



Summary of basic rules

Rule 1, sec. 8: Illegal (unregistered) players may be ejected whether or not the other team has protested, but the game will not be forfeited unless the illegal player is playing under an assumed name. The acting coach of the game will be suspended until the unregistered player is registered. If a player is playing under an assumed name the player and the coach will be suspended from play for one calendar year.

Rule 4, sec. 3: All starters AND substitutes may leave the game and re-enter once, but must remain in the same place in the batting order.

Rule 8, sec. 8: (Crash rule) Remaining on your feet and contacting a fielder who has the ball or impeding play is always an out. Runner must slide, run around or jump over a fielder waiting to apply a tag. Forceful contact is also an immediate ejection.

Coed Rule 4, sec. 1: Coed teams may start with **8 players** (4 male, 4 female or 3 male, 5 female) without agreement from the other team. Starting with 9 players the team will have an out at the end of their lineup. E.G. If the lead batter is a male and you are short a male the "Ghost out" will be the Second to last batter or the last male batter slot in the lineup. All teams may start with **8 players** and will still only get one ghost out.

Homerun rule:

- Men's C & Coed C.....4**
- Men's D & Coed D.....2**
- Men's E & Coed E.....0 1/2 inning ending**
- CoRec 7/3.....1+Progressive**
- All Parkstrip.....0 (Out, but no other penalty)**

1. Home team gives new ball(s) to umpire; visitors supply good used ball(s).
2. All teams automatically receive five minute grace period from scheduled start of game if they do not have eight players present.
3. Teams may always start with **eight players**. If a team does not have eight players after the grace period, the other team may elect to
 - (a) loan one or more players to bring the lineup to no more than 8 players for the duration of the game, in which case late-arriving players may not play for the short-handed team.
 - (b) start the game with the other team having fewer than nine and taking an out for only one missing batters.(keep two ghost in the lineup in hopes of two players showing up to keep your lineup eligible for ten batters. No ghost outs will be taken for 8 players but they must be accounted for.) If the team

with less than nine players is the home team they then become the visitor team once the game commences

(c) take a forfeit.

4. When a team starts with fewer than 10, late-arriving players may immediately enter the game so long as the official lineup has the ghost positions accounted for at the time of submittal unless the other team has lent players.
5. In case of score discrepancy, umpires shall reconcile both scorebooks. Home team scorebook is official only for purposes of recording protests.

Courtesy runner:

Each team may use one courtesy runner per inning per gender. The courtesy runner will be the furthest batter of the same gender in the order from the current batter/runner. If the furthest batter in the order of the same gender is currently occupying a base it goes to the next furthest in the order of the same gender and so on. If the courtesy runners spot comes up in the batting order while they are on base the team has two options. Either they can reenter the original batter and have the courtesy runner hit, or they can forfeit the out at the plate and leave the runner on base. If a courtesy runner is illegal and caught before next pitch the courtesy runner is out.