

## **WESA Appendices - As of August 20<sup>th</sup>, 2005**

### **APPENDIX A: FEES**

In accordance with Section 5 of the Association By-laws, the Commission has set the following annual fees for the year 2005.

#### **MEMBERSHIP FEES:**

Full Member	\$110.00 [before April 1] \$135.00 [after March 31] \$127.00 [after May 28] \$119.00 [after June 4] \$111.00 [after June 11] \$103.00 [after June 18] \$95.00 [after June 25] \$87.00 [after July 2] \$79.00 [after July 9] \$71.00 [after July 16] \$63.00 [after July 23] \$55.00 [after July 30] \$47.00 [after August 6] \$40.00 [after August 13]
Associate Member	\$45.00

#### **SPONSORSHIP FEES:**

Team Sponsor	\$700.00 [before February 1] \$750.00 [after January 31]
League Sponsor	\$275.00 [before February 1] \$325.00 [after January 31]

#### **SUBSTITUTE PLAYER FEES:**

Per Player, per game.....\$5.00

### **APPENDIX B: SPONSOR BENEFITS**

#### **TEAM SPONSORS**

1. The name and logo of the Team Sponsor will appear on team jerseys, and on all league schedules, newsletters and promotional materials.

2. Each Team Sponsor will receive:

- (a) one large size League Schedule to post at their place of business;
- (b) two complimentary tickets to the League's annual Awards Banquet; and
- (c) a commitment from the Commission to encourage members to patronize their business

#### **LEAGUE SPONSORS**

3. The name and logo of League Sponsors will appear on all League Schedules, newsletters and promotional materials.

4. Each League Sponsor will receive:

- (a) one large size League Schedule to post at their place of business;
- (b) one complimentary ticket to the League's annual Awards Banquet; and

(c) a commitment from the Commission to encourage members to patronize their business

## **APPENDIX C: RESPONSIBILITIES OF COMMISSIONERS**

### **COMMISSIONER**

Chief Officer of the League, responsible for the League's operation  
Solicit and maintain liaison with Team and League Sponsors as approved by Commission  
Plan and stage the League's annual Awards Banquet  
Responsible for uniforms

### **VICE-COMMISSIONER**

Plan and stage the League's Annual Pacific Cup Tournament

### **SECRETARY**

Maintain an accurate record of all proceedings of the Commission and General Meetings  
Maintain the Constitution and By-Laws  
Handle general League Correspondence  
Maintain a list of Lifetime Members  
Maintain annual list of Commissioners and Team Managers  
Archive a collection of all League Newsletters

### **TREASURER**

Maintain accurate records of all monies received and dispersed by the League  
Prepare annual Budgets and Financial Statements  
Prepare Monthly Financial Statement for Commission  
Prepare a Financial Report for all General Meetings

### **RULES AND REGULATIONS**

Enforce the SPN League laws  
Maintain a Team Manager's Manual  
Set the Schedule of Regular and Play-off Games  
Compile and maintain record of League statistics  
Arrange for umpires for all Regular and Play-off games  
Control and maintain all League equipment  
Obtain field permits for all Regular and Play-off games  
Solicit and train Scorekeepers

### **MEMBERSHIP**

Solicit League Members  
Keep an accurate Membership List  
Organize the Draft  
Maintain the Spare List, and the Waiting List  
Maintain the website  
Maintain X-tra West phone line

### **SPECIAL EVENTS**

Plan and stage League fundraising activities and Social Events

#### **APPENDIX D: TEAM FORMATION AND MANAGEMENT**

1. The commission will determine the number of teams and players on each team based on the number of players registered prior to the draft.
2. (a) Member's are permitted to register with 1 friend or partner and must indicate the member's name on each of the registration forms.  
(b) Prior to the Draft, the Membership Chair and Team Manager's will rank the pick that these players will have in the Draft.
3. (a) A Universal Draft of players will be used to form each team.  
(b) The drafting procedure used by Team Managers will be first to last and last to first.
4. There will be no trading of players during or after the Draft.
5. If a Team Manager wishes to remove or replace a player from his or her team, permission to do so must be requested from the Commission, in writing/email.

#### **WAITING LIST**

6. Persons wishing to join the League as Full Members after the Team Draft must complete a registration form and submit this to the Membership Chair, the Membership Chair will sign and date the registration form and submit the registration form to a 2nd Commission Member, the 2nd Commission Member will be appointed by the Commissioner prior to the league accepting waiting list registrations.
7. The Membership Chair and a 2nd Commission Member (to be determined by the Commissioner) shall be the only two persons with access to the Membership waiting list.
8. At the discretion of the Commission, a supplemental Draft may take place.

#### **APPENDIX E: RULES OF PLAY D DIVISION**

1. Scheduled games will be seventy-five (75) minutes long.
2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game.
3. Cancellations of games due to weather will be called by 5:00 PM for weekday games, and on an individual game basis on weekends.
4. No on-diamond warm up time will be permitted if a game is scheduled to start within ten (10) minutes, or at the discretion of the officiating Umpire.
5. (a) All players, including Substitute Players, will play a minimum of three innings per game, both offensively and defensively, and must enter the game by the top of the fourth inning.  
(b) Failure of a Team Manager to comply with Rule 5(a) may result in a penalty being imposed by the Commission.
6. (a) A team must have a minimum of seven (7) Full Members ready to start a game at its scheduled time

(b) If the team fails to have seven (7) Full Members to start a game ten minutes after its scheduled time, it will forfeit the game by a score of 7 – 0.

7. (a) A player late for the start of a game may be entered into the game at the discretion of the Team Manager.

(b) If entered into the game, the player must be entered by the top of the fourth inning.

8. Each team will be allowed only one courtesy runner per inning, that being the last available player.

9. A maximum of five (5) runs per inning will be allowed each team, except for the last inning, which will be open.

10. The Mercy Rule will be set at a fifteen (15) run lead, with a minimum six (6) innings played.

### **SPARE PLAYERS**

11. (a) A C division member shall be able to spare in the D division, to a maximum of six (6) games per regular season. The spare fee shall apply. Once a C division member has played the maximum of six (6) games as a spare in D division, that member will be considered as an ineligible player if that member participates in any additional games as a spare, resulting in the default of that game to the opposing team

(b) A spare who is not a full member of the league is entitled to play up to a maximum of six (6) games per regular season regardless of division. The spare fee shall apply. Once a spare who is not a full member of the league has played the maximum of six (6) games, that individual will be considered as an ineligible player if that individual participates in any additional games as a spare, resulting in the default of that game to the opposing team.

(c) Substitute players in Play-off games must be WESA members of the opposite division, in good standing, and on a team roster at the end of the regular season. The six (6) game maximum restrictions shall not apply. Members who have spared six (6) games in the regular season shall be eligible for sparing in the playoffs. The spare fee shall not apply.

12. (a) A Team Manager may select a maximum of two (2) Spare Players to bring the playing roster up to ten (10) players for a game.

(b) A Substitute Player will not be permitted to enter a game once the game has been started officially by the Umpire, except in the case of injury, as set out below:

### **REPLACEMENT OF INJURED PLAYERS**

13. (a) If a player from a team starting a game with seven (7) Full Members is injured, a Substitute Player may be inserted into that team's line-up.

(b) Offensively, the Substitute Player must occupy the place in the batting order vacated by the injured player.

(c) Defensively, the Substitute Player may occupy any position.

14. Once an injured player has left the game, and a Substitute Player has been recorded as officially entering the game in his/her place, the injured player may not return for the remainder of the game.

### **GENERAL**

15. (a) All members drafted to a team, or placed on a team prior to the beginning of the season, must play a minimum of four (4) full League games, both offensively and defensively.

(b) Members placed on a team after the start of the season, but prior to completion of the first half of the team's season (i.e. 10 games), must play a minimum of two (2) full games, both offensively, and defensively.

(c) Failure to comply with this rule will result in the loss of two (2) points for each player per game that this requirement is not met.

16. Members must be on a team roster three (3) weeks prior to the end of the League schedule and must have played a minimum of two (2) games in order to be eligible to play in the Playoffs.

17. Slo-Pitch National [SPN] playing rules, where not inconsistent with the League's Rules of Play, shall be used so far as applicable during all League games.

### **INTENTIONAL WALKS**

18. If an intentional walk is given to a batter, that batter is awarded second base. Runners on base advance accordingly if forced. An intentional walk is either, when the pitcher advises the plate umpire that he/she wants to walk the batter, or, at the umpire's discretion, the batter was not given a reasonable opportunity to hit the ball.

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2. No new inning may start after sixty-five (65) minutes have elapsed from the scheduled start of a game.

3. Cancellations of games due to weather will be called by 5:00 PM for weekday games, and on an individual game basis on weekends.

4. No on-diamond warm up time will be permitted if a game is scheduled to start within ten (10) minutes, or at the discretion of the officiating Umpire.

5. Players may or may not play at the discretion of the team manager

6. (a) A team must have a minimum of seven (7) Full Members ready to start a game at its scheduled time

(b) If the team fails to have seven (7) Full Members to start a game ten minutes after its scheduled time, it will forfeit the game by a score of 7 - 0.

7. A player late for the start of a game may be entered into the game at the discretion of the Team Manager.

8. Each team will be allowed only one courtesy runner per inning, that being the last available player.

9. A maximum of eight (8) runs per inning will be allowed each team, except for the last inning, which will be open.

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