

West End Co-ed Slowpitch League

Rules and Regulations

Last updated: March 18, 2023

WECSL In-House Game Rules

1. All weekday games will be scheduled either Monday or Wednesday evenings and will start at 6:30 pm. Saturday (and the occasional Sunday) games will be scheduled for 10:00 am, 12:00 pm, 2:00 pm and 4:00 pm in an 8-team league. A 15-minute grace period may be awarded by the umpire if requested by a team captain. The umpire will declare the final and open inning (during which there is no limit to the number of runs that can be scored) after 1 hour and 45 minutes from the scheduled start time.
2. WECSL bases our rules on the rules of Softball Canada, which may include modifications from time to time. We also have a few rules unique to WECSL and our field of play, all of which are outlined in this document.
3. All league members, whether participating in a game or watching, agree to abide by the rules and regulations of the Vancouver Parks Board. See the link at the beginning of this document.
4. Liquor is prohibited on or near the playing field. The Parks Board strictly enforces this rule and any violation may result in the loss of field privileges. The league executive will review any violation of this type and suspensions or expulsion may be enforced.
5. To reschedule a game, a team must inform the other team involved and the Head Umpire at least 24 hours prior to the scheduled game. All representatives must approve the rescheduled date. Rainouts will be rescheduled by the WECSL executive unless otherwise agreed to by the two teams.
6. WECSL games are played with 6 male and 4 female on-field participants, though a team may play with no fewer than nine players. Teams must have a minimum of 3 females on their roster to play a game.

A team may use a batting order of up to 16 rostered players, however nowhere in the batting order will there be 3 male players in a row. This enables as many players as possible to bat throughout the game, and aligns with rule #9, which requires equal

playing time based on attendance. For defensive purposes, a team may substitute any player into any defensive position without impacting the batting order.

- a. An injured player may be removed from the batting order without penalty, unless it results in three male batters in a row, in which case the third male is an auto out each time their turn comes up in the batting order. A team may choose to adjust their batting lineup only in such cases when they have an injured player who needs to be removed from the game, and such changes can only be made to avoid having an auto out. Additional changes are not permitted.
- b. An injured player who remains in the batting lineup but is unable to bat is considered an automatic out.

Example Batting Lineups and Sample Scenarios

13 people: 8 male, 5 female — M, M, W1, M, M, W2, M, W3, M, W4, M, M, W5

- Scenario 1: W3 is injured and removed from the batting order. There is no penalty as there are still no more than 2 men batting in a row (Rule 6a).
- Scenario 2: W2 is injured and removed from order. This results in 3 men batting in a row. Therefore the third male will be an auto out each time their turn comes up (Rule 6a).
- Scenario 3: W1 is injured and removed from order. This means 4 men would be batting in a row, which would result in two auto outs in a row (Rule 6a). Instead of removing the injured batter from the lineup, it's better to keep the injured player in the lineup as an auto out, then the two men can bat legally. (Rule 6b).

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7. If the wrong player enters the batter's box and receives a pitch, the correct person in the lineup shall be declared out, and the next legal batter will be up next.
 8. Pinch runners are allowed, in the case of injuries during play. Players may not start a game if they require a pinch runner for every at-bat. The batter must inform the umpire if they need a pinch runner as soon as possible. The batter must safely obtain 1st base (or 2nd base if obtained due to the ball going out of play), but no further, before the pinch runner enters the field of play. The pinch runner will be the last recorded out,

regardless of gender. If it is the first inning of the game, the last batter in the line-up shall become the pinch runner.

- a. If the batter clearly demonstrates the ability to run to second base, then the pinch runner privilege is removed by the umpire.
9. All players must be granted equal playing time based on attendance. Any abuse of this principle should be reported to a member of the league executive.
10. After three games of unexplained absence, a player may be permanently dropped from the team's roster. No refund will be issued.
11. A team cannot score more than six runs per inning, unless 5 innings are completed and 'last inning' and 'open inning' has been declared by the umpire.
12. Female players can choose to use a smaller 11" ball, but must inform the umpire prior to the first pitch.
13. The pitcher must deliver the ball with a perceptible arc at least 6 feet off the ground and no higher than 12 feet off the ground. If, at the discretion of the umpire, this rule is violated, the umpire shall call or indicate an 'illegal pitch' immediately.
14. At some point during the pitching motion, the pitcher must make contact with the pitching rubber with at least one foot. If, at the discretion of the umpire, this rule is violated, the umpire shall call or indicate an 'illegal pitch' immediately—verbally or by hand signal—resulting in a ball.
15. If the umpire has called an 'illegal pitch,' the batter has the option to swing. If the batter does not swing, the pitch will be called a ball. If the batter does swing it will be counted as a legally pitched ball.
16. If a legally pitched ball hits any part of home plate, it is a strike.
17. If a batter has two strikes and proceeds to hit a foul ball, the umpire will declare 'two-and-a-half strikes.' The batter can continue to complete their at bat as normal, but if the batter hits another foul ball on any of their remaining pitches, that batter will be called out by the umpire.
18. Intentional walks: In the case of a blatant intentional walk, where the umpire observes that there is not a reasonable attempt to pitch a hittable ball of any kind, the umpire shall call the play dead and award the batter second base. The next batter will have the option of batting or accepting a walk to first base. The batter must declare their

intention to the umpire to either walk to first base or bat prior to entering the batter's box.

19. There is a commitment line located approximately 20 feet from the top left hand corner of home plate, intersecting the third base line. Any player breaking the plane of this line must continue towards the home plate line. If they reverse back towards third base, they will be called out.
20. The "home plate line" is drawn from the top left corner of home plate towards the fence on the third base side. To be called safe at home plate, and for a run to be scored, the runner must cross the home plate line prior to a defensive player having possession of the ball and touching home plate. A runner must not touch home plate while running home to score. If they do, they will be called out by the umpire. Defensive players cannot tag the runner, if they do, the runner will be called safe by the umpire.
21. 150-foot rule: An arc extending from the left field foul line to the right field foul line will be drawn or indicated at a distance of approximately 150 feet from home plate. The three designated outfielders (LF, CF, RF) are not permitted to cross this line prior to the ball being hit—the designated Rover may play anywhere on the field. If there is an infraction to this rule, the umpire will declare 'Dead Ball' and the batter and all baserunners will be awarded one base.
22. Any batted ball that makes contact with overhanging branches on the first base side of the field will be immediately deemed a dead foul ball, and a strike will be counted like any other foul ball. Since the ball is declared dead, outs are not recorded if a fielder catches a fly ball that contacts any part of a tree.
23. If a thrown ball goes "out of play," (i.e., beyond the lines extending from the fences), the umpire will call "dead ball," and award each base runner the base they have safely attained, plus one base. "Attained" means the runner has touched a bag safely. It doesn't mean they are almost there or within a few steps. In instances where two runners would be awarded the same bag, runner positions will be dictated by the runner who is furthest away from home plate.
 - a. If a runner intentionally deflects a ball or forces it free from a fielder, that runner is out. If a runner has incidental contact with a live ball, the play continues until a play is made and the umpire calls time.
24. The infield fly rule is not in effect.

25. Anyone verbally abusing the umpire will receive a clear warning. If the same player subsequently engages in verbal abuse of the umpire, that player will be ejected from the game. Players are reminded that opinions should be voiced through their team captain only.
26. Any player making intentional physical contact with another player to the detriment of the other player will be ejected from the game at the discretion of the umpire.
27. Any ball that initially lands foul will be declared foul.
28. Any batted ball that travels out of the sight of the umpire (such as in the long grass beyond the outfield), but is clearly in fair territory, will be deemed a ground rule double.
29. The three outfielders (LF, CF, RF) cannot throw a batter out at first base. The designated Rover may.
30. If a batted ball is intentionally hit directly at the pitcher, the batter shall be called out at the discretion of the umpire.

Bat Rules

- A. Bats must be 33 to 34 inches in length, have a round barrel diameter of 2¼ inches, and must be between 26 oz and 38 oz in weight. Both slo-pitch bats and fast pitch "bottle bats" are permitted.
- B. Players may not use bats that are broken or damaged.
- C. The bats provided by the league are annually reviewed for damage and will be replaced or repaired to ensure safety.

General League Rules

- A. The home team is responsible for setting up the field prior to the stated start time of the game. This is not an appropriate use of the grace period.
- B. Each team will select a captain and a coach who will ensure equitable playing time for all players based on attendance, liaise with the league executive for escalated issues, ensure a team is fielded for every game, and contact team members about rainouts and rescheduled games.
- C. The captain or coach of the home team is required to send a photo of both teams' score sheets, clearly indicating the winning team and the final score, to the WESCL secretary after each and every game they play.

- D. If a game is cancelled due to weather conditions, we will try to provide at least one-hour notice prior to the game. The Umpire will notify the team captains who will in turn advise their team members. If you are uncertain of the status of your game, contact your team or check the website/Facebook where we will provide timely rain out messages.
- E. Drafting players from another team during the regular season is allowed, but not in the playoffs. During the regular season, a team must field its own players before drafting anybody from the sidelines. Should a team be unable to field a team, they must first ask the opposing team if they have extra players who are willing to substitute. If extra players are not available, the opposing team may choose eligible players from another team.
- F. Playoff games will begin on time and continue until there is a winner. If you cannot field a team, the game is forfeited. There will be no on-field warmups allowed during playoffs.
- G. In the final rounds of the playoffs, the loser final goes last. The champion final goes before the loser round.
- H. Remember that Stanley Park is a public facility and is governed by city laws and by-laws. Please act accordingly.

Foundational Tenets of WESCL: FIRS

- **Fun:** Have fun!
- **Integrity:** Play honestly, play fairly, respect other players and our rules (written and unwritten), and abide by a high standard of integrity.
- **Respect:** We expect everyone to treat each other with respect while representing WESCL during our WESCL-organized activities.
- **Safety:** The safety of all players is key in having a fun and successful season.

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