

**PRE GAME** –

It is the responsibility of the home team manager to have the field ready to start the game. The field should be lined (batter’s boxes and baselines) and the infield prepared (dragged, raked, etc). We recommend that both coaching staffs (home and visitor) lend assistance so we all have more time to prepare our players for the start of the game.

Bases put away field dragged, bathrooms & field box locked up. Both teams are responsible to clean up their own dugouts.

Visiting team will conclude its 15 minute practice 5 minutes prior to scheduled start of game. Home team has the right to sole possession of the field until 20 minutes before the scheduled start of the game.

Managers shall exchange lineup cards before the game. These must include the starting line up, and uniform numbers.

A team with 8 players may start a game; those with 7 players must forfeit the game 15 minutes after the scheduled start time.

At the completion of the third out of any half inning a **"Time Out"** will be observed until the opposing team's pitcher delivers his first warm up in the following half inning. **No conference may be charged during this time out.**

Bunting is permitted.

Infield fly rule is in effect.

Catcher’s mitt may be highlighted so as to assist the pitcher.

No one shall be allowed in area between umpire and snack bar window.

No intentional walking

## GAMES

A complete game is 4 innings, 3-1/2 if the home team is leading.

**Teams may only bat through their order once. Once you batted through your order regardless of outs** **you take the field,** **except the last inning you bat until 3 outs are made. If one team has less players you bat as many batters as your opposing team. Ex: If one team has 10 players and the other 12, both teams’ orders consist of 12 players.**

The following is to be reviewed during the umpire / manager pregame meeting: If after four (4) innings, three and one‑half innings if the home team is ahead, one team has a lead of ten (10) runs or more, and the manager of the team with the least runs shall have the OPTION to concede the victory to the opponent. NOTE: (1) If the visiting team has a lead of ten (10) runs or more, the home team must bat in its half of the inning.

Curfew – **WEEKDAY GAMES**: No full inning may start after 2 hours from the 1st pitch. **WEEKEND GAMES**: No full inning may start after 2 hours and 15 minutes from the 1st pitch. There is no “hard stop” that will be imposed. The game will be counted as a complete game unless 4 innings have not been played

NOTE: An inning starts the moment the third out is made, completing the previous inning.

Umpires will ensure that no time management tactics are used by the managers.

All teams will use a continuous batting order that will include all players on the roster present for that game.

All players must wear helmets while at bat and on base.

There is free substitution on the field.

Only manager and coaches assigned to the teams playing are allowed on the field during a game

**All players MUST play defensively in the field for a minimum of three innings (9 defensive outs) and bat at least once in a game (does not apply if a team does not need to take the field in the last inning – the rule then defaults to six consecutive defensive outs and at least one at bat). EXCEPTION: If a team has 12 or more players present at the start of the game, the mandatory play rule is 6 defensive outs with at least one at bat.**

## BASE RUNNING -

Stealing of third base and only third base will be introduced this year. Stealing is **NOT** permitted on any other base. THERE IS NO STEALING HOME, not even on a passed ball. A runner cannot leave any base until the ball crosses home plate. If a runner does not steal, they just go immediately back to their base once the pitcher has possession of the ball on the rubber. If a play is made on any base runner, then the other runners may run at their own risk, including any player on third base may then advance. No leads allowed. The runner is out, if in the umpire's judgment, he leaves the base early. (No warning will be given by the umpire in calling each player out; this is to be reviewed at the pre-game meeting)

All players must wear helmets while at bat, on base,

Tagging up on fly balls is permitted.

A hitter may NOT run to first on a dropped third strike.

Runners advance one base on any ball thrown that goes out of play, whether or not the ball rebounds into the field. The key is which base the runner has legally owned AS THE BALL LEAVES the hand of the fielder before it goes out of play, NOT where the runner is as the ball goes out.

In the judgment of the umpire, any runner in OUT when the runner does not slide OR attempt to get around a fielder who has the ball and is waiting to make the tag. It is the responsibility of the runner to slide in order to reduce potentially injurious contact on all plays at all bases. NOTE: A player is not out if he doesn't slide, he's out only when he creates a collision. No contact, no out.

Play stops when the pitcher has control of the ball and is on the pitching mound, or when the umpire grants a time out. If the runner is more than half way to the next base, the runner will be awarded that base. If he is not more than half way he will be sent back to the base he owned.

No head first sliding, only when returning to a base.

Courtesy Runner for catcher with two outs.

**PITCHING**

Pitching week runs from Monday to Sunday. Violation of the pitching rules will result in the forfeiture of the game by the team found guilty of the violation.

Pitchers can pitch a maximum of 2 innings – 6 innings per pitching week. Exception: If a team has games scheduled 2 consecutive days, a pitcher may pitch 1 inning in first game and 2 innings the second game. 6 innings per pitching week rule still in effect. The league recommends keeping pitchers pitch count below 60 pitches per 2 innings. Our goal is to develop pitchers and preserve our pitchers arms.

Managers (or coach) may visit a pitcher 2 times in an inning; the third visit to the same pitcher in an inning will require the pitchers removal.

A pitcher hitting 2 batters in 1 inning or 3 in one game must be removed from the pitcher’s mound.

The throwing of 1 pitch constitutes an inning pitched. Note: A bounced pitch that hits a batter is a "hit by pitch" and he takes his base. If the batter swings and hits the ball, it is a live ball.

Coaches are permitted to warm up pitchers on the field between innings or in the bullpen area.

**SCORES -** The manager of the winning team must email or call the director of the league with game scores within 48 hours. The winning manager is also responsible to give the names of all pitchers used by both teams and the numbers of innings pitched. Scores NOT reported within 48 hours will be ruled a forfeit.