

GAME PLAY

Tobacco, Alcohol, Seeds: There is absolutely no use of alcohol, tobacco products, vaping products (and similar protects), allowed on school grounds or the field.

Etiquette: Any rude behavior or foul language will not be tolerated and can result in an ejection. These requirements apply to players, coaches, and spectators.

Field of Play: Bases will be 60 feet apart and the mound will be 50 feet from home plate.

Game and Start of Play: Captains will meet together 5 minutes before the start of the game to determine ground rules, organize bases, and address any concerns regarding the game. There is no grace period for the start of the game. Games will last 7 innings or 1 hour & 30 minutes. No new innings will start after 1 hour & 15 minutes have been played. If time permits extra innings, they will be played to try and prevent a tie. It is important to arrive on time and know your team assignments to ensure a quick and efficient game.

Official Game: A full game will be official after 4 full innings have been completed, or if 3 1/2 innings were completed with the home team winning.

Run Limits: For innings 1-6 there is a 5 run limit per inning. Once a team scores 5 runs their turn at bat will be considered over. For innings 7 there is no run limit.

Mercy Rule: If a team leads by 20 runs or more after 5 innings (or 4 1/2 if the home team is winning) then the game will result in a mercy. If a team leads by 15 or more runs after 6 innings (or 5 1/2 if the home team is winning) then the game will result in a mercy. There are no mercy rules in effect during playoffs.

BATTING

Count: All players will start with a 1-1 count.

Foul Balls: A player may foul off 2 pitches. A 3rd foul ball will be an automatic out. NO bunting, stealing, leading off base, sliding, or blocking bases.

Running: Players are allowed to run through all bases to help limit injuries & sliding.

Batting Order: There is no maximum for the batters in a lineup. All players participating in the game must bat. There is no substituting or pinch hitting allowed for the batting order. The minimum number of batters allowed for a lineup is 7. If there are only 7 batters in the line-up then a ghost out will apply for batters 8 & 9.

Ghost Outs: If a team has 7 or less players when batting, then spots 8 & 9 will result in outs.

Eligible Bats: Eligible bats must bear the ASA seal. Bats rolled, shaved, loaded, or otherwise altered are not allowed. If a team is found to be using an unapproved bat, the team will be assessed a 2 run penalty; the player & bat will be removed from the game.

Courtesy Runners & Injuries: A batter may ask for a courtesy runner BEFORE their time to bat. The runner may not advance past first base on a batted ball unless it is due to an out of play overthrow, automatic double, or home-run (must be over a fence).

PITCHING

Count: All batters start with a 1-1 count.

Warm-ups: Pitcher is allowed 3 warm up pitches between innings. Height: Pitching arc is 6' to 12' from the ground.

Position: Pitchers may stand and release the ball from up to 6' behind the mound and up to 1' in front of the rubber.

Protective Mask: All pitchers & catchers must wear protective masks. This is nonnegotiable.

Strike Zone: A slowpitch strike zone mat will be used to determine balls & strikes. If the pitch meets the height requirements and touches the plate or strike zone mat the pitch is considered a strike. If the pitch does not meet the height requirements or does not hit the plate or strike zone mat the pitch is considered a ball. The fielding team's catcher will call balls & strikes.

DEFENSE

Fielders: Each team can field 10 players each inning and must field a minimum of 7 players.

Warm-ups: No infield/outfield warm-ups after the 2nd inning.

Non-defensive Catcher: In cases where one team has either 8 players the opposing team will supply a non-defensive catcher. This means the defensive team must field all the plays at home plate - the non-defensive catcher's responsibility is to field pitches and throw them back to the pitcher.

OUTS IN THE FIELD

Outs: Outs in the field will be determined by the hitting team. A first base coach & third base coach are required for the hitting team. The first base coach will rule outs at 1stbase & 2nd base.

The third base coach will rule outs at 3rd base and home plate. Catches in the outfield, infield, and in foul ground will be ruled by the closer of the two coaches.

TEAMS

Team Roster: Maximum team rosters will be 15 players. All players must be 18 at the start of June 1st.

Waiver: Only players who sign a player waived form are considered on a team and allowed to play. Player waiver forms must be filled out prior to the 1st game of the season.