

RULES

- 1) **no metal cleats or any sharp cleats.** Cleats review by each coach before play to avoid injury and/or ejection.

- 2) **collisions.** right of way belongs to the fielder having a reasonable chance at making the play. Making the play means going after a loose ball. when fielding a throw, the fielder must not block the runner. Runners get a free base when the fielder, not part of the play, stands in the baseline/path between the runner and the next base. Contact does not have to be made and in fact should be avoided. Runners may jump over fielded balls as long as they are not interfering with a fielder movement. Blocking the runner or "reasonable" attempt at the play to be determined by both coaches and, in case of a calm difference of opinion, everybody goes back and the batter hits again.

- 2a) **first base rule.** Games will be played with 2 first bases, one in the usual position and one outside(foul area) of the baseline up against the regular base. Runners advancing to first shall run towards the outside base. Defensive players shall use the inside base to make the play. Any defensive player who has possession of the ball making a play at first who stands on or crosses the first base line (from home plate to 5 feet past first base) causes a defensive violation, in which case the runner advancing to first is safe and all other runners advance one base from where they started before the ball was hit. This does not include chasing a runner who runs off the baseline to make a tag. Once a runner has safely crossed first base and the play is dead, the runner shall use the inside base. Runners colliding with the defensive player who is properly positioned on the inside base are out.

- 3) **sliding.** Sliding (head, feet, butt, any body part first) is allowed but must be directed towards the bag. Base coaches should help instruct fielders on where to stand to avoid injury and make the play if it's obvious that the fielder isn't fully trained in this area. No blocking home plate, meaning no standing in baseline between home and 3rd.

- 4) **pinch runners.** Allowed, same gender substitution. This preserves the idea of letting people play without an advantage being gained.

- 5) **gender composition.** 10 player teams with no fewer than 3 women
9 player teams with no fewer than 3 women, no out
9 player teams with 2 women, 10th spot auto out
8 player teams with 2 women, 9th spot out, no 10th spot
fewer than 8 player teams, 2 women required, 8th spot auto out,
other team passive catcher (only throws back pitches)10 run
rule (once you are 10 behind after the close of an inning the
game is called.
*** Any Children under the age of 12 is counted as women

- 6) **instruction.** Both teams have a duty to provide playing guidance to any and every player that could benefit from playing tips.

- 7) **heckling.** Your own team only. Coach to coach correction discussions with a warning then ejection (same offender) then forfeit (additional offenses).

- 8) **praise.** Mandatory for good play by both teams.

- 9) **disagreements.** The call is final. Only the opposing team coach can ask the calling team coach for a review of a call. Any other player discussion is considered heckling (see 8 above).

- 10) **over-throws.** 1 additional base for all base runners regardless of position between bases, meaning they have a free walk to the base in front of them.
- 11) **no bunting.**
- 12) **no lead off.** Runner's foot must be touching the bag until batter contact with the ball.
- 13) **no walks.**
- 14) **strike outs.** 3 swings and misses or 2 fouls and a last swing and miss is an out (or any combination thereof ending with a swing and a miss).
- 15) **no infield fly rule.**
- 16) **fouls** that rise above the batters head and are caught are out. Ricochets are ruled interference.
- 17) **Pitching.** Pitches should be slow/soft pitches and with a 6 foot (2 meter) to 12 foot (4 meter) arc.
Let's keep bad pitching to a minimum, replace when obviously necessary.
- 18) **Infielders must play behind the baseline at the pitch.**
- 19) **Substitutions** must play the field first, before batting, except in case of injury or a team starts play with less than 10 players.
- 20a) **umpiring.** Batting team or observing team is responsible for providing "coaches" at home plate, 1st base and 3rd base. These "coaches" are responsible for on-field calls as follows:
- Home Plate Coach:** Fair and foul calls, close plays at home plate, pop flies to the catcher;
1st Base Coach: close plays at first base and outfield flies to right field;
3rd Base Coach: close plays at 2nd and 3rd bases, outfield flies to left & center field.

In the case of confusion among the coaches/umpires, the coach/umpire who with certainty can call the play prevails. If no coach/umpire can call the play with certainty, the runner is safe.

20b) If the tournament consists of an odd number of teams or during any round one or more teams is not playing, the coach from the team that is not playing during the round will provide 3 umpires per game during the round. The formula above will be used to determine where each umpire calls outs, fair or fouls.

21) **official games.** 7 innings. 4 innings constitutes an "official" game (the team that is losing must play at least four innings for a game to be an official game. If the visiting team is not winning by the end of the top of the 4th inning, the home team does not need to bat to make the game a complete game.). Depending on the time the permit allows us to play, games will be 50 minutes long. At the 40 minute mark, coaches will tell their teams that this will be the last inning.