



Garrison Petawawa **INTER-UNIT SLO-PITCH BYLAWS**

Amended May 2025

PSP Petawawa Military Sports, with assistance from the Umpire in Chief, and in alignment with the Canadian Armed Forces (CAF) National Sports Policies and the Softball Canada rulebook, are required to produce and amend the local constitution and by-laws prior to the beginning of the season to meet requirements of local programming.

RULES AND REGULATIONS

1. The current [2024/2025 Softball Canada Rulebook](#) applies except for the following:
 - a. A team's turn at bat will end after 3 outs or if they score 7 runs in that inning, except for the last inning, which will not be governed by the limit; and
 - b. If after five innings a team is leading by 15 or more runs, the game is declared as a mercy.
2. The 2025 Inter-Unit Slo-Pitch will have the implementation of a 1-1 count for all batters.
 - a. A batter coming up to bat will start with 1 ball, and 1 strike.
3. Balls stuck under the fence will be identified as a Trapped Ball. In the event of a Trapped Ball, the player retrieving the ball will raise their hand notifying the umpire that the ball is trapped. The umpire will then award the batter a correct number of bases awarded for the hit.
4. A safe base at first base will be used.
5. A commitment line and a safe line will be used. The catcher and the runner should not come into contact with each other.
6. No tag can take place between the commitment line and the home plate.
7. A cut-out mat will be used at home plate. Any ball pitched with the proper arc that touches any part of the cut-out mat would be called a strike. If the ball hits the plate and the mat at the same time, then a ball would be called.
8. There will only be allowed 7 home runs per game, with any home runs above this limit resulting in an out.
 - a. Home runs against the home run limit will be classified as an over the fence hit in fair territory.
 - b. If the ball is hit into fair territory and contacts a player or detached equipment (i.e. an outfielder throws their glove at the ball and it contacts the ball) and in the umpire's opinion it would have cleared the fence in flight, this will result in a 4-base award.
 - c. Once a home run has been signaled, all runners on base will walk off the diamond into their dugout. There will be no requirement to run around the bases.





9. Foul Language will not be tolerated.
 - a. Participants may not curse or use vulgar language towards a coach, teammate, opposing player, spectator, or umpire.
 - b. If foul language is being used constantly, the umpire will determine how intense the language is and result in a warning or being **ejected from the game.**
10. Injured players must notify the plate umpire that they are injured when they come up to bat. Once announced injured the player remains on injured status for the duration of the game. An injured player is not allowed to proceed past first base, with the exception of an over the fence homerun, and can only be substituted after the umpire calls "Time" and must be replaced by the **last available batter.**

EQUIPMENT

1. Bats: Teams will provide their own bats or pick up bats available at sport stores.
 - a. Prior to the beginning of each game, teams will place their bats and any helmets or masks against the fence for the umpire to complete their pre-game bat check and equipment.
2. The Inter Unit equipment cage now available at DDH Front Desk.
 - a. The Home team OPI/Coach/Captain of the **FIRST game will be responsible for bringing out all equipment required for the game.**
 - b. Game bags (1 per diamond and are to be shared between teams), and score boards (if score boards are required).
 - c. Umpires will pick up the umpire crate from the cage as well. This contains, pitching masks, game-sheets and game balls.
 - d. Rakes will be available at the back door by Sports Stores, for when needed.
 - e. The Home team OPI/Coach/Captain of the **LAST game will ensure all equipment is returned at the end of the last game.**
3. Pitching masks are **MANDATORY.**
 - a. Pitchers may provide their own pitching mask. The mask must cover the entire face.
 - b. Pitching masks with head protection are optional, however, strongly recommend.
 - c. Pitching masks with head protection will be provided by PSP in the Inter-Unit Slo-Pitch crate.
4. All bats being utilized by teams must have one of the approved Stamps below to be used for play. Bats from Sports stores that have been grandfathered in will be marked with blue tape, as these are permitted for use in the league.
 - a. Acceptable Certification Stamps;





- b. All other bats are not approved for use. Non-approved Bats shall be removed from competition.

ISF 2005



WBSC
(New)



ASA 2000



ASA 2004



USA Softball
(New)



USSSA



NEW 2021

5. Players have the option whether they wish to wear a hat or not. It does not have to be unanimous through the game. **A CSA approved helmet is strongly recommended.**
6. All players on the unit team must be wearing the same uniform or unit PT Shirt. Shirts are not required to be tucked in. Unit PT shirts are strongly recommended if units do not have Baseball/Slo-Pitch uniforms.

SCHEDULE/GAMES

1. A game will consist of 1.5 hours of play; the inning in progress will be completed. At this time the game will be declared as regulation by the discretion of the umpire, however, the game may be stopped earlier if the inning is complete and there is no sufficient time to play another complete inning. There will be a 10-minute grace period – end time of game will not change.
 - a. If a game is to be called in the middle of an inning due to adverse conditions relating to safety, the score will revert to the previous completed inning.
2. Regular season games will be played as follows:
 - a. Games will be played on Ball Diamonds One (1) and Two (2) **TUESDAYS** starting at 1700hrs (5 PM) and 1830hrs (6:30 PM) respectively.
 - b. If any of the primary diamonds are put under construction or cannot be used for scheduled games, Ball Diamond three (3), will be utilized.
3. All teams must be ready to play 15 minutes prior to the scheduled game start time. Games will commence at their scheduled time.

OFFICIALS

1. All umpires hold current qualifications set by Slo-Pitch Canada and/or Slo-Pitch Ontario.
2. The Military Sports Coordinator along with the Manager of Fitness and Sports will select the Umpire-In-Chief.





3. The Umpire in Chief will select the game officials from amongst the nominees submitted by the Military Sports Coordinator.

CANCELLATIONS & ATTENDANCE

1. It is expected that all teams are to attend their scheduled games for the Inter Unit season.
2. Team may only cancel games due to **OPERATIONAL** reasons (training and exercises).
3. **48h notice of cancellation** must be provided to the Military Sports Department or the team that does not show will be given a forfeit loss.

3 STRIKE POLICY

1. No showing/not attending in inter unit sports without cancellation notice is unacceptable.
 - a. **Strike 1** – Email is sent to OPI and Sport Officer
 - b. **Strike 2** – Email is sent to unit Chain of Command, including members from above
 - c. **Strike 3** – Unit is **removed** from the inter-unit league for the entire season. Email will be sent to all those listed above.

DISCIPLINE

1. All disciplinary actions taken by the Umpire shall be recorded on the game sheet and submitted to the Military Sports Coordinator's office before leaving at the end of the night.
2. Any dismissal offence will result in the player(s) in question being suspended until such time as the Disciplinary Committee reviews the case.
3. For any disciplinary actions, the disciplinary committee will be made up of the UIC, the Game Umpire, the Military Sports Coordinator and Assistant (if applicable), league executive, and a member (OPI or Coach) must be represented from each team in attendance.

PROTESTS

1. There will be **NO** protests on any judgment calls made by the umpire.
2. Protests will only be received and considered by the plate umpire for the following types:
 - a. Misinterpretation of a rules;
 - b. Failure of an umpire to apply the correct rule to a given situation; or
 - c. Failure to impose the correct penalty for a given violation.
3. All protests shall follow the format below:
 - a. A protest must be lodged to the game umpire and be noted on the game sheet before the end of the game.
 - b. The team protesting the game must present their protests in writing to the Military Sports Department within 24 hours of the incident via email.
 - c. If time permits, the Sports Coordinator will call the Protest Committee to settle the incident before the next scheduled game.
 - d. If a team fails to lodge its protest to the game umpire and have not put it on the game sheet; the Military Sports Department will not entertain the protest.





- e. If the team is not satisfied with the decision rendered, their Unit Sports Officer may appeal the Chairman, PSP Petawawa Manager of Fitness and Sports.

ELIGIBILITY & TEAM ROSTERS

1. Team Rosters are due by the 3rd scheduled game of the 2025 Inter-Unit Slo-Pitch season. If a roster is not submitted by this time, those teams will forfeit their games until the Military Sports Department receives the unit's 2025 roster.
2. The number of players required to start the game is nine (9), eight (8) of which must finish. A maximum of 10 players can take the field and teams may use an unlimited batting order.
 - a. Borrowing a max of 3 players from the opposing team you are playing in the regular season is allowed provided both OPI's or team captains agree. OPI's / team captains will annotate their score sheets when loaning players to the other team.
3. A player shall play for the unit to which they are posted, attach posted at the beginning of the season or be a DND employee (Civilian member). The League Committee will consider exceptions on an individual basis, such as players away on TD, courses, deployments, out-of-base postings, etc.
 - a. **If your team is carrying a civilian employee, a waiver and proof of payment must be submitted to the Military Sports Coordinator prior to play. If a civilian member/ Team has not done so, then the team will forfeit all games played with that team member including play-off games.**
4. If a player is **posted to a new unit half-way through the season**, the player will be required to play for their new unit, unless one of the following conditions is met:
 - a. A player may play for their previously posted to unit if the gaining unit has agreed to release the member back. A waiver will be required to be signed by the gaining unit's OPI and Sports Officer for release of the member to previous unit; or
 - b. A player may play for their previously posted to unit if the gaining unit does not have a unit team within the respective inter-unit sport. A waiver will be signed between the gaining unit and losing unit Sport Officers.
5. A player is eligible to participate in any number of inter-unit teams formed by their unit or group of units to which their unit belongs. This player is also eligible to play for the Base Representative Teams. Each Unit's commanding Officer has sole and absolute authority over the number and level of sports a player from their unit may participate in.
6. A player is eligible to play if they are a Reg Force Member or Class "A" "B" or "C" Reservist and/ or a DND civilian employee (with a signed waiver and proof of payment).
 - a. Civilian participation is set out by the Base Commander and not all civilians qualify. Please contact the Military Sport Department for clarification before adding civilians to your roster and having them pay.
7. **A player is not eligible to play when on MATA/PATA leave, however can play if on annual leave.**





8. If member is suspended from one Inter-Unit sport, the member is **not** permitted to play on any other Inter-Unit sports teams until the suspension has been lifted/served (i.e. suspended from slo-pitch, cannot play on beach volleyball or soccer or golf until suspension is served).
9. **Ineligible Players** – For the 2025 season, there will be a strong enforcement of player eligibility. Team rosters will be compared to the final game sheet at the end of the game by the Military sports coordinator.
 - a. Ineligible players are defined by the following:
 - i. Players who are not apart of the unit team roster prior to game time;
 - ii. Players from a different unit, other than the units scheduled to play, participating in the scheduled game; or
 - iii. Players who do not meet the set eligibility within the bylaw or by that of the PSP Petawawa Military Sports Department.
 - b. Teams caught using an ineligible player shall result in the following penalties:
 - i. All games leading up to, and current games, the ineligible player has participated in will be forfeited.
 - ii. Playoffs – teams caught using an ineligible player will be disqualified from the playoffs, no matter the outcome of the game.

NOTE: Rosters may be changed prior to every new game allowing for new players to play every game. All players rostered must follow the “Team Eligibility” guidelines!

GAME STANDINGS

1. Points will be awarded as follows:
 - a) **Two (2) points will be given for a win, One (1) point given for a tie, Zero (0) points given for a loss or forfeit/no show (no notification given to the Military Sports Department).**
 - b) League standings for playoff seeding will be calculated on a percentage base of accumulated points, with minimum of 50 % + 1 games played. In the case of a tie, seeding preference will be given to the team that won last head-to-head match. Teams that do not meet the minimum number of games will be seeded in the bottom position in their advance to the playoffs.

PLAY-OFFS/POST SEASON

1. **Each player must have played a minimum of 3 games to be eligible for the Playoffs.**
 - a. Teams caught using an ineligible player in the playoffs will automatically be disqualified from playoffs, no matter the outcome of the game.
2. The Playoff schedule will be prepared and sent out by the Military Sports Assistant at the end of the last Regular Season Game and no later than 48 hours prior to the Playoff Series start date.
3. Format for Playoff Series will be single elimination. The top 4 teams from each division will qualify for playoffs. The playoff series will be a cross over between the two divisions.
4. Rosters must be submitted to the Military Sports Office NLT 48 hours prior to Playoff start date.





5. In the event of a playoff tie, teams will go into Extra Innings (up to 3 innings maximum, but not necessary):
- 1st Extra inning, guy on second.
 - 2nd Extra inning, guy on second with one out.
 - 3rd Extra inning, guy on second with 2 outs.

END OF SEASON

1. A trophy and banner will be presented to the winning team. The trophy will remain in the display case at Dundonald Hall and the banner is for the unit to bring back to their unit lines.

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