



HCM SLO-PITCH LEAGUE CONSTITUTION

2024

LIVunLtd Management Group:

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Living Well Hub

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1.0 - HCM SLO-PITCH LEAGUE OVERVIEW

1.1. NAME

The name of the league shall be the HCM Recreational Slo-Pitch League, herein after referred to as the HCMSPL.

1.2. AUTHORITY FOR ESTABLISHMENT AND OPERATION

The league shall be operated by the professional HLWC staff, represented by the HLWC General Manager and Recreation Department. The General Manager in turn shall report to HCM, Associate Services. It shall operate in accordance with regulations and orders governing the operation of sports. The By-laws will amplify the constitution and form the operating rules for the conduct of the league. The league and its committee will operate under the HLWC Recreation staff and will abide by the HLWC Recreation Centre's rules and regulations.

1.3. PURPOSE

The purpose of the league shall be to promote fun, fitness, friendly competition, and fair play while engaging associates and retirees of Honda in meaningful lifelong recreation experiences that enhance individual and community wellbeing by providing access to enjoyable, high quality, sustainable, and accessible recreational programs.

1.4. ADVISORY COMMITTEE

- a. LIVunLtd Management Group The League shall be operated by the LIVunLtd Management Group, who in turn shall report to and be held accountable to HCM Associate Services.
- b. Team Captains/Representatives The LIVunLtd Management Group shall periodically seek the advice of Team Representatives for the purpose of receiving recommendations for rule or Constitution changes that will better meet the purposes of the League.

1.5. DISCIPLINARY COMMITTEE

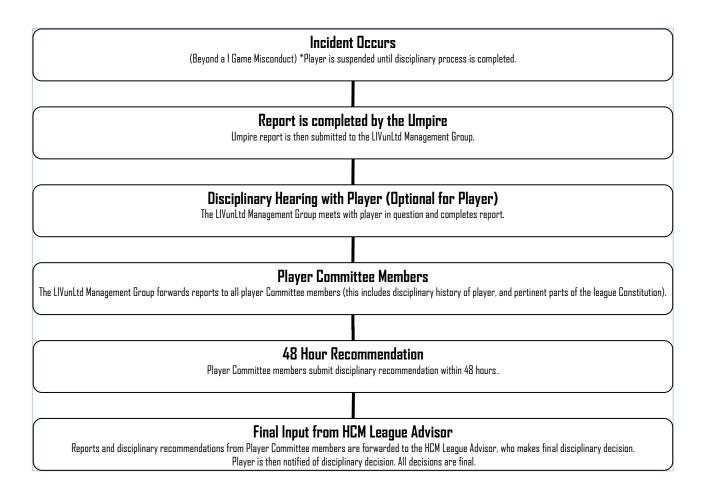
- The Disciplinary Committee shall have input determining the extent of penalty for Associates when incidents
 requiring disciplinary action occur at HCMSPL events; these decisions are final and are not subject to appeal.
- The Disciplinary Committee shall consist of a minimum of the LIVunLtd Recreation Coordinator, the HCM League Advisor and if needed the General Manager of LIVunLtd Management Group.

1.6. DISCIPLINARY OF CAPTAINS AND PLAYERS

- a. All players shall be subjected to the rules and disciplinary action while at a HCMSPL event.
- b. Any official or player who knowingly makes false representation to the HCMSPL shall be suspended for a period of time to be determined by the League Hearing Committee.

- c. Any player endangering the safety of any player or official or making a mockery of the game shall be ejected from the game and given a suspension for a period not less than two (2) games as determined by the League Hearing Committee.
- d. Any player with a complaint about the league, officials, etc. must submit this in writing to the Recreation Coordinator.
- e. NO appeal will be considered. One (1) scheduled meeting only with HCMSPL Disciplinary Committee.
- f. Please see Disciplinary Committee Process Outlined below:

1.7. DISCIPLINARY COMMITTEE PROCESS



1.8. CAPTAINS MEETINGS/ATTENDANCE

- a. The Captain or Player Representative of a team MUST attend each scheduled Captains' Meeting throughout the season.
- b. The initial meeting of the League shall be held prior to the start of League play to inform Captains of any changes made to the League and to discuss any changes the Captains would like to see made.

- c. The date, time and place of the meetings shall be determined by the LIVunLtd Management Group.
- d. Notice to all meetings shall be posted for all team members of the League no less than seven (7) days prior to the meeting and shall state the agenda to be transacted.

1.9. AMENDMENTS

Constitutional amendments may be submitted to the LIVunLtd Management Group as a recommendation for approval.

2.0 - ROLES AND RESPONSIBILITIES

2.1. <u>LIVunLtd MANAGEMENT GROUP (LIVunltd REPRESENTATIVES)</u>

- a. Preside over all meetings.
- b. Be responsible for carrying out the duties and responsibilities of the HCMSPL.
- c. Cast the deciding vote in the case of a tie vote at any meeting.
- d. Be empowered to deal with special cases (e.g. eligibility of players).
- e. Chair all hearings and meetings of the HCMSPL
- f. Be directly responsible to Associate Services.
- g. Create and distribute the League schedule.
- h. Communicate League updates in a timely manner.
- i. Keep track of the forfeits.
- j. Maintain League budget.

2.2. DIRECTOR OF UMPIRING

- a. Schedule certified umpires for all HCMSPL league and tournament games.
- b. Find replacement umpires when scheduled umpires become unavailable.
- c. Ensure that all umpires are familiar with the HCMSPL Rules and Constitution.
- Act in an advisory capacity regarding the disciplinary process. This entails providing recommendations
 as to how the disciplinary process can be improved to better ensure its intended purpose.

2,3 OFFICIALS

- a. A one-person system shall be used in all games. Two persons carded system in the finals
- b. Honda Associates shall not be permitted to Umpire HCMSPL games.
- c. Any Umpire missing two (2) scheduled games, and the games are played without an Umpire, will not be requested to umpire for the remainder of the season.

2.4. CAPTAINS/ TEAM REPRESENTATIVES

- a. MUST attend the pre-season meetings to have their team considered as part of the League for that season, or a substitute representative may attend.
- b. Attend all HCMSPL meetings by sending a team representative (not necessarily the team captain)
- c. Be the communication link between the HCMSPL committee and their teams
- d. Be responsible to ensure their players are aware of all rules, regulations, and suspensions regarding the HCM Slo-Pitch league
- e. Act as a liaison between players and umpires
- f. Ensure all complaints are in WRITING and addressed to the Rec Coordinator.
- g. Ensure that jerseys are appropriate.
- h. Ensure that team names are appropriate.
- i. Ensure all players on the game sheet are on the roster and are eligible to play.
- j. Act as the on-field mediator between players and officials.

3.0 - LEAGUE ADMINISTRATION

3.1. PLAYER FEES

- a. Players will be charged \$75.00 upon registration (includes Year-End Tournament)
- NOTE: Fees are based on the number of players and teams, and therefore, may be subject to change from year-to-year.
- c. Players who are not registered for the League but play in a game prior to registering will result in their team receiving a forfeit regardless of if they win or not. There will be NO warnings.

3.2. <u>REGISTRATION ELGIBILITY</u>

- a. Registration in the League shall be open to all HCM Associates, HCM Retirees, and Summer Students
- b. Terminated/Inactive Associates are ineligible to play in the League effective of their termination date. No refunds will be provided.
- c. Only HCM Full-Time Associates are eligible to be a Slo-Pitch Captain
- d. ONLY REGISTERED PLAYERS ARE PERMITTED TO PLAY IN THE HCMSPL

3.3. GUESTS ON SITE

 Associates are more than welcome to invite their friends and family to watch the slo-pitch games. A sign-in sheet is available at the front desk, which must be signed by guests upon each visit.

Associate and Guest Rules and Regulations:

- All children entering the facility MUST be accompanied by an Associate or current member.
- Associates are responsible to ensure that all quests are signed in.

 Associates must arrange for proper care for children while at the Living Well Centre Field. Failure to do so will result in the Associate being removed from the event they are participating in.

CHILDREN 9 YEARS AND UNDER:

• Must be supervised by an adult at all times.

CHILDREN 10 TO 11 YEARS OF AGE:

- Are permitted to view HCMSPL games without adult supervision.
- Must remain seated in the stands while viewing. If the child leaves the stands, wanders the facility, or disrupts others, the Associate will be removed from their game and be asked to supervise the child or leave the facility altogether.
- Are not permitted to supervise other children.

CHILDREN 12 YEARS AND ABOVE:

- Are permitted to supervise younger children.
- If they are unable to properly supervise any child in their care, the Associate will be removed from their game and asked to supervise the child or leave the facility altogether.

3.4. PLAYER REGISTRATION

- a. Prior to their first game, players must complete registration form on the Living Well Hub. Players are charged League fee individually via payroll deduction.
- b. If a player plays one game in the season they will be charged in full
- c. The onus is on the individual player to find a team to play on.
- d. Playing a game prior to payment is forbidden. In these instances, the Captain and the player will be subject to disciplinary action by the Disciplinary Committee.
- e. NO REFUND POLICY: No refunds will be given after the player removal date- **Friday, June 7th, 2024**. Any player who has played a game is ineligible for a refund (circumstantial- exceptions for injuries and work-related instances).
- f. Players are only allowed to register on <u>ONE TEAM.</u> A player may change teams for the following reasons: Shift change, job change, i.e. promotion. The HCMSPL committee must authorize all team changes.
- g. No player shall be allowed to play for two (2) teams in the year-end tournament.
- h. No player shall be allowed to transfer teams after the end of June 2024. The LIVunLtd Management Group shall be responsible for the compilation of complete team lists of eligible players who may participate in the year-end tournaments.

3.5. TEAM REGISTRATION

- a. All teams' rosters must have a minimum of 12 registered players with no limit on maximum registration.
- b. It is the responsibility of team representatives to form his or her team and register their team before the registration deadline.
- c. Last day to add a player will be Friday, July 5th, 2024 (exceptions will be made for new hires).
- d. The Recreation Coordinator shall be responsible for the compilation of a complete list of eligible players who may participate in the playoffs.

- e. Once team registrations have been submitted, they will be distributed to each team representative. It will be the responsibility of team representatives to check the eligibility of players if they wish to use this as the subject for a protest. All pertinent information must be obtained prior to the protest hearing. It will be the responsibility of team representatives to check the eligibility of their own players.
- f. Team names should be provided the day of registration. Team names will be subject to approval by the LIVunLtd Management Group before the start of the season. Any inappropriate team names will require a substitute (this includes jerseys and logos). The Team Captain will be notified if there is a need for a team name substitute.

3.6. PROTESTS

- a. Protests must be submitted in writing to the LIVunLtd Management Group. The protest shall out the regulation (s) and rule(s) by the number under which the protest is laid and shall be signed by the team representative of the protesting club. Accompanying the protest shall be a summary of the evidence to be submitted. At the hearing where witnesses are not to be called, documentary evidence may be submitted and must be supported by the representative team.
- A team with a protest regarding the game being played shall notify the umpire immediately. All protests shall be in writing and supported by evidence and shall be in the hands of the Recreation Coordinator within two
 (2) business days. A protest regarding the eligibility of a player shall be submitted to the Recreation Coordinator no later than two (2) business days after the end of the game.
- c. Both teams will be notified by HCMSPL of the date and place of the hearing and maybe the League Hearing Committee of the HCMSPL within two (2) weeks of the protest date and both teams will be notified of the decision.
- d. Protests on umpire's decisions will not be considered.
- e. If the protest is valid, the protesting team shall win the game protested by a score of one (1) to zero (0) and any further disciplinary action deemed necessary by the HCM Disciplinary Committee. If the protest is not valid, the game results shall stand.

3.7. ALCOHOL AND SUBSTANCE USE POLICY

Honda of Canada Manufacturing and the Honda Living Well Centre have a strict no tolerance alcohol or drug use policy. The policy states: "There is to be no alcohol at any HCM League event. No alcohol is permitted on HCM or HLWC property. If any player is found to have alcohol on their possession the entire team will face a season-long suspension."

This policy includes but is not limited to the following:

- Consumption of alcohol or drugs on HCM/HLWC property
- 2. Possession of alcohol or drugs on HCM/HLWC property
- 3. Arriving on HCM/HLWC property already under the influence of drugs or alcohol. Other items that are prohibited from being used in the HLWC facility are:
 - 1. Chewing tobacco
 - 2. Cigarettes/Cigars
 - 3. Vapes, edible cannabis

3.8. PLAYER SAFETY

Player safety is a primary concern of HCM and LIVunLtd; as such, the league will be subject to a self-reported Concussion Protocol in order to prevent further injury and promote the recovery of players. This protocol aligns with standards handed down from the Ontario Ministry of Tourism, Culture and Sport.

During play, if a player receives a blow to the head, face or neck, the player should be assessed for signs or symptoms of a concussion. Symptoms could include:

Physical Symptoms – such as headache, dizziness, blurred vision, nausea or vomiting, poor balance.

Emotional Symptoms – such as irritability, moodiness, becoming nervous or anxious, sudden aggression or other uncharacteristic changes in behavior.

Cognitive Symptoms – such as memory loss, not thinking clearly or having illogical thoughts, loss of coordination (hand/eye) or appearing clumsy, problems concentrating, speaking, or performing simple tasks like tying skates.

Red Flags – loss of consciousness or being "knocked out" or seizures/convulsions.

The player, umpires, and teammates are encouraged to look for these symptoms and decide what first aid would be appropriate.

Recommended Action:

- If a player is rendered unconscious:
 - o Activate 911.
 - Keep the player still, leave equipment on.
 - Follow instructions from 911 dispatch.
- If a player begins to have a seizure:
 - o Activate 911.
 - Protect the players head but do not restrict their movements, do not hold them down or put anything in their mouth.
 - o Follow instructions from 911 dispatch.
- If a player is experiencing any other concussion symptoms:
 - Take the player out of the game immediately, further activity could be dangerous.
 - Decide how to reach medical attention (should be an emergency room). Do NOT let the person drive themselves.
 - Complete the "Injury Report" section on the back of the game sheet and deliver it to the Living Well Centre or send it to <u>rec@hcmlivingwell.ca</u>

A "Return to Sport" policy dictates that an athlete must not resume unrestricted participation in practice, competition, or training until they have received medical clearance. **This must be in writing from a medical professional**.

4.0 - LEAGUE RULES

4.1. GENERAL RULES

All HCMSPL games shall be played under the Slo-Pitch National (SPN) rules excepted as listed herein:

- a. Any team with less than seven (7) signed players can add up to two (2) league ball players to avoid forfeiting and get to the minimum of 7, or to a maximum of 9 total players. In the event of a forfeit, the game sheet will note the forfeited team (Regular season only).
 - Players must be registered in the HCMSPL
 - Additional Players must sign the bottom of the game sheet
- b. If a team plays with an illegal player (on another team or has not paid or is playing under suspension), the team loses that game and will forfeit the next game and be subject to the Management Group. That game is given to another team for exhibition. The illegal player will be subject to the Management Group and captain.
- c. Once team registrations have been submitted, they will be distributed to each team representative. It will be the responsibility of team representatives to check the eligibility of players if they wish to use this as the subject for a protest. All pertinent information must be obtained prior to the protest hearing. It will be the responsibility of team representatives to check the eligibility of their own players.
- d. Teams can add non-roster players during the regular season to avoid forfeit. To bring them up to SEVEN (7) players.
 - i. Players must be registered in the HCMSPL
 - ii. Players must be from the same division or lower
 - iii. Additional Players must sign the bottom of the game sheet
 - iv. Rule only applies to regular season games
- e. If a team plays with an illegal player (e.g. that player is not registered in the League, has not paid, or is playing under suspension) the team loses that game and will be subject to the discipline of the LIVunLtd. Management Group. The illegal player and Team Representative will be subject to the discipline of the LIVunLtd. Management Group.

In Game:

- f. CLEATS- NO steel cleats allowed.
- g. **STRIKES** swing and miss, and/or pitches that hit the mat.
- h. ALL LEGAL PITCHES- will meet a minimum six (6) foot arc, and not greater than twelve (12) feet. Pitchers will position themselves within a box from 50 to 60 feet from the front edge of the strike mat
- HOME PLATE MAT- a plywood 3' 4' board will be placed in line with the front of the home plate and running towards the back stop.
- j. **FIELD-** maximum ten (10) players will take the field.
- k. **RUNS-** maximum of five (5) runs per inning, with the last inning open.
- I. BASE STEALING- leadoffs and anticipation step or steps will be an automatic out.
- m. **SLIDING-** is permitted (except at first base)
- n. **BATTER is OUT if-** he/she deliberately bunts or swings the bat downward and chops the ball downward or hits a foul ball after two (2) strikes.

- completely over the line and touching the ground) but does not reach home plate. When a runner crosses this line (i.e. one foot completely over the line and touching the ground) but does not reach home plate, they shall be called out when the ball is legally held by a defensive player who is in contact with home plate. Runners who cross the line but must tag up on a caught fly ball may return to third base with liability to be put out. Contact with the line is considered crossing the line both for a commitment to continue to Home and at home to be safe at home
- p. **SEPERATION OF 2 HOME RUN RULE-** each team is allowed a separation of 2 homeruns in relation to their opponent. A third homerun prior to an opponent hitting a homerun will result in an out. If the opponent hits a homerun then they are allowed one more. *In the park homeruns do not count as homeruns.
- q. PINCH RUNNERS Players coming back from injury that need a runner at 1st base must declare the need before the game starts. Then when they come up to bat they remind the umpire that they take a runner at first. The batter may not go beyond first and the pinch runner that replaces him is always the last out before they batted.
- r. **LAST INNING-** will be announced by the umpire when there is approximately fifteen (15) minutes remaining in the one-hour game.
- v RAINOUTS- will be called if:
 - Thunder or lightning during game time. Must be clear for 30 minutes prior to games resuming
 - Visible water build-up on the field which could cause injury
 - Steady rain with considerations for expected forecast
 - If game is postponed due to inclement weather, the game will be rescheduled for a later date

4.2. UNIFORM AND EQUIPMENT

- a. All players are expected to wear appropriate athletic clothing in relation to a baseball uniform.
- b. All **USSSA 1.20 BPF** bats with compliance stamp are approved for play. No titanium bats are allowed.
- c. Hot Dot Slo-Pitch balls will be used for the 2024 season (for insurance purposes).
- d. Exposed jewelry such as wristwatches, bracelets, any type of earrings, neck chains or any other items judged dangerous by the umpire may not be worn during the game. Medical Alert (bracelets/necklaces) is not considered jewelry. If you are unable to remove an item, you must tape it so it is not exposed.

4.3. FORFEITS AND CANCELLATIONS

- If a team is going to forfeit, they must give a 24 hour notice to the Recreation Coordinator of LIVunLtd.
 Management to allow them to notify the other team.
- b. Games that are forfeited will not be made up at a later date

4.4. PLAYOFFS (Tournaments)

- a. Playoff format will be dictated by the number of teams in the League and will be decided upon at a general meeting of the HCMSPL prior to the playoffs.
- b. All rules and regulations of the HCMSPL Constitution and by-laws shall apply to both the regular season and playoffs, unless specified otherwise.
- c. Teams can NOT add non-roster players during the playoffs to avoid forfeit
- d. Players MUST register and be a rostered player before the deadline of Friday, July 5th, 2024 (exceptions will be made for new hires).

- e. The following criteria shall be followed for the breaking of ties between teams in the standings at the end of the regular season:
 - i. Win/loss record of the two teams played head-to-head during the regular season.
 - ii. If the tie still exists or if there are more than two (2) teams involved, each team's runs against shall be divided into the total runs for, and the team with the highest quotient shall be awarded the higher final standing position.
- f. The home team designation during the playoffs will be based off league standings to determine playoff seeding
- g. During the playoffs, if at the end of the game, the game is tied, the game shall move into Extra Innings with the International Rule in effect (hitting team starting with 1 out and a runner at 2nd to begin their inning). The last batter from the previous inning will start at 2nd base to start the inning.
- h. The winner of extra innings will be the team with the highest run total at the conclusion of the bottom of each inning

ALCOHOL AND/OR DRUGS- NOT PERMITTED AT HCM FUNCTIONS