

## SSNL GENERAL TECH STANDARD RULES AND REGULATIONS

The following regulations will apply to ALL qualification and provincial tournaments under the jurisdiction of School Sports Newfoundland and Labrador (SSNL). Please consult the technical standards, which follow for specific sport rules.

1. All SSNL sports have some sport specific rules that differ from Provincial Sport Organization or National Governing body playing rules so make sure you and the Officials review these in the tech standards that follow. They **MUST** be followed.
2. No player will be permitted to play wearing a cast made of plaster, fibreglass or any other material considered dangerous by the official.
3. All schools **MUST** register their school online for all tournaments and in the case of the Provincials, their entire roster as well. Teams participating in Qualification, Junior Varsity, and Foundation tournaments can register their roster directly with the convenor. All players must be registered in the format above prior to their **FIRST GAME STARTING** in order to be eligible to play in an SSNL Tournament. Failure to comply will result in the defaulting of the games in question and awarding of points to the opposing teams.
4. SSNL has instituted a maximum point spread to be used in tie breaking situations and to promote SSNL ideals of sportsmanship. All games should be recorded on the SSNL tournament page website and at the playing venue(s) and reported to media using only the maximum point spread as set out in the technical standards of each sport. In the tie-breaking procedure, the goal/point spread must credit all the points for the losing team only (eg. If sport has a max 7-point reporting spread and score was 12-2 then report/post as 9-2, not 7-0).
5. There is a no fighting policy in all SSNL events. Any violation will result in an immediate expulsion from the tournament and a possible multi-year suspension from all SSNL activities.
6. Players and fans are not permitted to engage in behaviour where they are intentionally trying to distract players or impeding on the playing surface. Failure to comply could result in in-game penalties, expulsion from the playing venue, and further discipline from SSNL.
7. Teacher-sponsors must be on the bench at all times. Games do not start without the teacher-sponsor present. If the teacher-sponsor is not on the bench 10 minutes after the scheduled start time, the team without the essential personnel will lose the game by default.
8. Players who are not dressing for a game are permitted to still sit in the bench area, but are still subject to all rules governing appropriate team behaviour.
9. Team composition is at the discretion of the coach and can change from the Qualifier to the Provincial Tournament. SSNL does encourage, however, that coaches consider

rewarding those players that helped win a Provincial berth with a place on the team for that tournament as well.

10. SSNL game referees are to be instructed to remain on the floor after the game to sign the score sheet and participate/oversee the shaking of hands by teams.
11. In-Game Protests: It is expected that all tournament game related protests be made in-game when the issue arises. Teams wishing to protest must do so in game by telling the Referee (or in sports where self-refereeing is used, stop and tell the convenor or other designated official) at the next available stoppage in play. The Tournament Protest Committee shall review and rule on the issue within a reasonable time before the game will re-commence. The SSNL Rep may be used to help with the ruling. You **CANNOT** protest discretionary calls by the referee. **Protests must still be accompanied in game by a \$50 protest fee or they will not be considered.** See "Protest, Disciplinary Infractions, and Appeals" section of this Convenor Manual for more details.
12. Coaches are not permitted to change any SSNL rules at the coaches meeting or at any other time by consensus vote. Any change in rules in this situation could result in a loss of points by infracting teams, potential school fines and sanctions, and/or the entire tournament being voided.
13. The use of unauthorized video replays is banned from SSNL events as a measure of officiating.
14. No cell phones or any person who is not a minor official are permitted at scorer's tables.
15. Game officials **MUST** provide written reports to the convenor for all major rule infractions.
16. At least one member of the coaching staff for each team **MUST** complete the free coach.ca "Making Headway" concussion course in order for their school's team to be eligible for SSNL tournaments.
17. SSNL philosophy values team accomplishments and sportsmanship. Aside from SSNL sports with an individual component, the Sportsmanship and MVP medals will be the only individual awards presented at SSNL tournaments. There are to be no other individual awards (i.e. Player of the Game or All-Start Team) to be awarded at our tournaments. Failure to comply with this will result in a \$100 fine and possible further sanctions.
18. Schools who have qualified (through winning their Qualifier or a receiving a bye) for a Provincial tournament and who **AFTER REGISTERING** their team do not attend the tournament, will be fined \$300 if the reason for pulling out is not deemed valid by the Varsity Council. If said team pulls out of the Provincials after Wednesday 5pm of the registration week they will also be required to pay the full Provincial Tournament registration. Schools may also be banned from Provincial competition in that gender and sport for 1 year.

## 2019-20 SSNL SLO-PITCH TECHNICAL STANDARDS

### EVENTS

Provincial champions will be declared in:

1. Boys and Girls 4A
2. Boys and Girls 3A
3. Boys and Girls 2A

### RULES

There are rules listed in the Slo-Pitch Tech Standards that are specific to SSNL tournaments. **It is the responsibility of the tournament Convenor to make sure all Officials are aware of these rules.** SSNL defers to the SPN (Slo-pitch National) rulebook for all other rules not listed in these technical standards.

### TEAM COMPOSITION

A maximum of 15 players can be registered for an SSNL tournament. All players can dress in each game.

### FIELD CONDITIONS

1. Field equipped with regulation bases, properly fastened including a safety base at first base.
2. 1<sup>st</sup> and 3<sup>rd</sup> baselines are to be clearly seen from home plate to the fence.
3. There should be a warning track or some indication of the outfield fence.
4. All fences and backstop are to be free of dangerous projections.
5. Team dug-outs and/or benches must be away from the playing area.
6. A regulation field is defined as one measuring 300 ft. all around.

### EQUIPMENT

1. SSNL Official Ball: Male Worth 12" Hot Dot, Female 11" Green Dot
2. ⚡ **[NEW]** A pitching circle will be implemented and marked on all fields from which a pitcher must start their delivery with at least one foot inside the circle. The measurements of the circle are as follows:
  - a. The midpoint of the circle must be 50 feet from the front of home plate and the circle has a radius of 4 feet. This provides a minimum pitching distance of 46 feet and a maximum of 54 feet.
3. Baselines: 65'
4. Home plate/strike mat: rectangular, measuring 22 in. wide and 40 in. long.
5. **Any player pitching MUST wear a pitcher facemask.** ⚡ **[NEW]** CSA approved hockey goalie masks and/or CSA approved hockey helmets with CSA approved cages are also permitted to be used.

6. Catcher's masks: must wear a baseball/softball style catcher's mask with helmet or hockey style baseball/softball catcher's mask. ⚡ **[NEW]** CSA approved hockey goalie masks and/or CSA approved hockey helmets with CSA approved cages are also permitted to be used.
7. Helmets with chinstraps: Mandatory at the plate and while on the bases. **Any player who takes a pitch, or is on base without a properly secured chinstrap will be called out.**
8. Chest protectors: Optional.
9. Full uniform: Minimum of same color and style shirts and/or pants.
10. Pitchers must not wear white sleeves.
11. Bats (as per SSNL bat policy, see below).
12. Hosts must provide a suitable scoreboard, and an independent scorekeeper.

## BAT POLICY

1. Convenors **MUST** make Umpires aware of the SSNL Bat Policy before the tournament and remind them to check each team's bat before each game.
2. Only wooden bats and one-piece aluminum/alloy shelled bats bearing a stamp to the current standards listed below are permitted. The stamp **MUST be clearly visible ON THE BAT ITSELF.** No 2-piece bats or composite shelled bats are permitted. Bats are permitted to have a core of a different material.



3. ⚡ **[NEW]** The minimum standard for a legal bat stamp (the bat itself must also meet the criteria listed in #2 above) is a **clearly visible USSSA 1.20 BPF Thumbprint-Style Stamp** as seen above. The bat can have any other stamp on it as well, but it **MUST** also be clearly visible to be approved **AND** the bat must meet the criteria listed above in #2.

**IMPORTANT:** There will be zero tolerance for using illegal bats at SSNL Tournaments. **Any school team found using an illegal bat at an SSNL Tournament could be expelled from the entire tournament and/or have games voided.** It is the responsibility of the coach,

players, and school to make sure they understand the rules and do not bring an illegal bat to an SSNL Tournament.

4. **★ [NEW]** The procedure for presenting bats and checking bats is as follows:
  - a. Teams must bring all bats they intend to use in the tournament to the coaches meeting where in the presence of the convenor (or other tournament rep) the Head Umpire (or other umpire if head one cannot attend) checks all bats against the aforementioned criteria above and marks all legal bats as approved with a visible and distinctive manner.
  - b. If there is no coaches meeting at all, all bats are to be presented to and reviewed by the game umpire prior to each team's first game. Opposing teams should do this simultaneously with the umpire so that all parties are aware. The Convenor or other tournament rep must be attendance at this first bat review as well.
  - c. If a team or teams cannot make the coaches meeting their bats are to be presented and reviewed by the game umpire prior to the team's first game. The opposing team's coach should be there as witness. The Convenor or other tournament rep must be attendance of this first bat review as well.
  - d. Every successive game of the tournament must begin with opposing team's coaches simultaneously bringing their game bats to the umpire to confirm the identifiable mark on each legal bat.

## SCORING

1. Teams will be permitted to score a maximum of 6 runs per inning except in the last inning of play.
2. The game will be over in the 7<sup>th</sup> inning when the home team is ahead regardless of the score differential.
3. Teams are permitted to score a maximum of 3 home runs per game on sub regulation fields. Subsequent home runs will be counted as a single.
4. Games will end after 4.5, 5.5, 6.5 innings of play if there is a difference of 12 runs. If the home team is losing, the entire inning must be completed. A maximum of a 10 run spread will be used for calculating plus/minus, as well as, for on-site and website/social media entering of scores and for scores provided to general media.
5. A tie in the round robin remains a tie. In the playoff competition extra innings will be used to decide a winner. During extra innings, teams place a runner (the last out of the previous inning) on 2<sup>nd</sup> base and the inning starts with 1 out.

## LENGTH OF GAME

1. 7 innings OR A minimum of 4.5 innings if there is a 12 run difference after 4.5 innings (see above #4).
2. In the case of a game being called by the umpire for any reason, it shall be resumed at the earliest possible opportunity from the exact point at which it was suspended.

## **DETERMINING HOME/AWAY TEAM**

1. Round Robin: Choice of Home/Away team will be determined by a coin toss before each game.
2. Playoffs: Choice of Home/Away team will be determined by a team's record (use the tie breaking procedure in these tech standards if needed to determine best record).

## **PITCHING RULE**

1. The homeplate/strike mat will be used. If the ball makes contact with the mat, it will be called a strike.
2. Prior to the required stop, any pitching windup may be used.
3.  **[NEW]** A pitcher must start their delivery with at least one foot inside the pitcher's circle.
4. The ball must be delivered with a perceptible arc of at least 6' from the ground. The pitched ball shall not reach a height of more than 12' at its highest point from the ground.
5. If the arc of the pitch is not between a range of 6 to 12 feet, the umpire will call no pitch and a ball will be awarded to the batter, unless the batter swings at the pitch, in which case, the pitch will be legal.
6. Pitchers must not wear white sleeves.

## **PARTICIPATION RULE**

Teams must bat a minimum of 10 players. Unlimited defensive substitutions will be permitted.

## **COURTESY RUNNERS**

Any player on a team's lineup card can be a courtesy runner, but they can only be a courtesy runner once a game.

## **COMMITMENT LINE**

1. The commitment line is a line drawn 20' from the closest corner of the home plate/strike mat facing 3<sup>rd</sup> base.
2. The commitment line runs perpendicular to the 3<sup>rd</sup> base line
3. The commitment line shall extend a minimum of 6 feet from the baseline into foul territory.
4. A base runner who touches the COMMITMENT LINE or makes contact with the ground past the COMMITMENT LINE with any part of the body between third base and the safe line at the home plate/strike mat must continue on towards the safe line (at the home plate/strike mat).

## **SAFE LINE**

1. All players attempting to reach the traditional home plate/strike mat must do so by crossing the safe line in foul territory and must have 1 foot on the ground either touching or completely over the safe line in order to be counted as a run.
2. If the defensive player has control of the ball and is in contact with the home plate/strike mat before the player crosses or is touching the safe line with their foot on the ground, the runner is out.
3. All plays at the home plate/strike mat are force-outs.
4. Runners are out if they touch the traditional home plate/strike mat or pass over it in fair territory.

## **SLIDING**

1. There is no sliding at the home plate/strike mat at any time.
2. Sliding is permitted at other bases.
3. Base runners are not permitted to crash into a defensive player who is holding the ball at a base and will be called out if they do so. It is the umpires discretion in determining if the contact at the base is excessive.

## **TIE-BREAKING PROCEDURE**

1. If a tie occurs in the round robin, it shall remain a tie.
2. If teams are tied at the end of round robin play, the following procedure will be used:
  - a. Outcome of the games between the tied teams.
  - b. Difference of runs for and against among the tied teams.
  - c. Difference of runs for and against among all teams the tied teams played in the tournament.
  - d. Coin toss.

## **UMPIRES**

The convenor is solely responsible for providing umpires and a scorekeeper. Where possible, rated officials should be used. A list of rated Officials can be found on the SSNL web site on the sports page in question.

## **WARM-UP**

All teams will be entitled to a 5-minute warm-up prior to each game they play in the tournament.

## **PROTESTS, DISCIPLINARY INFRACTIONS & APPEALS**

See the SSNL Handbook or General Tech Standards section at the beginning of the document for policy and procedures on all protests, disciplinary infractions, and appeals.

## AWARDS

For each classification, the following awards are provided:

### Qualifier

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 for entire Tournament)
3. Individual MVP Award (1 for entire Tournament)
4. Qualification Championship Banner

### Provincials

1. Gold and Silver Medals
2. Individual Sportsmanship Award (1 per team)
3. Individual MVP Award (1 per team)
4. Team Sportsmanship Banner
5. Provincial Championship Banner.

## REGISTRATION FEES

A maximum of \$100 per team.

Participation fee of \$3 for provincial and \$2 per athlete for qualification tournament.

## 🌀 [NEW] SCHEDULING

Type of tournament allowed:	Round Robin, 2 div., or 4 div.
Maximum # of teams in round robin:	5
Maximum # of teams in one venue:	9
Number of games per day allowed:	4
Games scheduled every:	1.5 hours
Back-to-back games permitted:	1 per tournament
Time between back-to-back round robin games or last round robin game and first playoff game if back-to-back.	30 minutes
Time between last round robin game that leads straight to a final (if back to back)	30 minutes
Time between back-to-back playoff games	30 minutes