

Complete Game

- Six innings constitutes a game.
- If either team is ahead by 15 runs or more after four innings of play or the home team is leading by 15 runs or more after three and one-half innings, the game shall be declared officially over.
- In case of bad weather or darkness, four and one-half innings for home team and five innings for visiting team, if ahead shall constitute a game. Care should be taken when beginning the sixth inning when getting close to darkness or in inclement weather. If the visiting team takes the lead in the top of the sixth inning and the home team is unable to complete its turn at bat, the game is ended. The final official score in this situation would revert back to the score at the end of the fifth inning.
- Home plate umpire may consult with both managers, but he will make the final determination on whether or not to continue play in the above situations.
- Rainouts should be rescheduled as soon as possible. Consult umpire coordinator for field availability. Both coaches should work directly with the umpire coordinator to reschedule the game.
- Forfeit time is 15 minutes after scheduled start time.
- No inning may begin after 2:15 hours from scheduled start time.

Team and Playing Time

- A team consists of a minimum of 8 players. A team cannot draft additional players without approval of the league board. It is a forfeit if 8 players do not start the game or continue in the game. If a team plays with only 8 players, the ninth spot in the batting order counts as an out.
- Each player on the team's roster must play in the field a minimum of three innings and bat at least once, if present at the start of the game. Playing time for late arriving players will be up to the discretion of the manager. No player may play one position for more than three consecutive innings. No player may sit out more than two consecutive innings except for disciplinary reasons.
- Free substitution defensively except for the pitcher. If the pitcher is taken out, he cannot pitch again in that game, but may play other positions.
- Batting orders are to be exchanged by managers prior to the beginning of the game. Batting order is continuous: All players on the roster present at start of game are placed in the batting order and must bat. Any late arriving players will be added to the bottom of the batting order and announced to the opposing manager.
- Each team is allowed 9 players defensively.

Playing Area and Equipment

- Playing area is to be determined by both managers and umpire during the pregame conference. Generally, an imaginary line from the backstop, running parallel to the 1st and 3rd foul line.
- Playing field is the area bounded by home plate down each foul line.
- Base distance is 70 feet. Pitching rubber distance is 50 feet.
- *The bats shall be no longer than 33 inches and the barrel shall be no larger than 2 3/4 inches in diameter.*
- It is **mandatory** that catchers wear full protective gear, including cup protection while catching. The game will be forfeited if one team is unable to play a catcher without cup protection.
- Catchers must use catchers' mitt unless agreed upon by both coaches.
- Area behind backstop is off limits to everyone.
- On deck batter must be on same side of plate as batter

Pitching

- No more than 3 innings in a game.
- Any partial inning or single pitch counts as an inning.
- A pitcher having pitched 3 innings in a game must wait 36 hours before pitching in another game.
- For the benefit of the players, coaches are urged to carefully follow these rules.
- Two trips to the mound, third trip pitcher must be removed.
- Balks are called after 1 warning (for each pitcher) from the umpire. Most umpires will stop the game and explain what the pitcher did to balk.
- A pitcher must maintain contact with the pitching rubber during his delivery.
- Pitchers are not allowed to wear any distractive things on their arms (white sleeves or wristbands).

General

- Leadoffs are permitted.
- *Stealing is allowed up until a 5 run lead is established, at which time, lead off's can still be taken, with no stealing. A hit and run call, with the batter missing, will result in the runner returning back to his base. Runners played on by the pitcher or catcher may advance at his own risk at any time.*
- Runners, with a 5 run lead, may advance on passed balls.
- The dropped third strike rule is in effect.
- Infield fly rule is in effect.
- Base runners must try to avoid contact. The base runner must slide to avoid contact when a play is pending. Sliding is always deemed as an attempt to avoid contact.
- A clean hard slide into a base is not considered initiating contact.
- A defensive player cannot promote contact by intentionally getting in front of the runner and impeding his course.

- Catchers cannot intentionally block the entire plate without the ball. The runner must be given the opportunity to touch the base.
- If contact is initiated for any of the above reasons, it is a dead ball at that time.
- If any player tries to intentionally harm another player, that player will be ejected from the game.
- Any contact that is deemed flagrant by the board will receive an additional 2 game suspension. Penalties carry over to playoff games.
- To speed up the game, a courtesy runner can be assigned for the catcher if he is on base with 2 outs. The person running must be the last out made.
- No jewelry is allowed with the exception of medical ID jewelry. Any necklaces, earrings, bracelets or rings must be removed for safety or completely covered.
- Any player coaching a base must wear a helmet.
- Intentionally throwing equipment (helmets or bats), and foul language are grounds for dismissal from the game.
- Unintentional throwing of bats: 1st time = warning. 2nd time = an out

Coaches Responsibilities

- The home team must provide 2 new game balls and a home plate umpire. The home plate umpire is always asked to umpire behind home plate.
- Managers meet prior to start of each game with the umpire to discuss field of play rules, and any field circumstances.
- It is the responsibility of the coaches to consistently **set an example for players.** Instructing and coaching a respect for the game, their teammates, and the opposing team is essential for the league.
- Sportsmanship with healthy competition is to be stressed.
- Any disputes must be arbitrated in a positive, sportsmanlike, fashion. Improper behavior, foul language, and disrespect for umpires will not be tolerated. The discretion of the umpire stands if this behavior persists in a game.

Protests:

- Protests must be submitted in writing within 48 hours of conclusion of game to the league commissioner and president so a hearing can be determined for the incident. If a play or rule is protested please submit also to the umpire coordinator.

Umpires

- Only head coaches may address umpire.