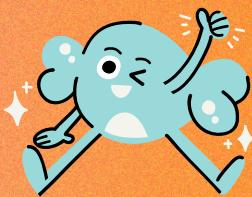


XFSL 2024

Schedule & Rules



Wins = 2 points
 Ties = 1 point
 Losses = 0 points
 Defaults = -1 point!

Home team listed first

Date	6:30 PM	8:00 PM	9:30 PM	Bring Bases	Take Bases
May 16	Gastons - Heist	Dogs - Pigeons	Lemons - Aces	Heist	Lemons
May 23	Gastons - Pigeons	Aces - Heist	Dogs - Lemons	Lemons	Dogs
May 30	Dogs - Heist	Lemons - Pigeons	Aces - Gastons	Dogs	Gastons
June 6	Lemons - Gastons	Dogs - Aces	Pigeons - Heist	Gastons	Pigeons
June 13	Pigeons - Dogs	Heist - Gastons	Lemons - Aces	Pigeons	Lemons
June 20	Heist - Lemons	Aces - Pigeons	Gastons - Dogs	Lemons	Dogs
June 27	Glove Toss / Make-up Games	League of Their Own	Glove Toss / Make-up Games	Dogs	Dogs
July 4	Dogs - Lemons	Gastons - Pigeons	Heist - Aces	Dogs	Aces
July 11	Aces - Pigeons	Lemons - Heist	Dogs - Gastons	Aces	Gastons
July 18	Lemons - Gastons	Aces - Dogs	Pigeons - Heist	Gastons	Pigeons
July 25	Pigeons - Lemons	Dogs - Heist	Aces - Gastons	Pigeons	Heist
August 1	Heist - Aces	Lemons - Dogs	Pigeons - Gastons	Heist	Pigeons
August 8	Lemons - Pigeons	Gastons - Aces	Heist - Dogs	Pigeons	Heist
August 15	Glove Toss / Make-up Games	League of Their Own	Glove Toss / Make-up Games	Heist	Heist
August 22	Gastons - Heist	Aces - Lemons	Pigeons - Dogs	Heist	Aces
August 29	Pigeons - Aces	Dogs - Gastons	Heist - Lemons	Aces	Aces
Sept 5	Aces - Dogs	Heist - Pigeons	Gastons - Lemons	Aces	Lemons
Sept 12	Playoffs: 3 vs. 6	Playoffs: 4 vs. 5	Glove Toss	Lemons	Lowest seed
Sept 19	Playoffs: 1 vs. low seed	Playoffs: 2 vs. high seed	Glove Toss		Lowest seed
Sept 26	League of Their Own	FINALS			Champs

League Admin Stuff

The Basics:	<p>Games are 7 innings, 90 minutes, or until the next game, whichever is first. You cannot start the top of an inning with less than 5 minutes. Do not play longer than your 90 mins. No exceptions!</p>
Weather:	<p>All games are rain or shine, but games should be stopped during ANY severe weather. The decision of whether a game should be cancelled because of severe weather should be made together by the managers of the two teams, and communicated to their respective teams.</p> <p>Any game unplayed and not made up will be a tie. Any game with 4 or more innings is considered played.</p>
Safety:	<p>By being listed on a roster, which all players must be, all players have assumed the risks of playing the sport. Ringers, too.</p> <p>All players are encouraged to wear cleats at all time while playing. Metal cleats are not allowed.</p> <p>There is no sliding into first base or home plate. Any base runner that slides aggressively is automatically out.</p> <p>No Bat Throwing. 1st time, warning, 2nd time, out.</p>
Ringers:	<p>Teams are encouraged to use XFSL players to fill the gaps in their rosters. You can tell your manager if you'd like to be a ringer for another team, and your name will be added to a shared manager list.</p> <p>In order to be eligible to play in the playoffs, you must be on the roster at the beginning of the season. Alternatively, ringers must play a minimum of 4 games.</p>
Bats and Balls:	<p>Any bats used in a single game must be available to both teams playing, and must be provided at the beginning of the game, or at the beginning of a new inning.</p> <p>All bats must be softball bats (not baseball), and approved by the ASA. All balls must be HOT DOTS. HOME team will provide the game ball.</p> <p>Team that hits out of bounds will provide a replacement ball.</p>
Team Composition:	<p>Teams are comprised of minimum nine (9) players mixed, co-ed, Min 3/6 split. A team can play with a minimum of 7 people, with 5/2 split. In this case, the smaller group representing players must have the option to play in the field (not catcher), and the team plays without a rover. If the batting order does not follow the batting order rule, there is an automatic out.</p>
Batting Order:	<p>The golden rule when making a batting order is this: at no time should 3 persons of the same gender bat in a row. This still applies when a team is short players.</p>
BYOBases:	<p>It is the teams' responsibility to bring their own gloves, bats, and softballs to all games.</p> <p>Teams are responsible for taking home and bringing bases based on the provided schedule above. Home Team puts in the bases. Last winning team removes them.</p> <p>If you lose bases or accessories, you are responsible for replacing.</p>
Drinking	<p>Although the City now allows drinking in Bellwoods, the City permit is fairly vague on what the “unauthorized use of alcohol in city facilities” is, which would cause them to revoke the permit.</p> <p>The XFSL tradition of being discreet, keeping liquor off the field, and generally being chill shall continue.</p>

Rules of Play

Dead Zone:	<p>There will be a "DEAD ZONE" created by two straight lines meeting from the third base line and the first base line. The apex of this meeting will be at the middle of the pitching rubber at 90 degrees. All balls hit that land, and stay, in this zone will be considered foul, and no ball may be thrown from within this zone. If you throw from within this zone, ALL players on bag move up one base.</p>
Outfield Stuff:	<p>Outfielders must not encroach 30 feet from the start of the grass until after the ball is hit.</p> <p>The rover may play anywhere on the outfield but is not allowed on the infield until the ball has been hit. Outfielders cannot throw to first unless they are in the infield.</p>
Infield Stuff:	<p>There is a "no return line" halfway between 3rd base and home plate. Once the runner has crossed this line, they cannot return to 3rd base. If they do, it is an automatic out.</p> <p>Every batter gets 3 pitches. If on your 3rd pitch you hit into the "DEAD ZONE" you get one extra pitch.</p> <p>There is no bunting, swing-bunting or faking to bunt.</p> <p>Catcher can catch a foul IF the ball surpasses 10ft.</p> <p>If a fielder is not involved in the play, they must not be in the way of the baserunner. They may not obstruct a baserunner by standing on a base or in the basepath. Conversely, if a fielder is attempting to field the ball, a baserunner may not interfere with the fielder. If a baserunner touches the ball in play while off the bag, they are out.</p> <p>Infield fly rule is called by the batting team.</p>
Ground-rule Doubles:	<p>Always make an effort to grab those balls! Ground rule double is in effect for any ball that goes out of play (unless it's a no-doubt HR), EVEN if it touches your glove.</p>
Mercy Innings:	<p>A team can only score a maximum of six (6) runs in one inning. EXCEPTION: A team has no run limit in the final inning of the game.</p>
Homer Limit:	<p>Swing for the fences. But each team has a +/- home run rule of 2. Which means no team can hit more than 2 home runs before the other team hits one in return.</p> <p>The subsequent homer will be an automatic out and the run will not count.</p>
Pinch Runners:	<p>A pinch runner may only be used in the event that a batter is injured. The pinch runner must remain behind a line drawn that extends the third-base line. Last player out (shared gender) will pinch.</p>
End of Game	<p>The game can't end on a third strike. Should a game-ending third strike occur, pitches will continue until the ball is put into play, or fouled out.</p>

Keep Your Head Up and Be Friendly!

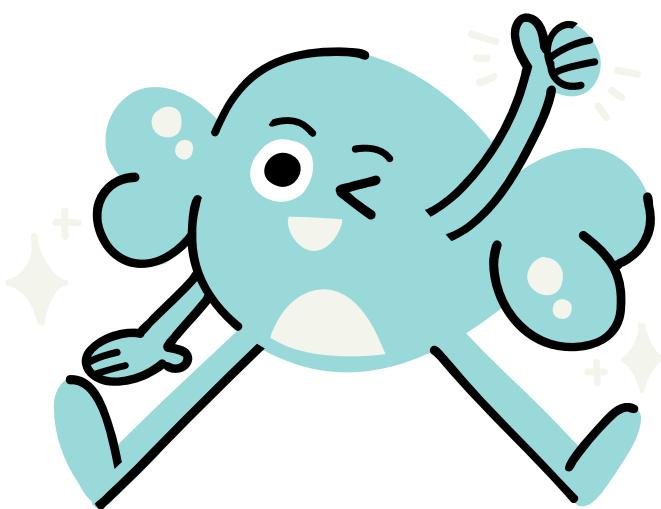
All players not involved in live play must remain clear of the field and in the dugout, or stands.

Exceptions include batters "on deck", as well as base coaches.

Players who interfere will be penalized extra bases or automatic out.

Catches made behind the fenced area of the diamond do not count as an out.

Play that is rough or overtly aggressive, taunting, or unsportsmanlike acts (name calling, threats, intimidation and discriminatory behaviours of any kind) will not be tolerated by the League and will result in the infracting player/team being ejected from the league without refund. All players must sign the XFSL Charter in order to be eligible to play.



Enjoy the season!