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1 2023 SPECIFICS

.1 League Fees

.1 Fees

League fees for this season will be \$950 per Team. (\$50 BBQ Deposit)

.2 Deadline

All fees must be received by June 18th as well as team rosters; however, rosters will remain 'open' for the duration of the regular season.



2 TEAM REPRESENTATIVES

.1 Team Representation

.1 Two Team Reps

Each team must have two (2) team representatives. These representatives will be required to supply their name, e-mail address and telephone number to the league and league executive for contact and information sharing purposes.

.2 Responsibilities to the League

.1 League Fees

Team representatives must submit their teams' league registration fees on or before a given date that is decided at the beginning of each season. (*See section 1.1.3*)

.2 Equipment

Team representatives must notify the executive, as soon as possible, if any equipment is found to be missing or damaged during the course of a night. (*See section 5.1.2*)

.3 League Handbooks

Team representatives are responsible for the handbooks given to them at the beginning of the year. These handbooks contain (list may not be exclusive) league contact information and score sheets. All handbooks are property of the league and must be able to be presented to league executive at any time, regardless of the circumstances. These may be used to verify players, rosters, qualifying games, scores, or other possible league business.

.4 Game Scores

Team representatives must submit results of each game to the executive before midnight of the Thursday following the game as well as any roster additions. Prior to each season starting, a contact list will be compiled for these results.

.5 Rainouts/Forfeits

Team representatives must notify the league president if a game has been cancelled, for any reason, as soon as the decision has been made. The league president can then notify the city and possibly save the diamond/light fees for that game.

.6 Players

Team representatives must ensure that all of the players on their team meet the guidelines laid out in Section 3 of the rules.

.7 Rosters

Team representatives must submit their teams' rosters on or before a given date that is decided at the beginning of each season. (*See section 1.1.3*). Team rosters will remain 'open' during the regular season. Final/Official Team rosters for the playoff season (Round Robin playoffs & End of Season Tournament) must be submitted before a team's first Round Robin playoff game and will be considered 'closed' once submitted.

.3 In Game Responsibilities

.1 Illegal Equipment

Team representatives are responsible for removing any illegal bats, or other illegal equipment, from the dugout. If a bat that is not on the approved bats list is left in the dugout and used, knowingly or unknowingly, by a player, that player is subject to the applicable penalties. Both teams are required to do a bat check of each team's bats prior to the start of any game and no additional bats will be allowed to be added during the game.

.2 Three Females

Team representatives must ensure that there are at least three (3) female players on the field at all times; if a team cannot field a minimum of three (3) female players, they will use the 2 Girl Rule. (*See section 2.3.3*)

.3 Short One Female

[Revised] In the event that a team is only capable of fielding two (2) female players, the game may not need to be forfeited. Each team can use this exemption throughout the **regular season and playoffs** to legally play a game while they are short one (1) female player. If a team is playing under this allowance, they must play with one (1) less player in the field and the first position in the batting order will be an automatic out every time through the order. Each team will have two (2) opportunities during the Round Robin playoffs to legally play a game while they are short one (1) female player, one (1) less player in the field, and the first position in the batting order being an automatic out every time through the order.



.4 Short Players (Catcher/Player Option)

Team representatives must ensure that there are at least seven (7) players available at game time; if a team can take the field with the minimum of seven (7) players and up to nine (9) players, the opposing team, at their discretion, can supply catchers and/or players for the game. These players will still continue to play and bat for their own team, assisting as needed.

.5 Ground Rules

Team representatives must review the diamond specific rules and markings with the opposing team representatives. They should also be sure to review these rules with their own players, especially the catchers.

.6 Score Sheets

Team representatives are responsible for seeing that the score sheets are filled in, and signed by both teams' representatives, at the completion of every game. Once a score sheet has been signed by both teams' representatives neither team can challenge the game. The game can still be reviewed by the executive to ensure compliance with the league rules.

.7 Base Coaches

Team Coaches for first base and third base. These coaches act as umpires in many ways, and team representatives must make them aware of their responsibilities at either position. If a Base Coach/Umpire is not in position, use common sense. Batters are not automatically out in this instance. We are out to have fun, make the correct call with or without a Base Coach in position. Make your best judgement. You can have coaches that are not players BUT they must be on YOUR team only and have signed the Waiver/Roster sheet.

.8 Player Conduct

Team representatives are responsible for maintaining proper player conduct. If any player breaks the conduct rules of the league (*See section 3.4*), the team representative is responsible to report that player to the league executive. Failure to control a situation when it should be within a team representatives' control may result in suspensions placed on themselves and their players.



3 PLAYER GUIDELINES/RESPONSIBILITIES

.1 Age Restrictions

.1 Birth Year

Players must attain the ages indicated during the calendar year that the season takes place in (i.e. - A male player who is 29 years of age may play in the league as a 30 year old, as long as he will be 30 years of age on or before December 31 of that year).

.2 Males

Must be 30 years of age or over. (Exception: See section 3.1.4)

.3 Females

Must be 19 years of age or over.

.4 Underage Exemptions

Teams may add 2 male players to their roster that are over the age of 25 years and under the age of 30 years.

.5 Proof Of Age

All players must be able to prove their age in an inquiry.

.2 Pregnancy

.1 Safety Concerns

Any player that is visually or knowingly pregnant is not allowed to play in the league, due to safety concerns.

.3 Qualifications

.1 Play-Offs

In order for a player to qualify for the play-offs (round robin and tournament), they must have played a minimum of 30% of the games played in that season prior to the beginning of the round robin.

.2 Exceptions

Any player looking for an exception to any of the qualification rules will have to make their case with the executive. Exceptions will be dealt with on an individual basis.

.4 Conduct

.1 Fighting

There will be absolutely no fighting allowed. All players directly involved in a fight will be automatically suspended for the remainder of the current season, including play-offs. A further disciplinary hearing will be held as per section 4.1.

.2 Alcohol

No alcoholic beverages are allowed on the diamonds, in the ballpark, or in the parking area.

.3 Smoking/Vaping

Please note the following changes to the smoking rule. Also know that, due to this printed warning, the league will not be responsible for any players, or spectators, who are caught smoking in a restricted area. As per the Smoke-Free Ontario Act: "Starting January 1st, 2015, smoking is no longer allowed at publicly-owned outdoor sporting areas, spectator areas, sporting areas and public areas within 20 metres of any point of the edge of the sporting or spectator areas." Includes Vaping and all other forms of smoking.

.4 Code Of Conduct

Players must represent the league with as much respect and professionalism as possible. A code of conduct guideline is available in Appendix 2.

.5 In Game Responsibilities

.1 Pitcher

The pitcher must start their delivery with both feet fully inside the two pitching lines. All pitches that the pitcher throws must have a minimum arc of 6', and a maximum arc of 12' for female batters who have requested it.

.2 Batter

A female batter who wishes to have a maximum arc of 12' on their pitches must make that request prior to stepping into the batters' box, prior to their first at-bat and will be in effect for all their at-bats for that game. If the batter makes that request after any number of pitches, those pitches already thrown will count, and the maximum arc will be enforced on any further pitches in the at-bat.



.3 *Catcher*

The catcher calls strikes, foul balls, and out of play balls. They are also responsible for calling a batter out for stepping on or over the front or back line of the batter's box. The catcher is the umpire in the absence of an umpire (i.e. - all regular season games), and their call is the final word.

.4 *Base Coaches*

Only players/coaches on the team roster may be used to umpire or coach the bases.

.1 *First Base Coach*

The first base coach is responsible for calling plays at first base and at the home lines (commitment line included). They also need to keep an accurate pitch count (ball/strikes and total pitches), call pitches that are outside the arc limits (too low/too high) and call illegal pitches in the event that the pitcher is not standing within the pitching lines.

.2 *Third Base Coach*

The third base coach is responsible for calling plays at second and third bases. They can also be asked about the runner from third crossing the commitment line.

.6 *Other Leagues*

.1 *No Conflicts*

Any player is eligible to play in the league, regardless of their participation in another league, as long as they are in compliance with all other league rules and guidelines.



4 PENALTIES, FINES & APPEALS

.1 Disciplinary Action

.1 *Disciplinary Process*

This section outlines the process to be followed should a player or team be under suspicion of breaking the rules in any way.

The onus of proof is on the accuser to provide the committee the specifics of the incident. The following is required:

- Full name of the accused player or team;
- Team that player is on, if not mentioned above;
- Rule infraction, with outline of how said rule was not be followed correctly;
- Time, date and location of the incident; and
- Proof, which can include witness statements, photos of equipment, etc.

Once this is received, the league committee will then meet with all parties involved, within seven (7) days of notification, to hear all aspects of the situation and assess any penalty deemed necessary.

Resolutions can range from, but are not restricted to, the following:

- Being declared a non-issue;
- Being declared a misunderstanding;
- Giving an official warning;
- Levying a monetary fine;
- Suspensions of varied length (player and/or team); or
- Removal from the league.

All issues will be documented and logged. Past infractions will always be taken into consideration, if they apply.

.2 League Fees

.1 *Late League Fees*

League fees must be submitted on or before a given date that is decided at the beginning of each season (*See section 1.1.3*).

.3 Forfeiting Games

.1 *Unable To Field A Team*

If you are unable to field a team for any game, you receive an automatic forfeit on your season record.

.2 *Forfeit Scoring*

A forfeit will be scored as a loss for the team that is unable to field a team. The team that they were scheduled to play against will be awarded a win for that game.

.3 *Failure To Notify*

If you are knowingly unable to field a team for any game, you must give at least five (5) days' notice to the other team involved, as well as to the league president. Proper notification will result in the game being classified as "not played", or the equivalent of a rained out game. Failure to give this notice will result in a forfeit and subject to Disciplinary Action under section 4.1.1.

.4 Reporting Game Information

.1 *Deadline*

If a team fails to report their score by the deadline (*See section 2.2.4*), their score will be recorded in the standing as a forfeit loss. In the event that both teams fail to report a game score, both of the teams will receive a forfeit loss, with no win awarded.

.2 *New Players*

When reporting games scores, team reps must also notify the scorekeeper of any new players added to their rosters. Notification must include name and birthdate of the new player. Players will not be officially considered added to the roster until they have been reported to the league. Failure to notify may result in players not gaining enough games to qualify for tournaments or playoffs.



.5 Appeals

.1 **Game Play**

Game play appeals will not be allowed during the regular season. Any call made, either by the catcher or a base coach, is final and should be treated as such.

.2 **Illegal Player**

A team representative may bring forward an appeal to the league executive in regards to a player's eligibility.

.3 **Illegal Equipment**

A team representative may bring forward an appeal to the league executive in regard to illegal equipment.

.4 **Executive Role**

The executive will handle all appeals with due dispatch and will advise all teams involved of their decision as soon as possible.



5 SETTING UP THE FIELD

.1 Home Team Responsibilities

.1 Lay Out

The home team is responsible for laying out the diamond according to the proper field specifications. The commitment line, the safe line, the batters lines, and the pitcher's box are to be clearly marked with the supplied white chalk.

.2 Equipment/Supplies

The home team representative is responsible for checking the equipment/supplies before the first game and after each the last game of the night. Any missing or damaged equipment/supplies are to be reported immediately to the league president.

.2 Field Setup

.1 Tools

All tools needed to set up the fields, including a list of the measurements, should be available inside the league storage bins at each diamond.

.2 Baselines

The baseline length is 60 feet from base to base.

.3 Diagonal Measures

The length from first to third (and home to second) is measured at 84 feet, 10.5 inches.

.4 Base Placement

First base is to be placed so that the middle of the bag (where the white and orange bags meet) is lined up with the outside edge of the baseline. The orange 'safety bag' portion of first base is to be located over the base line, entirely in foul territory. Third base is to be placed so that the outside edge of the bag is lined up with the outside edge of the baseline.

.5 Pitchers Box

Pitchers box is marked 44 feet from the back of home plate for the front line and 60 feet from the back of home plate for the back line.

.6 Commitment Line

The commitment line is marked in foul territory, directly between third base and home plate (30 feet from both), and perpendicular to the third base line.

.7 Scoring Line

The scoring line is marked in foul territory, from the corner of home plate closest to third base, perpendicular to the third base line.

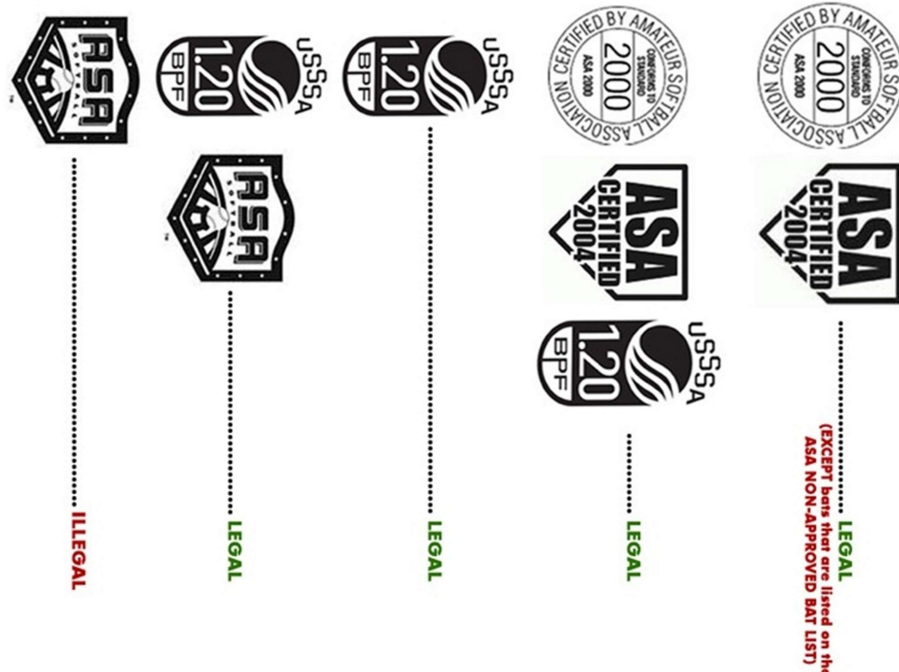
.8 Batters Lines

The front batters line is marked 2 feet in front of home plate and extends to both first and third baselines. The back batters line is marked 2 feet behind home plate and extends the same distance as the front batters line.

.3 Specific Ground Rules

.1 Centennial 3

Any time the ball ["or player with the ball" unstated but implied going forward], crosses the plane of the first fence between the backstop and the dugout, it is OUT OF PLAY. Any time the ball enters the dugout area (between the two fences), it is OUT OF PLAY. Any time the ball crosses the plane of the first fence beyond the dugout area and remains inside the second fence, it is IN PLAY. Any time the ball crosses the plane of the second fence as it extends to the outfield fence, it is OUT OF PLAY.





7 GENERAL GAME PLAY

.1 Game Info

.1 Grace Period

There is a grace period of 15 minutes after the scheduled start time to field a team. This grace period does not, however, change the curfew of the game.

.2 Game Length

All games will be a maximum of seven (7) innings, with a maximum time of 1½ hours (90 min.) allowed. No new innings may start with 10 min. or less remaining in the time allotted.

.3 Five Innings

Completion of five (5) innings constitutes a completed game where a game cannot otherwise be completed (i.e. – in cases of rain, darkness, time restrictions, etc.).

.4 Tie Games

A game that ends in a tie during the regular season will remain a tie.

.5 Mercy Rule

Each team is allowed a maximum of 8 runs per inning.

This is waved for the 7th inning or the last agreed upon inning, depending on the length of a game.

For playoff (excluding round robin games) and tournament games that are tied after the regular number of innings, all extra innings are unlimited runs.

.2 Line-up Changes

.1 Adding Players

Players arriving late may be added to the end of line-up at any time [Exception: *See section 8.3.1*].

.2 Removing Players

Players who may need to leave a game, for any reason, are removed from the batting order. Their now vacant spot in the batting order will not be considered as an out.

.3 The Pitch

.1 Pitching Lines

The pitcher must have both feet planted between the 44-foot front line and the 60-foot back line to start or it will be called an illegal pitch. If the first base coach deems the pitch to be illegal, they will call out “NO PITCH”, the reason why, and the pitch will not count as a ball or as a strike. Any calls made are final.

.2 Pitch Height

A pitched ball must have a minimum arc of 6’ (and a maximum of 12’ for female players requesting that maximum). If the first base coach deems the pitch to be outside those requirements, they will call out “NO PITCH”, the reason why, and the pitch will not count as a ball or as a strike. Any calls made are final.

.3 Pitch Count

There is a maximum of eight (8) legal pitches for each batter; either three strikes for an out, or a walk after eight pitches.

.4 Intentional Walk

A pitcher must throw at least 1 strike of any form out of the 8 pitches thrown to a batter, otherwise the person at bat will be deemed to have received an intentional walk. A batter who receives an intentional walk will receive an automatic **2-base walk**. Existing base runners will advance only as far as they are pushed ahead by the walk (i.e. – a lone runner on 2nd would only advance to 3rd, not to home).

.4 Fielding Positions

.1 Catcher

Only one player on the fielding team is allowed to be in the area behind the foul lines at home plate to field a ball, this will be the catcher. If the catcher is drawn out of this area to field the ball, then another player may cover home plate. The runner will be called safe if more than one player from the fielding team is at or behind home plate.

.2 Infielders

All infielders, except the pitcher and catcher, are to remain behind the baseline until the batter makes contact with the ball. All infielders must have both feet planted on the infield area until the batter makes contact with the ball. If an infielder is caught beyond these



guidelines at contact, the batter and any runners that were part of the play will be ruled automatically safe.

.3 Outfielders

All outfielders must have both feet on the outfield until the batter makes contact with the ball. If an outfielder is caught beyond these guidelines at contact, the batter and any runners that were part of the play will be ruled automatically safe.

.4 Plays From Outfield

An outfielder cannot directly throw out the batter running to first base.

.5 Batting

.1 Bounced Pitch

The batter cannot hit a bounced pitch. Doing so will immediately result in a dead play and a strike against the batter.

.2 Catching The Pitch

The batter cannot catch a pitched ball. Doing so will immediately result in a dead play and a strike against the batter.

.3 Hitting Home Plate

Any batted ball that hits home plate will immediately result in a dead play and a strike against the batter.

.4 Third Strike Foul

If a batter hits a foul ball with two strikes, it is considered their third strike, and they are out. Once the struck ball is called foul, play is considered dead and any runners must remain at the base they were on previous to the ball being hit foul.

.5 Over The Line

[Revised] The batter cannot make contact with the ball if either of their feet crosses completely over the marked front or back batters line. Doing so will immediately result in a dead play and the batter will be considered out.

.6 On / Over Home Plate

The batter cannot make contact with the ball while stepping on or over home plate. Doing so will immediately result in a dead play and the batter will be considered out.

.7 Bunting

No intentional bunting or downward chopping of the ball is allowed. A batter that bunts a ball will immediately be called out and the play will be dead.

.8 Infield Fly

If there is less than two out and a force play at third (i.e. – runners at first and second, or runners at first and second and third), and the batter hits the ball in the air to a position that an infielders is reasonably expected to catch the ball, the batter is out and the runners do not need to advance. The ball is still considered a live ball, and is subject to regular baseball rules.

.9 Home Runs

A team may hit only one home run over the fence per inning. All subsequent balls hit fair over the fence in the same inning will count as a single. An in-the-park home run does NOT count as a home run over the fence. No limit on women able to hit the ball over the fence.

.10 Foul Tip

A ball that is tipped foul (directed backwards) by that batter must reach a height of 6ft for it to be considered a live ball. A ball that reaches 6ft, or higher, and is caught by the catcher will result in the batter being called out. A ball that does not reach 6ft in height will result in a foul ball and a strike against the batter.

.6 Base Running

.1 Base Coaches

If there is a close call on base and there is no base coach for that base, the runner is NOT automatically out. Make the right call with best judgement. We are all playing for FUN.

.2 Out Of The Box

The batter may make incidental contact with home plate AFTER they have made contact with the ball, and are running to first.

.3 Pinch Runners

If a player, due to injury, is unable to run the bases after hitting the ball and safely reaching first base, they may have a substitute runner. The runner must be the last player of the same sex who is recorded as an out on the score sheet.



.4 "Over 60" Runners

A player aged 60 or over may have a runner from the safe line at home plate. The runner must be the last player of the same sex who is recorded as an out on the score sheet.

.5 Safety Bag

The runner going to first must touch the orange safety bag on a contested play at first base, while the fielder must touch the white bag. When no play is being made at first, the runner may touch the white bag as they turn toward second base. The first baseman must also give way to a runner if no play is being made to avoid collisions.

.6 Leading Off / Base Stealing

Runners may advance ONLY after the batter makes contact with the ball. If the runner leaves the base prior to contact, they are immediately out for "LEADING OFF".

.7 Sliding

There is no sliding. If a runner slides, they will immediately be called out.

.8 Commitment Line

Once a runner has touched or crossed this line, the runner must proceed home. Base runner is out if he/ she is between the commitment line and the safe line while the catcher has control of the ball, while standing on home plate. If a pop fly has been caught after the 3rd base runner has passed the commitment line, this runner will be out.

.9 Home Plate

Runners coming home cannot make contact with home plate, or they will be called out. The only exception to this rule is when the runner is making a reasonable effort to avoid contact with the catcher fielding the ball behind the plate.

.10 Tagging Out Rule

A base runner may be tagged out on any legal play, except when said base runner is between the commitment line and the scoring line.

.7 Standings / Scoring

.1 Winning Percentage

Overall points will be determined by awarding two (2) points each win, and one (1) point for each played tied. The overall points will then be divided by two times (2x) the actual number of games that the team has played (i.e. – scheduled games less rained out games), to find the winning percentage of that team. Teams will then be ranked by winning percentage from highest to lowest.



8 PLAYOFF/TOURNAMENT EXCEPTIONS – A 6 Teams, B 7 Teams, C 7 Teams

.1 Participation

.1 *Team Dropping Out Of Tournament*

Should a team withdraw at the conclusion of the regular season, during Round Robin playoffs or just before/during the end of season tournament, for reasons not brought to the attention of the executive, they may be subject to disciplinary procedures.

.2 Diamond Setup

.1 *Both Teams*

All team representatives should ensure that the diamonds are clearly and completely marked out as required in the field setup section [See section 5.2] to help avoid unnecessary disputes.

.3 Line-up Changes

.1 *Adding Players*

Players cannot be added to the lineup after the entire line-up has been cycled through and the first batter has started their second at bat **unless both Team Reps agree**.

.4 Tie Games

.1 *Round Robin*

Round robin games that end in a tie will remain a tie. These are not directly elimination games, so each game does not need a winner.

.2 *Bracket Play*

Semi-final and final round games will be seven (7) innings, to be played within a scheduled two-hour time slot. If a semi-final or final round game is tied after seven innings (or at the end of the scheduled time), extra innings will be played to break the tie. All extra innings will be played as unlimited runs.

.5 Appealing a Play

.1 *Appeal Guidelines*

The appeal process only applies during playoff games. Any appeals should relate to a clear dispute of the rules by both teams, and not simply a dispute over a judgement call by the umpire (i.e. – a player missing a base is a valid reason for an appeal; a player who is called safe on a close play is not a valid reason for an appeal).

.2 *Pitchers Play*

To appeal a play, the ball must first go back to the pitcher. The pitcher must then throw the ball to the base being appealed and the player at that base must catch the ball and then touch the base. The umpire will then make the call on the appealed play.

.3 *Further Appeals*

If the teams cannot come to an agreement with the umpire's decision, the game must finish under protest. After the game has finished, an official appeal must be made to the executive for a ruling. The executive may consult the two team representatives and the umpire, and any decision made by the executive is final and binding.



9 MISCELLANEOUS



10 ROSTERS

.1 Initial Rosters

.1 *Deadline*

Initial rosters must be submitted on or before a given date that is decided at the beginning of each season. (*See section 1.1.3*)

.2 *Information*

Initial rosters must include the names, gender, and birthdates of any players that have played for you, in games up to and including those played the day of submission. Contact information for each player is optional, but must be provided to the executive if requested.

.2 Updating Rosters

.1 *Additions*

Additions can be made to rosters by submitting the name, gender, and birthdate of added players along with the scores for their first game. Any players added must be reported by the score submission deadline for their first week, or the games that they played in that week will not be counted towards their qualification games.

.3 Player Restrictions

.1 *One Roster*

Players may only be active on one roster at any one time.

.2 *Changing Teams*

If a player wishes to leave their team and join a new one, they must appeal to the executive. Only with the approval of the executive, and a clear majority (2-1 ratio vote) of the team representatives will the roster change be allowed.



Appendix 1: League & Executive Missions

Belleville Mixed Slo-Pitch League Mission Statement

The Mission of the Belleville Mixed Slo-Pitch League is to provide a safe, fun, non-competitive and respectful environment for adults at all levels of play to exercise and enjoy this wonderful game. While ensuring that all the rules of the game are adhered to, the League encourages and facilitates the involvement of as many people as possible from the Quinte area in Softball activities.

BMSPL Executive Mission Statement

The Mission of the Belleville Mixed Slo-Pitch League Executive is to uphold the rules and regulations of the Belleville Mixed Slo-Pitch League, in a fair and unbiased manner to support the true spirit of the league. By working together with all members of the Belleville Mixed Slo-Pitch League, the Executive will work for the overall good of the league.



Appendix 2: Code of Conduct

All Belleville Mixed Slo-Pitch League participants are expected, at all times, to display respect for the rights, dignity and worth of other league members, officials, and spectators, and to treat everyone equally regardless of gender, ethnic origin, religion or ability.

This will be demonstrated by following the Code of Conduct.

No League Member or Fan will conduct themselves in behaviour contrary to this code, whether on and off the field.

No League Member or Fan will refuse to abide by an official's decision, or in any way threaten an official, or at any time lay a hand upon an official, or kick dirt or any other matter on the official, or attempt to cause physical contact with an official while discussing a decision.

No League Member or Fan will use any form of personal abuse (including verbal, physical and emotional abuse) towards other league members, officials, spectators or anyone else.

No League Member or Fan will make any disparaging remarks or actions towards other league members, officials, spectators and anyone else.

No League Member or Fan will react in a violent manner to any incident, nor use any form of profane, vulgar, obscene or abusive language or gestures, whether it be directed at an official, opponent, playing colleague, or spectator. Neither will they tolerate profane, vulgar, obscene or abusive language or gestures from any supporters and other members of their team.

No League Member or Fan will use intimidating or threatening behaviour towards officials, opponents, or spectators nor will they permit any others to openly or maliciously criticize, harass, or threaten an official.

No League Member or Fan will make objectionable demonstrations by throwing bats, gloves or other equipment in a forceful manner.

No League Member or Fan will discuss publicly with participants and spectators in a derogatory or abusive manner any decision by the officials or any opinions of players.

No League Member or Fan will cause the destruction of property belonging to others.

No League Member or Fan will use any intoxicating substances during the course of the game, or appear to be in an intoxicated condition.

No League Member or Fan will harass, heckle, insult, jeer, or use verbal tactics to embarrass or insult a league representative, or other league member at the site before, during or after a game.

No League Member or person involved with any team in any capacity will make derogatory, disdainful, disparaging comments or remarks regarding any connected to the league on any public forum, message board or bulletin board.

No League Member will use any improper and unapproved equipment.

No League Member or Fan will give false or misleading information or fail to cooperate with a legitimate request from a BMSPL executive in the discharge of his/her official duties.

No League Member or Fan when requested by the game official will refuse to assist him/her in the enforcement of this Code of Conduct and the control of players making threats.

No League Member or Fan will engage in a continuous verbal attack upon an official, other league member or spectator after they have been ejected from a game.

Failure to adhere to this code of conduct could result in removal from the league.