



2024 PLAYING RULES

Thornhill Slo-Pitch league play is governed by Slo-Pitch National (SPN) playing rules except as indicated below. **Changes from the previous playing rules are highlighted.** All rules apply to both regular season and playoff games unless specifically noted otherwise.

1. Conduct of Players

- 1.1. **Unsportsmanlike Conduct (ZERO TOLERANCE):** Rough or aggressive play; abuse of equipment; disregard for the safety of others; and physical or verbal abuse of game officials; players; or spectators will not be tolerated.

EFFECT: Such behaviour may result in the immediate ejection of the offending player(s) at the umpire's discretion. The Disciplinary Committee will review the incident and the player(s) may be subject to further suspension from the league. Players that play in more than one division may have their penalties/suspensions cross over divisions. The decisions of the Disciplinary Committee are not subject to appeal.

- 1.2. The consumption or presence of alcohol at any/all park facilities (including the parking lot) by members of the Thornhill Slo-Pitch League during all scheduled permit times is strictly prohibited.

EFFECT: Failure to comply will result in an immediate suspension from the League for the remainder of the season.

- 1.3. **No Smoking:** There will be no smoking or vaping on the playing field or in the dugout/team benches during the game. The Smoke Free Ontario Act (SFOA) makes it illegal to smoke, vape or hold lighted tobacco within 20 meters of playgrounds and sporting areas, and on spectator areas adjacent to sporting areas.

EFFECT: The offending team will be assessed a team out immediately if they are batting or in their next at-bat if they are in the field.

- 1.4. **Attendance:** Any player that misses three (3) consecutive scheduled games without notifying their team coach may be removed from the team roster for the remainder of the season. Coaches must notify the division convener after the third game has been missed. The league reserves the right to remove any player due to poor attendance.

2. The Playing Field

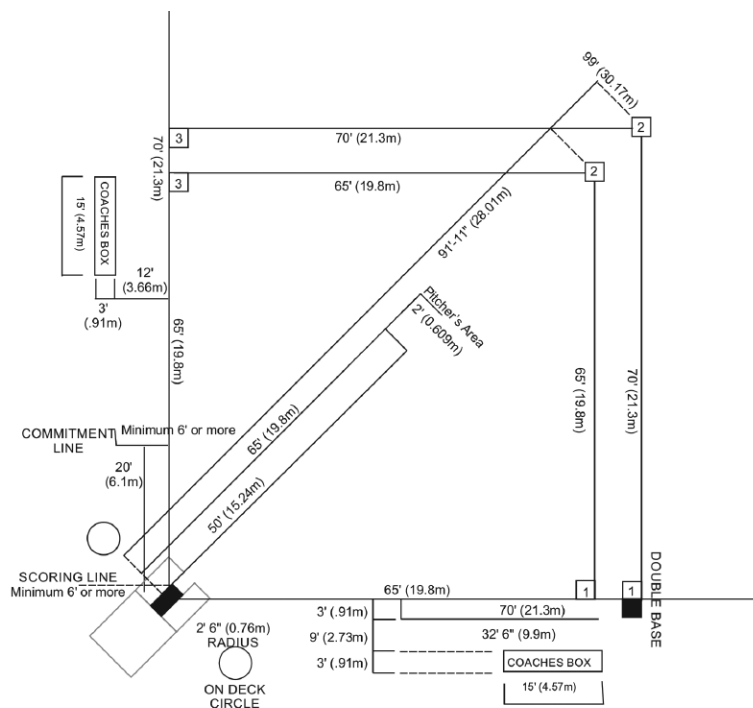
- 2.1. The coach of the home team for the first game of the night is responsible for setting up the playing field using the equipment stored in the Thornhill Slo-Pitch storage box installed at each diamond. If the designated home team has not started setting up the field 10 minutes prior to the game's start time, the designated visiting team can then set up the field and will become the home team for that game.

The coach of the home team for the last game of the night is responsible for returning all equipment into the TSP storage box.

EXCEPTION: if there is only one game played at the diamond, the coach of the visiting team is responsible for returning all equipment to the TSP storage box.

The home team's bench will always be closest to the equipment box.

- 2.2. The diamond is to be set up as follows:



- **Foul lines** extend from the point of home plate along both sides of the diamond to the outfield.
- The **scoring line** is drawn from the corner of home plate closest to third base to the fence and perpendicular to the third base line (see drawing above).
- The **commitment line** is drawn 20 feet from the corner of home plate closest to third base and perpendicular to the third base line.
- The **pitcher's zone** is a rectangular area 24 inches wide, located 50 to 65 feet from the rear corner of home plate (V-shaped portion of the plate). The pitcher's zone (50' and 65' lines, and 24" width) must be marked by the set-up team.

EXCEPTION: The front of the pitcher's zone is 48' in the **Ladies Division**.

- The 175' line (**Masters & Mixed Divisions only**) is a circular arc which should be marked in chalk periodically through fair territory in the outfield at a distance of 175' from home plate. Cones should be placed at the foul lines marking the 175' line.
- **Bases** are to be placed 65 feet apart from each other.
- **The mat** should be placed at the rear portion of home plate, with the V-shaped drawing on top of the V-shaped portion of the plate. If there is no mat available, draw an outline of the mat in the dirt to approximate size.
- To assist the coaches in lining the diamond, marks have been placed on the screen along the first and third base lines to mark these items:
 - first base and third base
 - safe line
 - commitment line

2.3. Before the start of the game, the fitness of the field for play will be determined by the coaches of the participating teams and/or the division convener and/or park officials. The game will not begin unless Section 2.2 has been completed.

Once the game has started, the fitness of the field will be determined solely by the umpire.

3. Equipment

3.1. **Team Jerseys:** Once issued, team jerseys must be worn at all games. The jersey, including the sponsor's name/logo (front), and number (back) must be fully visible while the player is on the playing field (i.e. must be worn over jackets, sweatshirts, etc.). Any player not visibly wearing their team jersey will not be allowed to play.

EXCEPTION 1: On an exceptional basis, a player who does not have their team jersey may be allowed to play if they are wearing a shirt of similar colour to that of their own team, or if the umpire agrees that the affected player's shirt is sufficiently different from that of the opposing team. Incidents of this exception must be reported to the division convener by the team's coach or by the coach of the opposing team. Repeat incidents may be subject to league discipline. **This exception is not allowed in the Playoffs.**

EXCEPTION 2: There may not be a team jersey available for a player that has been added to the team roster after jerseys have been allotted. In this case, the added player must wear a similar coloured shirt.

EXCEPTION 3: Players who are playing as "call-ups", as per rule 5.3, should make every attempt to wear a jersey of the same colour of the team they are playing for. If the call-up is unable to, any colour sufficiently different from that of the opposing team may be worn.

3.1.a) Players may not deface their team jersey in any manner, including cutting off the sleeves and/or cutting the collar area.

EFFECT: Any player in violation of this rule will not be allowed to play until their team jersey has been replaced with a new one. The player is responsible for the cost of the replacement jersey.

3.2. Shoes with metal or detachable cleats, and/or toe-pieces, are not allowed on the playing field. Rubber/plastic cleats are permitted.

- 3.3. For each game, the home team will provide a new game ball, which will be supplied to all coaches. The visiting team will provide a backup ball, preferably not new, but in reasonably good condition.
- 3.4. Any player, including the pitcher, may use a trapper or first-base glove.
- 3.5. Any defensive player, including the pitcher, may wear a batting glove on their throwing or catching hand if they wish.
- 3.6. **Eligible Bats:** All bats must carry either of the USSSA 1.20 BPF stamps to be eligible for league use.

Eligible bat stamps:



A batter who is ruled to be using an ineligible bat will be called out and ejected from the remainder of the game, and the bat will be removed from play. The ejection and reason for the bat's ineligibility will be reported to the league by the umpire within 48 hours of game's end, by email. If an ineligible bat is used again at any time throughout the season, the owner of the bat, or anyone who uses it, may be subject to suspension at the discretion of the Rules Committee.

A team may challenge a bat from the opposing team in one of two ways:

- a) When a hitting team's player is at the batter's box with the bat in question, the fielding team may call time to ask the umpire to rule on the bat at any time during the at-bat.
- b) When a batter's at-bat has ended, and before the first pitch is thrown to the next batter, the fielding team may call time to ask the umpire to rule on the bat that was just used. If the bat is ineligible, the batter will be treated per above and any runners that advanced during that at-bat will return to their places as at the start of the at-bat.

4. Game Start Times & Completion Times

- 4.1. A regulation game will be 9 innings. When a game must be called for any reason (ie. weather), it will be considered a complete game if 5 innings have been completed (4½ innings if the home team is ahead). If a game ends in a tie after 9 innings and prior to curfew time, extra innings will be played with the international tiebreaker rule. This involves the last batter of the previous inning, whose turn at bat had been completed, starting the inning on 2nd base, and the offence starting the inning with one out. This will be done at the beginning of each half inning until, after a full inning, a winner is determined, or until curfew is reached. Tie games are allowed, and no game may continue past curfew. In the event of a 7-inning scheduled game, when a game must be called for any reason, it will be considered a complete game if 4 innings have been completed (3½ innings if the home team is ahead).

EXCEPTION: In the playoffs, when a game must be called prior to its natural completion, it will be considered a complete game once 5 innings have been completed (4½ innings if the home

team is ahead). However, for run differential purposes, the score will revert to the last fully completed inning.

- 4.2. **2-Game Evenings:** No new inning can start after one hour and forty-five minutes from the scheduled game time's start. The game may not continue after two hours from the scheduled game time's start.

3-Game Evenings: No new inning can start after one hour and fifteen minutes from the scheduled game time's start. The game may not continue after one hour and thirty minutes from the scheduled game time's start.

2-Game Evenings Game Times for Ladies; Men's; Masters

6:45 pm with no new inning after 8:30 pm

8:45 pm with no new inning after 10:30 pm

2-Game Evenings Game Times for Mixed

6:30 pm with no new inning after 8:15 pm

8:30 pm with no new inning after 10:15 pm

3-Game Evenings Game Times

6:30 pm with no new inning after 7:45 pm

8:00 pm with no new inning after 9:15 pm

9:30 pm with no new inning after 10:45 pm

Umpires have the sole discretion as to whose watch is used and is correct.

- 4.3. All games will start at the scheduled time, regardless of whether an umpire is present. If no assigned umpire is present, teams must agree to an umpiring arrangement using one or more registered TSP players, even if such player(s) are playing in said game. Such games are considered official. When/if the assigned umpire arrives, they will immediately assume responsibility for the remainder of the game.
- 4.4. The League reserves the right to reschedule playoff games that are cancelled due to weather, malfunctioning lights, or cancelled permits. The League will work with the teams involved and do their best to find suitable game time alternatives, which may include playing on a different night from when their division normally plays.

5. Players & Substitutions

- 5.1. Only registered Thornhill Slo-Pitch players in good standing may play or coach in any league game.

- 5.2. Minimum age requirements are as follows:

Mixed, Men's & Ladies Division, and Midseason Tournament: 18 years old by December 31 of the previous year.

Masters Division: 40 years old by December 31 of the previous year.

- 5.3. **Call-Up Rule (All Divisions – Regular Season Only):** To reduce the possibility of defaulting, coaches can call up additional league players from any eligible division (ie Mixed can call up a female player from Mixed or Ladies divisions and Masters can call up a male from Mixed or Men's as long as they are 40+), if available, to bring their number of players to ten. Coaches have access to TSP's online Call-Up List for such times. The list will include designated pitchers. As a courtesy, coaches should advise the umpire and opposing coach(es) of their call-ups.

EXCEPTION - Pitchers: At the beginning of the season, the league will designate players capable of pitching. Coaches will be made aware of these players. During the regular season, even if a team can field 10 players, if none of those players are deemed pitchers, the coach may call up a designated pitcher from any division, so long as eligibility is met. The fair play rules will apply.

EXCEPTION - Mixed Division (Regular Season Only): If a team has only one female present, they may call up a second female player from an eligible division. This is permitted regardless of the number of male players present. The fair play rules will apply.

- 5.4. Each team must be able to field a minimum of eight players or forfeit the game. **Mixed Division** games must include at least one female player to avoid forfeiting. If a team does not have enough players at game time, as outlined above, a ten-minute grace period is allowed. The game must start as soon as both teams have the minimum requirements to start the game.

Latecomers: No player can enter a game after two full innings have been completed.

EXCEPTION: After the 2nd inning has been completed, and a team still has less than ten players, a latecomer(s) can enter the game up until the end of the 4th inning. Once a team has reached ten players, no other player may enter the game.

If a player arrives late, they will be placed at the bottom of the batting order, unless it conflicts with rule 5.7 below.

- 5.5. **Supplying a catcher:** If requested, the opposing team will provide a catcher for a team that can only field eight players. The catcher is limited to returning the ball to the pitcher after each pitch. The catcher is not involved in any plays, and to the best of their ability, must step away from any live plays at the plate so as not to interfere.
- 5.6. **Fair Play Rule – Defense:** Each player must sit at least one scheduled inning before any player sits a second scheduled inning. Each player must sit at least two scheduled innings before any player sits a third inning. The fair play rule still applies in extra innings, and sits do not automatically revert to the first inning.

EXCEPTION: If a team has only one pitcher present, the pitcher is not required to sit out.

EXCEPTION: Mixed Division:

The number of defensive innings each female must sit is dependent on the number of females present on the team, as outlined below.

If a team has one female present: The female must play every defensive inning and cannot play catcher. The team plays with three outfielders. Males rotate sitting as described above.

If a team has two females present: Both females must play every defensive inning and cannot play catcher. Males rotate sitting as described above.

If a team has three or more females present: There must be at least two females in the field every inning. A female can only play catcher if there are at least three females in the field. All players rotate sitting as described above.

EFFECT: When an opposing team observes a violation of the rule they must make an appeal to the umpire and the defensive team must immediately change fielders in order to become in compliance of the rule.

- If a violation of the rule is appealed after a play has been made and before the next pitch, the batting team has the option of taking the result of the play or of having the last batter go back to bat assuming the balls and strikes count the batter had before the discovery of the non-compliant player and having all baserunners returning to the last base they held prior to the play.
- If the violation is appealed after a pitch to the next batter, all play stands.

In addition, if the coach of the aggrieved team believes that this violation has had a serious effect on the outcome of the game, the coach can file a protest with the board as per rule 8 (protests). Serious non-compliance with this rule may result in sanctions, including possible forfeiture of the game. Coaches are advised to keep accurate Player Positions & Sit-Outs sheets, as they may be required for review.

5.7. Fair play rule – Batting:

5.7.1. All players on the team will bat equally, according to the batting order created for each game:

EXCEPTION: Mixed Division:

If a team has fewer female batters than the opposing team, they must insert extra female batters (alternates) to either a) equal the number of female batters on the opposing team, or b) equal the number of females on their assigned team roster (whichever is less). Example: Team A, with 4 assigned females on their roster, plays Team B, with 3 assigned females on their roster. Scenario #1: At the start of the game, Team A has 4 females and Team B has 2 females. Team B must bat 1 alternate. Scenario #2: At the start of the game, Team A has 4 females and Team B has 3 females. Team B does not bat an alternate.

Each female on the team takes turns being the alternate batter in accordance with the batting order. When using alternate batters, all females must bat prior to inserting any alternate batter(s).

EXCEPTION: If a team only has one female in attendance, she only has to bat up to a maximum of three times in the lineup, even if both teams have 5 females assigned to their rosters, and all 5 females are in attendance for the opposing team.

5.7.2. **Mixed Division Only:** Female batters (including alternates) must be evenly spaced (or as evenly spaced as possible) throughout the batting order.

5.7.3. **Mixed Division Only:** Female batters (including alternates) may not bat consecutively in the batting order.

EXCEPTION 1: When there are more female batters than male batters in the batting order.

EXCEPTION 2: If, after the first time through the batting order, a male that is separating two females must leave the game.

EFFECT: Violations to any part of rule 5.7 should be corrected as soon as they are observed by either team.

5.8. **Courtesy Runners:** Courtesy runners are intended to be used for injuries, not for strategic reasons, in the spirit of the league's fair play rules. A courtesy runner is to be used at the request of the runner.

In the Ladies, Men's, and Mixed divisions, each team is allowed a maximum of three courtesy runners. In the Masters division, each team is allowed a maximum of five courtesy runners. The courtesy runner **must** be the last recorded out (not necessarily the last batter).

The courtesy runner will only be allowed at first base. The batter-base runner must be touching the white or orange base before leaving the playing field for a courtesy runner. Once the runner reaches 2nd base safely, a courtesy runner will not be permitted.

EXCEPTION 1: In the case of an injury where the injured player must leave the field, the last recorded out may substitute for that runner at any base without counting as one of the courtesy runners. The injured player may not re-enter the game in this scenario. However, if the injured player wishes to re-enter the game, they will be considered an out, and no courtesy runner will be given.

EXCEPTION 2: If a player is scheduled to be on deck and is currently occupying a base, the last recorded out will replace him/her on the base. This does not constitute using a courtesy runner.

EXCEPTION 3: If a runner is awarded 2nd base by the umpire due to an overthrow, a courtesy runner will be allowed to start from 2nd base.

EXCEPTION 4: In the first inning with none out, the courtesy runner shall be the last person in the batting order. If the last person has already been up to bat, then the last player to cross the plate will become the courtesy runner.

5.9. **Defensive Replacement During an Inning:** If a defensive player is injured and must come off the field, a player from the bench may replace them. **The person coming in as a replacement still receives credit for an inning "sit-out" and the injured player leaving the field still receives credit for an inning playing.**

5.10. **Re-entry:** No player may leave and re-enter the game if he/she has missed a turn at bat.

EXCEPTION: If a team takes an automatic out each time a player is scheduled to bat, said player may then re-enter the game.

5.11. Any player with an open, bleeding wound will not be allowed on the playing field until the wound is properly covered. If the player is assumed to be able to continue to play, they can be replaced by an available player from the bench while their wound is tended to. If no player is available, the game will continue until the wounded player is able to return to the field. If the team only has eight players, there will be a pause in the game while the wounded player is given reasonable time to tend to their wound. If the wounded player is on base, they will be replaced by the last out without using a courtesy runner. Once the wound is properly covered, the player is to return to the field at the earliest opportunity.

5.12. **Pregnancy:** If it is evident that a player is pregnant, she will not be allowed to play.

5.13. **Pitcher Substitution:** If a pitcher walks six batters in a single inning, that pitcher may exchange places with a pitcher on the bench. The incoming pitcher receives credit for an inning "sit-out". This applies to ALL divisions, in both regular season and playoff games.

6. Playing rules

6.1. **Pace of Play:**

6.1.1. No warm up balls will be allowed after the 2nd inning. Pitchers will be allowed five warm-up pitches when entering the game, and two pitches thereafter.

6.1.2. Fielders and batters must promptly go to their positions and/or be ready to bat once the umpire calls “play ball”. The umpire has the discretion to call a ball on the batter for the defensive team’s failure to take their positions in a timely manner, or a strike on the batter for the offensive team’s failure to be ready at the plate.

6.1.3. Defensive players may not switch positions with another player in the field during an inning.

EXCEPTION 1: In cases of injury.

EXCEPTION 2: Pitching substitutions.

6.2. **175’ Rule (Mixed and Masters Divisions Only):** All four outfielders must remain behind the 175’ line until the ball is hit. This applies for all batters.

EFFECT: The batter is awarded 1st base and all runners are entitled to at least one base on the ensuing play. This is a delayed dead-ball call. Runners may advance further with liability to be put out.

6.3. **Outfield Positioning (Ladies Division Only):** All four outfielders must remain on the grass until the ball is hit.

EFFECT: The batter is awarded 1st base and all runners are entitled to at least one base on the ensuing play. This is a delayed dead-ball call. Runners may advance further with liability to be put out.

6.4. **Infield Positioning (All Divisions):** At the time the batter hits the ball, infielders must be behind the baselines, two of which must be positioned with both feet entirely on each side of 2nd base.

EFFECT: The batter is awarded 1st base and all runners are entitled to at least one base on the ensuing play. This is a delayed dead-ball call. Runners may advance further with liability to be put out.

6.5. **Pitching:** The ball must be delivered with a perceptible arc of at least six feet from the ground and not more than twelve feet from the ground at its highest level. A pitch not meeting these requirements is considered an illegal pitch and called as such by the umpire.

- If the batter does not swing at an illegal pitch, it will be called a ball.
- If the batter swings and misses an illegal pitch, it will be called a strike.
- If the batter hits an illegal pitch, it shall remain in play.

The pitcher must start to pitch with both feet within the 50’-65’ L (48’ – 65’ L in the Ladies Division) x 24” W pitching box but is permitted to have their “one step approach” foot land in front of the 50’ line (48’ in the Ladies Division) when releasing the ball.

Once the pitcher is in the pitcher's position, the ball must be delivered within 5 seconds. The pitcher must deliver the ball from a standing position, and the windup must be in a continuous motion and may not include a stop or reversal of the pitching motion. The pitcher must release the ball on the first forward motion of the pitching arm.

6.6. **Intentional Walk:** If, in the judgement of the umpire, a batter is intentionally walked, the batter is awarded two bases. There must be a 4 and 0 count (four balls) on the batter. All runners advance, if forced.

6.7. A strike will be called when a legal pitch lands anywhere on home plate or the mat, or the batter

swings and misses. Home plate is defined as the entire black and white surface of the plate.

- 6.8. **Third Strike Foul:** When a third strike is called, including an uncaught foul ball that is hit after 2 strikes, the batter is called out.

- 6.9. **Leadoffs:** A base runner may not leave the base until the bat has made contact with the ball.

EFFECT: The ball is dead and considered to be no pitch. The base runner is called out.

- 6.10. **Home Plate Safe Line & Commitment Line:** To minimize the chance of injuries that occur around home plate, the **Safe Line** is in effect. The base runner is deemed safe when he/she has placed one foot on the ground, on or past the line, prior to a defensive team player touching home plate while maintaining control of the ball. If the base runner touches the plate or the mat behind the plate, or if they slide across the line, they are automatically called out.

The catcher must be involved in any play at home plate. If, in the opinion of the umpire, another defensive player interferes with the catcher and/or prohibits the catcher from being involved in the play, the base runner(s) will be called safe.

A base runner that has placed one foot on the ground, on or past the **Commitment Line**, must proceed directly to the safe line. If they stop or reverse direction after crossing and/or touching the commitment line, they will be called out immediately. Play will continue with other baserunners advancing at their own risk.

Once the base runner has crossed the **Commitment Line**, they cannot be tagged out. One of the fielders must step on the plate with control of the ball, as described above.

EXCEPTION: If a player stops to avoid contact with another player or with the ball, they will not be called out.

- 6.11. **Match-Plus-Two Home Run Rule (All Divisions):** At no time during a game will the number of over-the-fence home runs hit by one team be more than two greater than the number hit by the opposing team.

EFFECT: A strike will be called on the batter.

EXCEPTION: When a fair batted fly ball deflects off a defensive player over the home run fence, the batter-baserunner will be awarded four bases. This will not be considered the same as an over the fence home run.

- 6.12. **Mercy Rule (All Divisions):** Maximum runs scored per inning per team shall be limited to seven. This rule applies to regular season and playoffs.

EXCEPTION: Any inning starting in the final thirty minutes shall be an open inning with no run maximum.

- 6.13. An outfielder (or any other defensive player that is positioned on the grass at the time the pitch is thrown) cannot throw the ball directly to first base to get the batter/runner out on a force play.

EFFECT: The ball is considered dead. The umpire will call time. The batter is called safe and awarded 2nd base. All other runners advance 2 bases from where they started. No warnings are issued.

- 6.14. **Home Team During the Playoffs:** The team with the higher ranking chooses whether to be the home team or the visiting team. If the home team is winning after the top of the final inning or takes the lead during the bottom of the last inning, the game is declared over.

- 6.15. All batters will begin their turn at bat with a 0-0 count (no balls, no strikes), which differs from SPN rule 7, Sec 1B.
- 6.16. In the event of an over-the-fence home run, play proceeds as usual, which differs from SPN rule 7, Sec 10C.

7. Score Reporting & Record Keeping

- 7.1. The coach of the winning team must submit the score within 48 hours of the game's completion. Coaches have access to enter the score on TSP's website. Scores may be reported via email to thornhillslopitch@gmail.com if there is a problem with the website.

In the event of a tie or rainout, both coaches are responsible for submitting the result. DO NOT ASSUME that the other coach has submitted it.

EFFECT: The game will be considered a double forfeit. Each team will be granted one exception to this rule during the season.

7.2. Scoresheets

- 7.2.1. Scoresheets for each team must contain the following information:

- Both team names
- Final score
- Division, location, date and time of game
- Names of all players that played

- 7.2.2. Scoresheets should be retained for the balance of the season to review in the event of a protest.

7.3. Game points will be awarded as follows:

- For any complete game, the winner will receive two points and the opposing team will receive zero points.
- For a tie game, both teams will receive one point.
- If the game is called by the umpire before five completed innings (aside from the curfew rule) have been played, the game is considered a tie and the score will be 1-1.
- For any game that has been forfeited for any reason, the team not at fault will be awarded the win and the score will be 9-0.
- In the case of a double forfeit, the score will be 0-0 and neither team will be awarded any points.

- 7.4. **Standings:** In the event of a tie in the standings, or during the playoffs, the following rules will be applied in sequential order from 1-5 until the tie has been broken. In no instance shall the order revert to No.1 before reaching a final decision.

During the regular season:

1. Points (2 for a win, 1 for a tie, 0 for a loss)
2. Record head-to-head
3. Season's plus/minus
4. Season's fewest runs allowed
5. Coin flip

During the playoffs:

1. Points (2 for a win, 1 for a tie, 0 for a loss)
2. Record head-to-head in the playoffs (if applicable)
3. Plus/minus during the playoffs
4. Fewest runs allowed during the playoffs
5. Coin flip

The maximum run differential during the playoffs will be +/- 9 for nine inning games, and or +/- 7 for seven inning games.

8. Protests

The following procedure **MUST** be followed for any protest of a game to be considered.

1. The umpire must be notified of the intent to protest at the time the incident occurs and before the continuation of play. The umpire will immediately notify the opposing team's coach. Both coaches and the umpire should take note of all circumstances regarding the protest. The umpire should note their remarks down on the scoresheet.
2. A "Notice of Protest" must be submitted in writing, preferably via email, to the Division Convenor and be accompanied by a \$25.00 fee, payable to the league. This fee must be received by an approved league representative before a decision will be conveyed. This fee will only be refunded if the protest is upheld. The scoresheet should also be delivered to the convenor.

For regular season games: The "notice of protest" and \$25.00 fee must be delivered within forty-eight hours of the game's conclusion.

For playoff games: The "notice of protest" must be delivered within two hours of the game's conclusion. It may be communicated by phone initially, to be followed up in writing, preferably via email, within an agreed upon timeframe. The \$25.00 fee must be delivered within 24 hours.