

MAJOR RULES

- 1- No contact Rule in Effect
- 2- Teams Must have 8 Players to Start
- 3- Teams Must Keep A Pitching Record, failure will result in warning 1st time, game being played but team without record loses 7-0, 2nd time team that has no record loses 7-0 but play the game 3rd time coach is suspended, and team is not eligible for playoffs
- 4- There is a 15 minute grace period if a team doesn't have enough players if 8 players game must start
- 5- Roster batting so if a team has 10 players the line is 1-10 and if the other team has 12 that team will bat 1-12. Any team with 13 or more may sub players 13, 14 and so on. Sub players must get 1 at bat and 3 consecutive outs in the field. Failure will result in a 7-0 forfeit. Any player who arrives after 1st inning is completed is not required to play, coaches decision.
- 6- Any player who throws the bat is OUT- No warning is required. Any ball put in play will be called dead and all runners return to the previous spot on the bases.
- 7- Speed up rule for the catcher. 2 outs and the catcher is on base he is replaced with the last out and comes in to get dressed.
- 8- Catcher Must Wear a Protective Cup -NO EXCEPTIONS
- 9- No Head first slides allowed
- 10- 10run rule in effect after 4 innings Each team must bat the same amount of times. IF home team is up by 10 runs in bottom of 4th game is over.
- 11- Any pitcher who is warming up with a catcher, the catcher must have a mask on
- 12- Each team will keep a pitching record, Date of game, number of pitches,
- 13- A pitcher will get 7 pitches to start the game and 3 warm up pitches for every inning they start after the 1st inning. A relief pitcher will get 7 also.
- 14- Any catcher who catches 4 innings or more may not pitch in that game, any pitcher who pitches 4 or more inning may not catch.
- 15- NO DROPPED 3rd Strikes are in play.
- 16- Wood bats are allowed