

THE #1 RULE IS TO HAVE FUN!!! Sportsmanship must be practiced at all times.

GAME RULES: Each team will have a captain responsible for ensuring the team bats in the correct order and adheres to the roster rules.

All field rulings are at the discretion of the umpire. In the interest of sportsmanship and time, please do not argue with a call once it has been finalized. If you know an incorrect call has been made in your favor, please be honest about the situation. There is only one umpire and he or she may not have the best vantage point to view every play.

Games will be a maximum of 7innings, with no new inning starting after 1 hour. All innings will be completed by the home team completing their turn at bat if they are tied or behind after the top of an inning. The umpire's clock will be the official game clock and the umpire will inform both teams when the game has started. To keep the games moving there will be no warm up pitches or throws for the fielders after the first inning when the pitcher will receive 3 warm up throws.

NON-ROSTER SUBS:

There will be no exceptions so please plan ahead!

Team is allowed a max of 3 registered subs per game to get to 10 players. (Must be registered prior to arriving at the field.). If you are short players at the field, team can pick up a max of 3 subs from other teams to get to 9 players. Must play with a catcher.

Non-JCS subs- Can play a max of 3 games per season. Sub fee is \$10 per game. They must register before they arrive at the field and must register each time they sub.

Players from other teams are permitted to sub twice per season free of charge. They must register as a sub each time they sub. This means 2 games per season, not 2 games per team.

After subbing 2 games, they are required to pay a \$10 sub fee per game.

Subs are not allowed during playoffs.

TEAM ROSTER & GENDER RULES: A team may consist of any number of players on the roster as long as the following conditions are met. Max: 7 guys in the field at all times.

A team must be able to field a minimum of 8 players and a maximum of 10 players and there must be 2 females on the field at all times otherwise the game will be forfeit.

CAPTAINS' MEETING: Prior to the start of the game, the two team captains will meet with the umpire to review field-specific rules (foul lines, areas out of play, etc.) and game-specific conditions (line-up cards, subs, etc.). Home team will be determined by the schedule. The home team will take the field first. The official score is kept by the umpire.

PITCHING: A single step must be taken when pitching from the pitcher's line. The arc on underhand pitches must be between six feet and twelve feet above the ground. A pitch outside of this arc will be ruled as an illegal pitch and called a ball. However, if the batter swings and

misses, then it will be treated as a legal pitch and called a strike. If the batter swings and connects, then it will be treated as a legal pitch and ruled in play.

BATTING: The batting order is indicated on the line-up card and cannot be changed once the game starts. The batting order must be no more than three males batting between every female. All players on the lineup card shall bat. If a player does not bat, then he or she is ineligible to play the field. All players will be included in the lineup, even if they do not begin the game in the field. Everyone playing must be listed in the lineup in order to be eligible to play. If the player is not at the field when his/her turn comes up you will need to take an out.

Courtesy foul is allowed if the game is started on time only. (this is decided at the beginning of the game)

Leaving the base before the batter swings is not allowed. Runner will be called out.

One foot must always remain in the batter's box while swinging.

Bunting is not allowed.

FIELD RULES:

Triple: Ball bounces into woods

HR- Ball into woods on a fly.

All you can get: if ball is touched.

SUBSTITUTIONS: Players may sub in and out on defense prior to taking the field in an inning. Once the team has taken the field, substitutions should only occur in the case of injury. The batting order will not change, even when substitutions are made.

BALLS & STRIKES: To facilitate pace of play males at bat will start with a one ball/one strike count. Females at bat will start with a zero ball/zero strike count. Foul balls count as a strike regardless of the pitch count. The player is out after strike three.

GENDER: If a team has fewer than 3 females present and able to play, then they will take an automatic out each time their turn in the lineup has been reached. It is the batting team's responsibility to notify the umpire when an automatic out has been reached in the line-up.

BASERUNNING: Non-contact and all players must avoid unnecessary contact at all times. Runners must give themselves up, get out of the way, or slide when a play is being made at a base. A runner who moves more than 2 steps out of the base path to avoid a tag shall be called out. Runners must avoid fielders attempting to field a hit. If a fielder is blocking the base/in the base path while waiting to receive a throw, fielder interference will be called, and the runner will

be safe. If the contact was considered unsportsmanlike, then that player will be ejected by the umpire.

Base runners heading to first base should always run in foul territory (the right side of the foul line) in case the catcher needs to throw to first. Base runners must use the safety base at first base and at home plate. The normal base and plate are for the fielders.

Stealing, and leading off base is not allowed. Violation of this rule will result in the player being called out

COMMIT CONE: If you cross the commit cone you must go home.

SLIDING: Sliding is allowed, but not at all bases. Runners may slide feet first into second or third base. Runners may not slide into first base. Runner may slide into the safety base at home plate. Runners may not engage in a head first slide when approaching any base on the field. If a runner's momentum has caused him or her to overrun a base, he or she may dive back in a head first manner to regain possession of that base. Violation of these rules will result in the player being called out.

SCORING: The play at home is always a force play regardless of the position of other runners. The fielding team must tag home plate before the runner tags the safety base at home plate. Runners must always use the safety base at home plate or they will be called out unless it is an out-of-the park home run.

There is a seven-run limit per team per inning except in the sixth inning. After the seventh run is scored during the first five innings, play will stop regardless of the number of outs and the teams will exchange positions. There is no mercy rule.

INJURED PLAYERS: Injured players may receive a pinch runner once they safely reach a base. They must bat for themselves. If a male player is injured, then the last player out will become the pinch runner regardless of gender. If a female player is injured, then the last female out becomes the pinch runner.