



Rules

Expectations of Players

- All players participating in CASA are expected to play/act in a respectful manner for everyone at the field and with a “fun first” attitude.
- Public displays of anger such as throwing equipment has no place at the CASA league. Players doing this will be removed from the game.
- Directing foul language at an opponent is cause for automatic removal from the game. Captains must honour this rule and are obligated to sit or remove any of their players/spectators who are not displaying proper etiquette.
- Drinking alcohol at the field is a fineable offence and is not permitted.
- Players must not leave any types of cans or garbage on the field after the game – the field must be left in cleaner condition than it was when players arrived.
- Community residents are particularly aware of Slo-Pitch players urinating in public. Any complaints to the City will result in the CASA losing the rights to use that field

Captains Code of Conduct

1. I will treat everyone fairly, by treating them with respect and dignity.
2. I will direct any necessary feedback at the performance not the person.
3. I will teach all players the skills of the game, the values of teamwork and the meaning of good sportsmanship.
4. I will lead by example and always demonstrate good sportsmanship during games by treating officials and opponents with respect.
5. I will provide encouragement and positive direction to players during games.
6. I will uphold the rules, regulations and policies of CASA.
7. I will refrain from public criticism of my fellow Team Captains and players.
8. I will ensure I include all players equally and provide equitable playing time.
9. I will refrain from the use of profane, insulting, harassing or otherwise offensive language or behaviour while being a Team Captain.
10. I will report any misconduct by a Team Captain, player or official to the CASA Board so it can be dealt with appropriately.
11. I will ensure that the team has the resources and players necessary to field a team and will appoint a leader in the absence of myself and the co-captain.

Format and Scoring

Format

- Teams are expected to arrive 15 minutes prior to their scheduled start time in order to warm up and set up their batting order.
- The Home Team is based off of the schedule. Home and away teams will be in the details portion of the game in TeamSnap.
- Games are 7 innings or 90 minutes, whichever occurs first.
- A new inning may not be started with less than 10 minutes before the start of the next game.
- Spares/subs can only be used to field a team if the team does not have 10 original player. If there are 10 original players available to play, spares/subs cannot be used.

Scoring

- Both captains must keep a score sheet for every game played.
- Teams must track the batter results each inning for their own team as well as runs scored by the opposing team.
- Captains are required to confirm the score with the other captain at the end of each half inning and confirm the score with the other captain at the end of the game to ensure that both teams report the same score.
- If there is a discrepancy at the end of the game, it needs to be resolved by the captains so that both teams report the same score.
- If the team due to bat in the bottom of the 7th inning is leading the game, the game is over and the score will stand as is.
- In the bottom of the 7th inning, once the batting team has scored the winning run, the game is over. The final score will stand as that team winning by 1 run.
- In the event of a tie, extra innings may be played if time permits.
- A team can score and count a maximum of 7 runs in one inning with the exception of the final inning where there are unlimited runs.
- A team can hit a maximum of 5 home runs per game. Once a team has reached 5 home runs, following home runs will become doubles.
- Mercy will be called when one team gains a lead of 20 runs. The score will freeze and teams are encouraged to play the rest of the game for fun.

General Playing Guidelines

Pitching

- The pitching mound should be ~50 feet from the home plate (~17 paces).
- Teams pitch to the opposing team:
 - Each batter will receive up to 3 strikes and/or 4 balls.
 - The pitch must be between 6 and 12 feet high or it will be deemed a ball.
 - If the ball arcs less than 6 feet or more than 12 feet and the batter swings, the ball is in play and the pitch counts.
 - A strike occurs on: a foul ball, a swing and a miss, or if the batter takes the pitch and it lands on the strike mat. On the third strike, the batter is out.
 - If the ball hits any part of home plate, it is deemed a 'ball'. On the fourth ball, the batter walks to 1st.
 - Other runners already on base will advance only if the walked batter forces them (forced play).

Hitting

- All players at the game must be listed in the batting order prior to the game starting.
- Teams that have more than 10 players can have an extended batting order. There is no limit to the length of the batting order.
- Players do not have to play in the field in order to bat.
- Any additions/changes to the batting order after the start of the game (due to players arriving late, not showing up, etc.) must be discussed with the opposing team.
- Bunting is not allowed.
 - A bunt is a batted ball not swung at, but intentionally met with the bat and tapped slowly within the infield.
 - When any player is hitting, the ball does not have to pass the pitcher to be live, but the batter must have taken a full swing at the ball (i.e. a bunting motion is not allowed).
 - If the two teams agree that the batter did not make an attempt at a full swing, it would be considered a strike.
- Any batter who has two strikes and then hits a foul ball is out.
- The Infield Fly rule applies. See below for details:
 - For a hit to be considered an infield fly, it must be 8' or higher, have an up and then down arc (line drives are exempt), and not go past the infield. The entire infield area (anything within the baselines) is applicable when determining if this rule applies.

- If there are less than 2 outs and there are runners on 1st and 2nd or 1st, 2nd and 3rd, then on an infield fly the batter is automatically declared out (the infielders do not have to make an attempt to catch the ball). This prevents the fielder from purposely dropping the fly ball in an attempt to force runners out.
- In other leagues, the infielder must be able to catch the ball with 'ordinary effort' for it to be deemed an infield fly. This is not the case in CASA league because there are no official umpires to make this determination.
- On an infield fly play, a player who is already on base may choose to try to advance to the next base. If the fly ball is caught the runner must tag up before advancing. As a result, a double play can occur via a forced out if they have lead off and the ball is caught by the baseman before they tag up. If the fly ball is not caught, the runner may advance without tagging up. Advancing on an infield fly is not a forced out, so the base runner must be tagged out by the defense while between bases (with the exception of a play at home plate).
- Out of Play: any hits (infield or outfield) that fall outside of the 'out of play' lines are not catchable for an out. The corners of the backstop are the most common reference point for designating the Out of Play lines. These lines are in effect to the end of the outfield; therefore, if a fly ball is outside of these lines it is not catchable for an out.
- Clarification on Foul Balls:
 - If a ground ball starts out foul but curves back into fair territory before it passes 1st or 3rd base then it is a fair ball, as long as it is not touched by an infielder while in foul territory.
 - If a line drive passes 1st or 3rd base outside of the base line but then curves back in and first touches the ground in fair territory in the outfield, then it is a fair ball.
 - If a ball is hit into fair territory and then rolls outside the 1st or 3rd base line once it has passed the bases then it is a fair ball.
 - If the ball is hit and first touches the home plate (not the strike mat) and then rolls into fair territory it is considered a fair ball. If the ball is hit and touches the home plate or the strike mat and then rolls into foul territory it is considered a foul. If the ball first touches the strike mat and then rolls fair, it is a foul ball.
 - If the ball is hit and touches the batter's body (e.g. foot) and then rolls into fair territory it is a dead ball strike, if the player is still in the batter's box when it hits them. If they are outside the batter's box and running towards 1st base and it then hits their body while the ball is in fair territory, they are out.
 - If a player catches a foul ball that is within bounds, the base runners are allowed to tag-up unless it is the batter's third strike. In this case the batter is out and the runners may not advance.
 - If the ball the home plate/strikemat after it is hit from the bat

- If a batter steps across, or onto the home plate and/or strike mat to attempt to hit a ball, it is an automatic out.
- Home Runs:
 - Before the game, the captains will designate a 'home run line' using four white cones at the edge of the outfield. Cones should be placed at 250 feet (~85 paces) if there are no obstructions.
 - Some diamonds are too short to mark a home run line, and therefore no cones are required in one or both outfields and any long balls will be deemed ground rule doubles. Captains should decide before the game starts if this will be in effect at their field. A rule of thumb is any edge of field that is 250 feet (~85 paces) or less from home plate must apply the ground rule double rule.
 - Home runs explained:
 - If a ball passes the home run line in the air it is a home run and all players can pass home plate.
 - If a ball first touches the ground and then rolls over the line when there is no player in close proximity, it is considered a double. All baserunners will advance two bases.
 - If the defense commits errors and/or touches the ball, is within a playable area of the ball or if a line drive grounder passes fielders within playing range and it passes the home run line, the ball is live and runners can continue to run until the ball has been thrown infield for a play.
 - Only 5 home runs allowed per team per game. Any home runs hit after the 5 per game limit has been reached will be considered doubles. Players can advance 2 bases and the hitter will stop at second base.
 - It is the teams decision before the game to decide if after a home run, the runners will head to the bench or if they will go around all bases. To save time, when a home run is hit all runners can head to the bench and not round the bases.

Base Running

- Lead-offs are not allowed - the runner is called out if they leave the bag before the bat makes contact with the ball.
- The orange safety base is beside the white 1st base to protect both the runner and the infielder. The safety base is to be placed 6 inches from 1st base. There are two possible scenarios:
 - A single base hit: If the batter will not be running past first base, they must step on the orange safety base. If the runner touches any part of the white 1st base then they are out. If the 1st baseman touches any part of the orange safety base as they catch the ball, the runner is safe.

- If the runner is rounding 1st base on a hit where there will be no throw to 1st base, they are allowed to touch the white base instead of the safety base. The 1st baseman must move out of the runner's path as he/she rounds 1st base.
- When running from 3rd base towards home plate, the runner should stay outside of the baseline and is considered safe if they pass the home base line (the runner must have one foot on the ground past the line) before the catcher has the ball while touching home plate. If a base runner touches the home plate while attempting to score, it is an automatic out.
- To record an out at home, the catcher cannot tag the runner, they must touch home plate with possession of the ball before the runner touches down with one foot past the home run line.
- A commitment line will be drawn 20 feet from home plate towards 3rd base. Once a runner passes this line by touching the ground beyond the line they must proceed to the home line (they cannot run back to 3rd). The runner is out if the back-catcher catches the ball before the runner passes the home line.
- Sliding
 - Sliding into 2nd or 3rd base is permitted.
 - Sliding into home is never allowed.
 - Sliding into 1st base is only allowed if the runner is returning to 1st base, not on their initial hit and run to 1st base.
- Tagging up and running on a caught outfield fly is permitted. The runner must stay on the base until the ball contacts any part of the fielder's body or glove.
- If the third out occurs on a fly-out, the inning is over. The fielders do not have to field the ball in to make any plays and any runs scored do not count.
- With two outs, if a runner scores before a non-forced third out is made, the run will count.
- Pinch runners
 - The pinch runner must be the last out.
 - Are allowed for injured players.
 - A pinch runner can step in at any time.
 - If the batter is not running at all, the pinch runner must start from behind the plane of the plate.

Defense and Fielding

- A full team consists of 10 players: a catcher, a pitcher, 4 infielders, and 4 outfielders.
- The minimum number of players to play a game is 9.
- Bases should be 60' apart, unless limited by the size of the shale infield.
- The defense may tag a base runner on their way to first base, or between the other bases.

- Tagging is not permitted between the commitment line and home plate. To record an out at home, the defense must be touching home plate (strike mat will not count) before the base runner crosses the home base line.
- On a throw to 1st base, if the 1st baseman is touching the safety base when the ball arrives, the runner will be safe (to avoid collisions).
- The respect line rule applies.
 - Infielders cannot pinch in, they must stay along or behind the base lines until the ball has been hit.
 - Outfielders must stay behind the respect line until the ball has been hit; the respect line is 10 paces (30 feet) from the edge of the infield. The rover must also abide by the outfield respect line.
- If an overthrow occurs on a play and the ball rolls out of play:
 - 'Out of play' is considered to be 10-12 feet beyond the base lines. A good marker on most fields is the corners of the backstop and thus the line that would extend parallel to the first and third base lines.
 - All runners can advance one base beyond their next base on an overthrow. For example, if the runner is running between 1st and 2nd, then he/she can advance to 3rd base.
- A foul ball exceeding the height of the batter and caught by the catcher is an out (less than this is simply a strike). Captains or umpires should quickly decide if players are unsure. If an agreement cannot be made, the ruling will be in favour of the batter.
- Interference must be avoided at all costs. There are two kinds of interference:
 - Offensive interference from the runner: a base runner is not allowed to collide with a fielder, yell at them or screen them from being able to make a clear throw or to field a hit (waving hands or blocking them from seeing a play). If they do, and the play is not contested by either team, then the runner is out. Regarding the other runners not involved in the interference: if the base runner that interfered with the fielder make physical contact, and the fielder was attempting to make a play at another base, then the base runner where the fielder was attempting to make a play will also be out.
 - Defensive obstruction from the fielder: the fielder may not block the bag by putting their foot or body in front of it or standing in the line of the runner (unless they are making a play on a hit). If they do this and it is uncontested then the runner will be safe at that base. If the fielder on this play throws out a runner at another base then that runner will be out. In a case where the runner would have easily taken the next base had the fielder not interfered, then they would be awarded that base. For example, the first baseman stands in the line of the batter as they round first on a play where there was clearly no play to be made at 1st base.

- Interference is difficult to call, even by sanctioned umpires. Players are expected to avoid interference or body contact at all costs, and if a possible interference foul does occur, the two teams need to resolve it amicably. If the sides are not in agreement then there is an option to replay the play. All base runners return to the bases they were at prior to the hit and batter will begin his/her count from where it was prior to that hit.
- If there are less than 2 outs with a runner on first and an infielder throws to 1st base, there are three possible legal outcomes:
 - The 1st baseman touches the base to force out the hitter. If the runner is standing on 1st base when it is tagged, then they may safely remain on 1st and cannot be tagged out for a double play.
 - The runner is tagged out because they left the base after the hitter was forced out at 1st – this is a double play. There is no forced play here – the runner must be tagged in order to be out.
 - The 1st baseman tags the runner first (they have left the base) and then touches the base to force out the hitter – this is a double play.

Umpiring

- All games are self-officiated. Teams playing in the game supply the umps.
- The hitting team must also provide a home plate umpire to call balls, strikes and foul balls and any plays at home.
- If an umpire makes a wrong call because they didn't see the play or know the rules, the two captains should quickly agree on the call.

CASA Weather Policy

Game Day Weather Call

- Unless otherwise notified games will be **ON** for that day.
- Individuals should expect that games will be played under less than ideal weather conditions – wind and cooler temperatures for example – and should be prepared accordingly with appropriate clothing.
- If games for that day are going to be **CANCELLED**, Captains will be notified by **5PM** that day. CASA will make determinations, based upon weather conditions and forecasts. **Please ensure game day that you check for notifications from your captain.**
- When games are considered **ON** for a given day, both teams are expected to have their teams show-up at the diamond with the minimum number of players to avoid default of the game.

Weather and Field Conditions at Game Time

- Weather conditions in Calgary can change rapidly, and due to the large geographic area of Calgary, weather conditions can vary across the city. Therefore, even though games may be considered to be **ON** for that day, teams have the discretion to **mutually agree** to cancel a game based upon weather or field conditions at game time.
- Teams also have the discretion to stop play during a game due to changing weather conditions.
- Under no circumstances should games be played or continued to be played in the presence of thunder and lightning, excessive rainfall, hail or where weather or field conditions pose a safety issue to players. **Games should stop immediately or not be played in these circumstances.**
- Teams should wait 20 minutes allowing weather conditions to change before calling a game-off.

Rescheduling of Cancelled Games

- If games are cancelled by CASA for that evening or teams call-off a game prior to game start due to changing weather conditions, CASA will make best efforts to attempt to reschedule those games. There will be limited slots to reschedule, therefore all games may not be rescheduled.
- If teams decide to cancel a game prior to start, due to weather or field conditions, the Team Captains will need to notify CASA, so that possible rescheduling can occur. Again due to limited time slots available, all games may not be rescheduled.

Stopping Games and Scoring

- If a game is stopped during play, due to unsafe weather or field conditions, then the score from the last full inning will be deemed to be the final score for that game, if the fourth inning has been completed. If the fourth inning hasn't been completed, then it will be recorded as a tie. **NO** rescheduling will occur.

Examples of Weather Conditions Causing Cancellation of Games:

- Thunder and Lightning
- Heavy rainfall or rainfall amounts that make for slippery or hazardous footing
- Snow
- Hail
- Heat warnings
- Unsafe field conditions
- Poor air quality conditions, where it is recommended that outdoor activity cease
- **Games should not be played, if there are conditions that pose a safety issue to players**