determined by the League Executive.e) If it is reported to the League Executive that a team is discriminating against poorer or weaker players, the captain of this team will be held responsible. If substantiated, the Executive has the authority to discipline, from warnings to suspensions, any captain that allows such behavior to occur. Multiple occurrences will result in the suspension of the captain from the league.f) No player will be allowed to play, if in the opinion of the umpire, he is under the influence of alcohol or drugs.

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		<p>g) No player whether playing or observing a game shall taunt, badger, or bother any player at any time during the course of the game. This type of behavior is unacceptable and team captains should report such behavior to the League Executive for review.</p>
4	Equal Participation	<p>a) All members of a team in attendance for a game must participate equally in the team's defensive play on an equitable basis. Each player in the batting order must play a defensive position in a minimum of 2 innings in the first 5 innings and a total of 3 innings in a 6 or 7 inning game.</p> <p>b) If a player does not play the required number of defensive innings in a game, his team will default the game and the opposing team will be awarded a 10-0 win.</p> <p>c) Members of a team who are playing must be listed in the team's batting order and take their proper turn at bat.</p> <p>d) There will be no automatic out if a team is comprised of less than ten batters.</p> <p>e) A player arriving late may enter the game at any point prior to the 5th inning in order to be able to play the required minimum number of innings. This player will be placed at the bottom of the batting order.</p>
5	Minimum Number of Players	<p>a) A team may commence play with a minimum of eight players. Six must be from their own roster. Spare players may be added to achieve the desired 10 fielders.</p> <p>b) There may be instances where a team has more than 10 players for a game (rostered and spares combined). In such cases, it is expected that teams will adhere to the spirit of good sportsmanship and fair play, and allow the game to proceed, ensuring that the terms of Item #4 "Equal Participation" are adhered to.</p> <p>c) Spare players must be placed at the bottom of the batting order.</p>

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6	Responsibilities	<p>a) Home team must ensure the bases are pegged down prior to the start of the game. If the home team from the previous game incorrectly pegged the bases, it is the responsibility of the home team of the middle or late game to fix the bases.</p> <ul style="list-style-type: none">• The distance from the back of home plate to the back of first base: 65 feet (last pole on fence)• The distance from the back of home plate to the back of second base: 91 feet 11 inches.• The distance from the back of home plate to the back of third base: 65 feet (last pole on fence).• The commitment line is drawn in the sand: 20 feet (from home plate).• Out of play will be determined prior to the game between the umpire and both team captains. <p>b) Home team provides new game ball to the umpire; the visiting team provides second ball.</p> <p>c) Home team from the last game of the evening must ensure bases and pegs are removed from field, stored and locked in storage unit.</p> <p>d) The captain of the winning team must send the official score from each game to the Web Administrator. Scores should be received no later than noon the following day. In the event that the team captain is unable to submit a score, he must designate another player on his team to send in the score on his behalf.</p> <p>e) No illegal substances or alcoholic beverages will be allowed on the playing field or on the bench. In the event a player (active/inactive) is caught by another player or umpire consuming alcoholic beverages around the playing field or team benches, that player will be automatically ejected from the game by the umpire. An automatic out shall be applied to that player and team when that player is due to hit in the batting order.</p>

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7	Home Plate/ Commitment Line	<p>a) A line will be marked 20 feet from home plate towards third base. A base runner that has advanced from third base to a point on or beyond this line must continue home.</p> <p>b) In order to score, the base runner must plant his foot on the ground on or across a line extending from the front of the home plate to the backstop, parallel to the first base line, before the defensive player touches home plate (not the player).</p> <p>c) The defensive players may not attempt to touch the base runner once the commitment line has been passed.</p> <p>d) A base runner will not touch home plate under any circumstances. He will be declared out by the umpire if he does so.</p>
8	Equipment	<p>a) All batters and base runners have the option of wearing protective helmets. Each team will be responsible to provide helmets for each game and encourage each player to wear the helmet.</p> <p>b) No player is allowed to wear metal cleats at any time.</p> <p>c) All Players may wear a glove, or mitt of any size, including a “trapper” style glove. The webbing shall not be constructed to form any type of net, or tray.</p> <p>d) The BMSPA uses the Worth Hot Dot Classic Plus Optic ball for all games.</p> <p>e) The BMSPA adheres to the SPN Bat Policy. Visit the SPN Bat Policy for a list of approved and non-approved bats. Any bat that is deemed excessively dangerous by the umpire will be removed when requested to do so by the umpire.</p> <p>f) If a player is caught using an illegal bat, his team must forfeit the game. A 10-0 win will be awarded to the opposing team.</p>

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		g) Pitchers are required to wear a protective face mask at all times while pitching.
9	Game Times and Duration	<p>a) Games will be not more than 75 minutes in duration. This is calculated from the official starting time not the actual start time. The umpire will immediately terminate the game once the 75-minute point is reached. Games reaching the 75-minute point will be considered complete regardless of the number of innings played.</p> <p>b) When, after the completion of an inning, it is the umpire's opinion that it is impossible to complete another inning before the 75-minute point, the umpire may terminate the game.</p> <p>c) On evenings in which four games are scheduled, the game start times will be 6:00pm, 7:15pm, 8:30pm and 9:45pm.</p> <p>d) The umpire and team captains of the late game will ensure that their game will not extend past 11:00pm.</p> <p>e) If a game does not start on time because of the umpire, the finish time of the game is not extended. The League President is to be notified and he will in turn contact the umpire in Chief. The game will still count if the teams are able to complete four full innings (or 3.5 innings if the home team has the lead).</p> <p>f) A game is considered to be complete after the end of four full innings (or 3.5 innings if the home team has the lead). A game that does not reach these times because of unplayable conditions will be considered an incomplete game and will be replayed in its entirety.</p>
10	Scoring	<p>a) A 5-run maximum rule will be used each inning except for the last inning which will be declared and "Open run" inning.</p> <p>b) The "Mercy Rule" for the league will be 15 runs after 5 innings. If the home team reaches +15 runs during the</p>

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		<p>bottom of any inning after the 5th, no matter the number of outs, the game is over.</p> <p>c) If a game is tied after seven innings and time permits, extra innings shall be played. Should the game not be completed prior to the 75 minutes, it will revert to a tie. During extra innings, the last batter when the inning ended will start at 2nd base with 1 out in order to improve chances of breaking the tie. Extra innings must be fully completed within the allotted game time or the game will revert to the score of the last complete inning.</p> <p>d) Match plus two over-the-fence home rule is in effect. Match plus two means that at no time during a game will the number of over-the-fence home runs hit by one team exceed two more than that hit by the opposing team.</p> <p>e) If a team is in a plus two situation and hits an over-the-fence home run then that home run shall be deemed an out. Any fair batted fly ball deflected over the home run fence by a defensive player is not considered a home run for the match plus two rule nor is an inside-the-park home run – both are to be considered four-base hits.</p>
11	Pitching	<p>a) The ball must travel through an arc or no less than 6 feet and no more than 12 feet.</p> <p>b) A wooden board will be used at home plate and a strike will be called for each fairly delivered pitched ball by the pitcher that lands entirely or partially, on any part of the board, before touching the ground.</p> <p>c) The pitcher will be allowed to pitch from a distance of between 55 and 65 feet.</p>
12	Plays at First Base	<p>a) All games will be played with a dual colored safe-base at first base. If a pitched ball is hit and a play is made at first base and the batter/base runner fails to use the orange portion of the base on his first attempt to reach the base, he will be declared out. The batter/base runner must be 100% on the white portion of the base to be declared out.</p>

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		<p>b) Once first base has been reached, only the white portion of the base can be used by the base runner.</p> <p>c) The defensive player must always use the white portion of the base.</p>
13	Courtesy Runners	<p>a) Teams are allowed three courtesy runners per game, but the runner must be a different person each time. The base runner/coach is required to make the request for a courtesy runner to the umpire immediately upon reaching base and when the play has stopped. Both teams are to be notified.</p> <p>b) The courtesy runner can be anyone in the lineup, but each runner can only be used once per game.</p> <p>c) Courtesy runners can be used in extra innings as long as it doesn't exceed the maximum of three courtesy runners in a game.</p> <p>d) A team will be allowed additional courtesy runners specifically for their pitcher when each of the following conditions are met:</p> <ul style="list-style-type: none">• The batting team's pitcher is on base; and• There are 2 outs; and• During defensive play, that pitcher will be wearing multiple items of protective equipment (mask, chest guard, shin guards etc.). <p>This courtesy runner will not count against a team's 3 courtesy runners per game. The pitcher's courtesy runner can be anyone in the lineup, provided he has not been a pitcher's courtesy runner already in the game.</p>
14	Tiebreaker	<p>a) Regular season tiebreakers, at the end of the regular season play (2 points for a win, 1 point for a tie, 0 points for a loss) will be determined by:</p> <ol style="list-style-type: none">1) The team with the higher number of points will be ranked higher (2 points for a win, 1 point for a tie, 0 points for a loss)

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		<ol style="list-style-type: none">2) If two teams are tied with the same number of points, the team with the higher number of points in the head-to-head games will be ranked higher3) If two teams are still tied, the team with the better +/- record in the head-to-head games will be ranked higher (max +10, min -10 per game)4) If two teams are still tied, the team with the most runs for will be ranked higher5) If two teams are still tied, the team with the lowest runs against will be ranked higher6) If more than 2 teams are tied, the team with the highest +/- would rank highest, then the team with the second highest +/-, etc.
15	Forfeiting	<ol style="list-style-type: none">a) A team that does not show up for a scheduled game, or that cannot field a minimum of 8 players will forfeit that game. The opposing team receive a win and be awarded a 10-0 score.
16	Inclement Weather	<ol style="list-style-type: none">a) On days where it is raining or there is forecasted inclement weather, the captains (or team representative) of the 6pm game are to meet at the diamond in advance of their game and collectively make a decision on playability. They must notify the League Executive, who will, in turn, notify the umpire.b) If during a game the weather makes the field unplayable and the umpire stops the game, the following rules will apply:<ul style="list-style-type: none">• Once 4 innings are completed, the game is considered complete and will be recorded in the standings.• If the game is less than four innings, the game will be considered incomplete and will be rescheduled.c) If lightning occurs during a game, the umpire is empowered to call the game at any time for the safety of all participants.d) Umpire's judgment decisions may not be appealed.e) In the event that the City of Ottawa closes all city fields, the League Executive will notify all captains. At no time is the

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		BMSPA permitted to play a game until the city reopens the field.
17	Playoffs and Finals	<p>a) Regular season rules apply. Any changes/variations outlined in this section supersede the regular season rules.</p> <p>b) Players are eligible to play in the playoffs if they have signed the team roster/waiver form and have played at least half of regular season games. A list of all eligible playoff players must be submitted to a member of the league executive prior to the start of each team's first scheduled playoff game. Failure to comply with this rule will result in a team forfeit and a 10-0 win will be awarded to the opposing team. Players eligible to play in the playoffs will be posted on the league web site.</p> <p>c) The team finishing higher in the regular season has the choice of being "home" or "visitors".</p> <p>d) For both Pool A and B Championship games, a coin toss will decide the home team.</p> <p>e) Playoff tiebreakers, at the end of Round Robin play:</p> <p>f) During semifinals/finals play only, no time restriction will be enforced. If teams are tied after regulation 7 innings, we will use the International Rule for tiebreaking (the last batter when the inning ended will start at 2nd base with 1 out). Game play will continue until a winner is declared. The start times of following games will be pushed back, if needed.</p>