

General Information

- Maximum of 9 people on team. Minimum of 5 required to play the game.

Gameplay Rules

Format

- Mercy rule will be in effect. 15 runs after 3rd inning/10 runs after 4th inning or 20 runs at any point.
- Every player will bat. Teams are responsible for having a set batting order. A player batting out of turn will be deemed an out.
- Maximum of 6 players on the field for defense.
- Extra Innings last out starts on second base with 1 out in the field.
- **TOURNAMENT GAMES WILL BE 5 INNINGS OR 50 MINUTES TO FIT ALL GAMES IN ONE DAY.**

Equipment

- Any equipment brought to the game will be deemed “shared” equipment for both teams use.

Pitching

- There will be a built structure to determine balls and strikes.
- Standard baseball balls/strike rules are to be used.

Hitting

- Bats may have tape on the handles for grip, but no tape is allowed on the barrel of the bat.
- Gloves may be worn during batting, but gloves of any kind are not allowed in the field.
- First base does not have to be touched on home runs.
- Bunting will not be allowed. Bunts will result in an out. In the event a batter is in full swing and simply “doesn’t hit it far” the hit will be allowed.
- Hitting the pitching basket will not be considered a live ball. It is recommended to have the pitching basket behind the pitcher to give the pitcher a chance to field the ball before it hits the basket.
- On a 3-0 count driver must swing or automatically goes to 3-2 count.

Base Running

- Base runners will use the bag painted in foul territory when running to first.
- Any baserunner hit by a ball straight off the bat is out. Unless in foul territory.
- Base runners should stand on foul territory bags at 1st and 3rd if there is a chance the ball could be hit into them. If a baserunner is standing on a bag, **INSIDE THE FOULS LINES**, and is hit with a batted ball, the runner is out. This includes 2nd base.
- **BASE RUNNERS WILL NOT GET AN EXTRA BASE ON ERRANT THROWS OUT OF BOUNDS UNLESS THEY WERE ACTIVELY GOING FOR THE EXTRA BASE.**

Fielding

- Any base runner may be put out by being struck with a thrown ball (pegging) if they are not on a base.
- Pegging will be allowed.
- THE FIELD OF PLAY IS SET BY THE PAINTED LINES FROM BACKSTOP DOWN EACH BASELINE.
- A successful peg will result in a dead ball. ***IF*** the ball leaves the field of play after the peg.
- An unsuccessful peg will result in a dead ball ***IF*** it leaves the field of play.
- An unsuccessful play at a base will result in a dead ball ***IF*** it leaves the field of play.
- Dead balls MUST be announced WHEN the ball leaves the playing field (not when you throw it, but after it goes out of bounds) and will result in the runners stopping on the base that they are currently running to. In the event of multiple base runners, the lead runner will dictate where the trailing runners stop.

Examples: 1) A runner that has rounded 2nd cannot be on 3rd base if a runner in front of them stops on 3rd because of "DEAD BALL" call. There cannot be 2 runners on 3rd so by default the trailing runner has to go back to 2nd regardless if they had already past 2nd.) 2) Runner on 1st, ball hit to the pitcher, if the pitcher tries to either peg the runner or throw to 1st and is unsuccessful, he will announce "DEAD BALL". The runners, using the honor system, would stop on the base they are traveling too. The batter would stop on 1st and, the speed of the runner that was on 1st, would determine where he/she stops. If that runner has already rounded 2nd base when "DEAD BALL" is called, then he/she would stop on 3rd. If the runner, that was on 1st, had not yet reached 2nd when "DEAD BALL" is called then he would stop on second. HONOR SYSTEM--- try not to make this too difficult or complicated.

- We will observe normal base rules as they pertain to the "infield fly rule". Team captains please educate your teams.
- The team captains can immediately call the infield fly out, or it can be discussed by the captains after the fact if a defender has blatantly missed a fly ball.
- Infielders may use the strike zone as a "catcher" on force out plays at the plate. If an infielder hits the strike zone with the ball (on a force out) before the runner tags home, that is an OUT.