LAUREL & HARDY SLO-PITCH LEAGUE CONSTITUTION

LAST REVISED - March 2026

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INTRODUCTION

The Laurel & Hardy Men's Slo-Pitch League is a fun, family oriented recreational league. In order to maintain the good natured atmosphere, the membership of the Laurel & Hardy Slo-Pitch League is responsible for the following:

1. To have fun
2. To be respectful

SECTION 1: EXECUTIVE

1.1 Executives are elected into positions during the playoffs.

1.2 Anyone can step forward to become an executive for the following year.

1.3 If a candidate is uncontested, they will be acclaimed to the position.

1.4 If more than one candidate has stepped forward for an executive position, a membership vote will be taken. Voting will be done during the playoffs, organized by an active executive member.

1.5 An elected executive is not required to pay their membership fees. If for any reason an executive does not or cannot finish their term, but elects to continue to play in the league, they will be required to pay for the remainder of the season. The incoming executive will be reimbursed the amount paid by the outgoing executive.

1.6 If for any reason the president does not or cannot finish their term, then the vice president becomes president and an election is held for a new vice president. If for any reason any other executive does not or cannot finish their term, then they will be replaced by a new election.

1.7 Executives who do not fulfill their roles as outlined in RESPONSIBILITIES OF EXECUTIVE MEMBERS can be impeached at any time. At any point a league member may ask for the removal of an executive member by bringing their issue to their captain. The captain will then bring it to the executive, the executive will then have a meeting to see if there is justification for removal. If the complaint is justified, an executive vote will be held and a ¾ majority vote of the remaining executive is needed to remove the executive member in question.

1.8 Changes to the constitution can be made by a membership vote. Playing rules can be changed by a captain's vote during the season but must have a membership vote to be added into the constitution for the following year.

1.9 All executives share the responsibility of ensuring at least one executive is present at all times during game hours and act as page moderators on the league social media pages.

1.10 The executives must ensure the league has its own bank account that requires two signatures for purchases.

RESPONSIBILITIES OF EXECUTIVE MEMBERS

PRESIDENT	To chair all meetings 1 of 3 co-signing authorities To find team/league sponsors Approve purchases Order team jerseys Assist in diamond booking Organize fundraising Insurance Organize year end awards and prizes
VICE PRESIDENT	Acting president if president is not available 1 of 3 co-signing authorities To find team/league sponsors Approve purchases Assist in ordering jerseys Assist in diamond booking Organize fundraising Insurance Organize year end awards and prizes
TREASURER	Bookkeeping 1 of 3 co-signing authorities Financial books available and up to date Organizes year end awards and prizes In charge of fundraising income
SECRETARY	Keeping track of stats Making notes at meetings Making all forms for league Make player list for draft All league data entry Maintaining wait lists
FIELD MANAGER	In charge of booking diamonds League representative to the city/Park and Rec Setup bases at diamonds Maintaining equipment Purchasing new equipment Organizing umpires First Aid Kits

SECTION 2: SPONSORSHIP

2.1 Intent and payment to sponsor a team is due by February 1st of each year.

2.2 Sponsorship fees are due one week prior to the league draft day, typically the Sunday after St. Patrick's Day.

2.3 League and team sponsors will be selected based on the following:

a. Returning sponsor
b. Previous sponsor with player in the league
c. New sponsor with player in the league
d. Player seniority for new sponsor or previous sponsor in regards to a and b
e. Previous sponsor
f. New sponsor

2.4 The cost for a league sponsorship is $1000, which includes:

a. Logo on sleeve of all jerseys, or executive approved location if requested by sponsor
b. Advertisements on Facebook LNH page

2.5 The cost for a team sponsorship is $650, which includes:

a. Sponsor logo/name will appear across the front of the jersey except if requested elsewhere by the sponsor
b. Advertisements on Facebook LNH page

SECTION 3: CAPTAINS

3.1 Intent to captain must be declared by the last organized sign up date.

3.2 The captains are selected by the executive while considering the following criteria:

Sponsor request for a team captain
Past performance as a captain
Returning captain from previous year
Years of seniority as a captain
Has served as a captain before
Seniority in the league

3.3 Once captains and reserves are finalized, they must remain as the captain and reserve for their respective team for the entire season after the draft has taken place.

3.4 Responsibilities of all captains/reserves:

a. Be familiar with the league constitution and rules of Slo-Pitch
b. Participate in all captain's votes.
c. Inform the executive of their team's reserve player, who will be protected in the draft. The player must agree to be a reserve.
d. Attend captain's meetings. If unable to attend a meeting ensure a team representative is available.
e. Select players in the annual draft.
f. Contact their team and inform them of all game times and league functions.
g. Ensure team has 13 active players and track attendance.
h. Provide an umpire for their scheduled games that are up to date with LNH in game rules and regulations.
i. Ensure score is kept for all home games and all score sheets are handed in. The active secretary will communicate how they would like the scores to be handed in prior to the season starting.
j. Help facilitate all in-season league votes.
k. Contact players that have missed games, and inform executive members of players that have missed games without a valid reason. This must be done before going to the waitlist to replace.

3.5 If a captain misses 3 scheduled umpiring games without proper notification during one year, they will not be able to be a captain in the following year.

SECTION 4: PLAYERS

4.1 Players must meet the following criteria:

a. Male
b. Turn 18 years of age within the LNH calendar year (January-September)
c. Have given an executive a completed sign up sheet.
d. Player is not under league suspension

4.2 Only Laurel & Hardy registered players are allowed to take part in Laurel & Hardy league games.

4.3 The draft list will be made up of eligible players, priority will be given in the following order:

a. League fees paid in full by the last day of February
b. Returning players from the past year (based on seniority) who have signed up by the first day of February
c. Players who have played in the league previously and have only missed the prior season.
d. New players who have signed up at the banquet
e. New players who have signed up at official sign ups
f. Returning players who have missed the deadline and new players who have signed up after the official sign ups

4.4 The waiting lists will be made up of eligible players who did not make it onto the draft list.

4.5 There are three waiting lists which are drawn from at random in order of list priority.

a. The first waiting list will be comprised of eligible players who signed up before the draft but were not included on the draft list
b. The second waiting list will be comprised of eligible players who have signed up after the draft but before the start of the season
c. The third waiting list will be comprised of eligible players who sign up after the start of the season

4.6 The waiting list is held by the secretary. In the event the league secretary is a captain/reserve, the waiting list will be held by the members of the executive who are not team captains or reserves. The wait list will be made public as soon as the captains have ranked the players on it. Only the wait list being used will be public and posted to the LNH Captains and Executives Facebook page.

4.7 Waiting list players will be ranked into two groups. Determined by an executive vote and captain's vote. A vote can be held at the Captain's Meeting to determine if the full wait list should be open, typically due to the amount of new players that can't be ranked.

- Top Group = 1st to 6th round potential draft pick player
- Bottom Group = 7th to 13th round potential draft pick player

If a team loses a player that was drafted in rounds 1 to 6, they will pick from the top group.

If a team loses a player that was drafted in rounds 7 to 13, they will pick from the bottom group.

If the Captain's Meeting vote outlined the waitlist is OPEN, all players will be eligible to be randomly selected.

4.8 Waiting List Procedure

a. A team captain can request that the executive provide a player from the waiting list when a player is lost for the season. (ie: attendance issue, injury, etc…)
b. The captain will provide to the executive the player's name, round he was drafted, and the reason why a new player is needed.
c. A meeting will be scheduled, either in person or virtual, with the team captain or representative, any other team captain or representative, and two members of the executive (or one executive and one other non-participating team representative).
d. The captains/representatives and executive will determine which names are to be used for this draw.
e. The team representative will randomly draw three player names from the waiting list. The team may also request names drawn without representation. If it is a virtual meeting, then a number generator will be used to select the three names.
f. Captain's requests for replacement player and wait list player acceptance must take place with 8 or more games remaining in the regular season.
g. Waiting list players will be contacted via phone, email, and/or through social media (ie: Facebook message) by the executive in the order that they are drawn and are given 24 hours to respond. Any waiting list player not returning a request for contact will be removed from that waiting list and be moved to the lowest waiting list.
h. If a waiting list player accepts his invitation to the league he will be added to the team's roster as soon as league fees are paid.
   24 hours to pay or exception
   Payment must be paid before the player plays their first game.
   The names selected after the player has confirmed will be returned to the waiting list they were selected from.
   i. The executive will inform the captain of who their new player will be. They will also provide the captain with any other information that the captain may need. Including but not limited to: league fees owing, forms that need to be completed, when to expect a jersey, etc…
i. If a waiting list player does not accept his invitation to the league, he will be removed from all waiting lists.
j. All activities to draft a player off the waiting list are to be posted on the LNH Captains and Executives Facebook page.

4.9 League fees for waiting list players will be determined based on the number of games remaining.

Cost = ½ LF + (½ LF * GR%)
LF: start of year league fee
GR: games remaining

4.10 Refunds to an exiting player will be based on the same formula with a 15% administration fee taken off, in addition to a $35 dollar jersey fee.

Refund= ((½ LF + (½ LF * GR%)) / 15%) - $35
LF: start of year league fee
GR: games remaining

4.11 Players that are removed from the league due to attendance issues or other disciplinary actions will not receive a refund.

4.12 League fee costs will be announced at league sign up. Half of the league fees are due at sign up. The remainder of the fees are due by the last day of February.

4.13 Players are generally expected to be at the field 10 minutes prior to the start of their game to ensure games start on time as scheduled.

SECTION 5: THE DRAFT

5.1 A list of draft eligible players will be distributed prior to the pre-draft captains meeting. The players first and last name, age (not date of birth), preferred position, bat hand, last year's draft round will be on the draft list for all captains.

5.2 New players that are selected as a reserve player will be rated as an automatic 1st round draft pick.

5.3 Captains and their reserve players rankings will be determined by a captains vote, facilitated by the league executives. If any vote is tied, it is broken by an executive vote.

5.4 Laurel & Hardy teams are selected in a draft consisting of 13 rounds.

5.5 Team selection order is determined by random draw for every odd numbered round. In the round following, the draft order will be in reverse order.

5.6 The selection order of the first round will determine each team's random spot on the premade schedule.

5.7 Only captains and reserves are allowed at the draft table. In the event the executive feels a captain is soliciting outside advice or causes undue delay while at the draft table, their pick may be relegated to the last pick in the current round.

5.8 Trades are allowed for 90 minutes following the completion of the draft. In the event of a trade, both captains must fill out a "Trade Sheet" clearly identifying the players involved in the trade(s). Two non-participating captains and one executive (who is not on either team) must also sign off on the trade in order to maintain a level of fairness. In the event a non-participating executive is not available, a third non-participating captain's signature will be acceptable. Traded players will assume the draft position they are traded for.

5.9 At the end of the allotted trade period, all captains must submit their final rosters to the executive.

5.10 Captains cannot trade themselves or their reserve player.

SECTION 6: ATTENDANCE

6.1 Captains are to ensure valid absences are noted on the score sheet each week.

6.2 Players missing 4 games without a valid reason will be contacted by the executive to discuss potential disciplinary action and/or removal.

6.3 A player will be removed if at any point prior to the Civic Holiday weekend a player is unable to play in 50% of the team's full regular season schedule.

6.4 Waiting list players can be removed from the team if at any point prior to the Civic Holiday weekend a player is unable to play in 50% of the team's full regular season schedule from the time he joined.

SECTION 7: RULES OF PLAY

7.1 The Laurel & Hardy Slo-Pitch League follows the SPN Rulebook of the active year. All captains and reserves will be provided with the link to the active Rulebook, and are expected to familiarize themselves and their team with the rules of play.

Below is a list of rules that are different/modified from the SPN Rulebook, categorized the same way. Added Laurel & Hardy rules start with LNH followed by a number for sorting purposes.

Added for 2026:

Section 8: Protective Equipment

All pitchers are required to wear a pitching mask.

Section 16: Pitcher Replacement Rule/Temporary Runner

A temporary runner can be used for a pitcher who is on base with two out. The temporary runner can be anyone on the line-up card.

RULE 2 - EQUIPMENT

Section 9 - Uniforms

LNH1 - Players who deliberately choose not to wear their current-year team jersey will be removed from the game. Weather conditions are the only exception to this rule; in such cases, players may discuss alternative attire with the captains before the game begins. Any player who receives more than two warnings during the season may face disciplinary action from league executives, including possible removal from the game. This policy applies to both the regular season and playoffs.

If a player orders an incorrect jersey size, they will need to purchase a replacement jersey at their own expense.

Jerseys must remain unaltered in any way. Our sponsors have paid for their logos to be displayed on these jerseys, and it is essential that all players respect this commitment.

RULE 3 - DEFINITIONS

Section 81 - Tiebreakers

LNH1 - Extra innings start with 0 out and the last batter from the previous inning on 2nd base. This includes both regular season and playoff games.

Section 87 - Walk

LNH1 - Batters can only be intentionally walked once in a game. If a batter is intentionally walked a second time, he has the option of taking the walk or resetting the at bat.

RULE 4 - THE GAME

Section 4 - A Regulation Game

E - **LNH1** - Mercy rule is 15 runs after 5 innings

F - **LNH1** - Each inning will have a run cap of 7 runs in a single inning

LNH1 - If after 7 complete innings the two teams are tied, extra innings will be played until there is a winner.

LNH2 - Games are to be 1 hour and 30 minutes long with no inning beginning after 1 hour and 15 minutes. After 5 complete innings have been played the game will be considered complete if the time limit has expired. If a game is tied at the 1 hour 5 minute mark, extra innings rules will be applied to the next inning.

RULE 5 - PLAYERS, SUBSTITUTES AND RE-ENTRY
Section 1 - A Team
LNH1 - A team can play with 9 players without penalty of an automatic out providing they supply their own catcher

LNH2 - A team can play with 9 players with the opposing team supplying an inactive catch to return the ball to the pitcher. The tenth batting spot will be an automatic out.

LNH3 - A team can play with 8 players with the opposing team supplying an inactive catcher to return the ball to the pitcher. The ninth batting spot will be an automatic out.

LNH4 - A team may pick up to 2 players to get to nine roster spots in order to avoid forfeited games. The opposing captain must approve of the replacement player(s). The replacement player(s) will bat last in the order and must play catcher or first base. The opposing captain may allow replacement player(s) to play positions other than catcher or first base.

LNH5 - Each player must play a minimum of 3 full defensive innings in a regulation 7 inning game.

RULE 7 - BATTING
Section 10 - Home Run Rule
LNH1 - Home runs are unlimited at Lions Park Red, Green and Blue diamonds, as well as open diamonds.

LNH2 - Any scenario involving a “bases awarded” by a player classified as an injury runner will be ruled as such and the injured runner may advance past 1st. For example: homerun, ground rule double, overthrow out of bounds.

Outline what bases are measured at

RULE 8 - BASERUNNING
Section 15 - Courtesy Runner
Each team is allowed three courtesy runners per game and the runner can be anyone in the batting order.

LNH1 - Injury runners are allowed, providing both captains agree. The person needing the injury cannot, under any circumstances advance beyond first base. All other runners may advance at their own discretion. The injury runner is to be the last recorded out. If the last out cannot be used, the person furthest away from the injured runner in the lineup shall be used.

LNH2 - Captains may challenge the legitimacy of an injured player’s status during the game (e.g., an injury runner playing in the outfield) by discussing the matter with an active executive member.

LNH3 - Players hitting a homerun are not required to run the bases. Players on base during a home run are not required to run the remainder of the bases. If any batter chooses to run the bases, then all base running rules are enforced.

LNH4 - Once a player deems themselves an injury, they must remain in that status for the remainder of the day.

PROTESTS

A game can be protested to confirm an interpretation of a rule, but not because of an umpire's discretionary call.

Steps to file a protest:

a. Declare to the umpire that you are now playing the rest of the game under protest and why
b. Have the scoresheet marked where the protest occurred and why
c. Protest must be sent to an executive member in writing within 48 hours of the game, with the following information:
    i. Teams involved
    ii. Umpire
    iii. Reason for protest
d. A decision on the protest and the resulting effect will be determined on a case by case basis by the executive.

SECTION 8: PLAYOFFS

8.1 The playoff format will be determined by the executive on a yearly basis, based on the number of players signed up and teams announced.

8.2 In a six team round robin tournament format, the top two teams during the round robin will receive a bye and automatically advance to the semi-finals. The 3rd and 6th place teams will play in one quarter final, the 4th and 5th place teams will play in the other. The lowest seeded team after the quarter finals will play the 1st place team in the semi-finals, and the 2nd place team will play the last team remaining.

8.3 If teams are tied after the round robin, tie breakers will be as follows:

a. 2 teams tie:
    i. Record - if at any time only two teams are tied (including the 3 team tie breakers) the team that won the head to head game during the round robin will advance
b. 3 or more teams tie
    i. Record - the team(s) with the better record against the other teams during the round robin will advance
    ii. Run Differential - if more than two teams are still tied, the team(s) with the best run differential will advance
    iii. Runs Scored - if more than 2 teams are still tied the team with the most runs scored will advance
    iv. Decision - if more than 2 teams are still tied, the executive and team captains will decide how to break the tie

8.4 No team will be awarded more than a +7 run differential for any forfeited game.

8.5 The quarterfinals will feature the 3rd-place team facing the 6th-place team in one matchup, and the 4th-place team facing the 5th-place team in the other. In the semifinals, the lowest-seeded team remaining will play the 1st-place team, while the 2nd-place team will face the other advancing team. The winners of the semifinals will compete in the Championship game. In each round, the highest-seeded team will have first choice of diamond and home field advantage.

8.6 The championship game is 7 innings and will have a home umpire (crew chief) and one base umpire. These umpires are to be agreed upon by the 2 captains playing in the game. No mercy rule in the championship game, all 7 innings will be played.

8.7 Teams will not be able to pick up any players in the playoffs. A minimum roster of 9 players is required.

8.8 Determining home field for playoffs

a. Round Robin - team with higher regular season record has choice of home or away
b. Quarterfinal, Semifinal, and Championship games - Best round robin seed has choice of home or away
c. Quarterfinal/Semifinal games - Best round robin seed had choice of diamond
d. Championship game to be played on Blue diamond

8.9 Time restrictions will be strictly enforced. Teams that aren't fully assembled within 15 minutes of their start time risk having their game forfeited.

SECTION 9: DISCIPLINARY ACTIONS

9.1 Any acts of violence or threats of violence are subject to disciplinary actions with a maximum penalty of a lifetime ban and the police called.

9.2 The league does not condone the use of drugs or consumption of alcohol at the baseball facility.

9.3 An umpire can remove a player from the field if he determines the player to be unfit to take the field.

9.4 There is no smoking allowed on the field of play. Offending players will be asked to leave the field and can be ejected from games if non-compliant.

9.5 Use of illegal equipment is an automatic ejection from the game and a minimum one game suspension after review by the executives.

9.6 Use of doctored equipment is an automatic ejection from the game and a minimum of five game suspension after review by the executives.

9.7 Any player that has been ejected more than once in the same year is subject to further penalty upon review by the executives.