# **Rules/Regulations:**

## Strikes/Balls

• Each batter starts with one Strike & one Ball

## Game length

1.5 hours or 9 innings whatever comes first. An inning must finish if the home team is trailing. If there are more innings left to play...a new full inning <u>will be</u> started if there is any time left before the 1:30 hour game limit and that new inning <u>will be</u> finished regardless of time.

#### Collisions

- You cannot collide with base player other than sliding into a base.
- A standing collision at any base will result in the runner being called out.

#### 2nd base Double Play:

• Runner must slide or peel off when running to 2nd base to avoid interference with double play. No arms up to break up the double play. If interference, batter will be called out. Decision is at UMP's discretion.

#### **General Rules**

- Last out player pinch runs if runner needed.
- A team cannot slowdown play in order to "run out" the clock on a game so a new inning does not start. If this is suspected and the UMP agrees that this has happened, the team using the delay tactic will register a loss for that game.
- A fly ball caught then run out of **play does NOT automatically advance runners on base** ,however, players on base at time of catch **can**, at their risk, tag-up and attempt to advance.
- Bats must have the "ASA" and/or the "USA Softball" identification in order to be used in our league.

# "Courtesy Runners" or "Runners" for Injured Players

- This replacement runner will always be the guy who made the last out.
- If, by chance, there is no guy who made last out before a replacement runner is needed...the opposing team gets to choose the replacement runner.
- If that runner has to get up to bat while on base...he can leave the bases to bat and the "last out" batter will replace him OR another runner chosen by the opposition if no "last out".
- Before a game...a team may designate a player who will need a "runner" for them due to injury or other compromising condition.
- This is separate of a guy who gets injured during play who can also have a runner supplied (last player who made an out).

- Players who need a runner have to advance to at least first base themselves before a runner will be supplied.
- The player who needs a runner can advance to any base, after his hit, before a runner will be designated. So, if a player gets to second or third base after his hit...the runner will take over from there.
- Like any rule this is meant to solve a situation not to be used as a tool to win a game. Please only designate the players prior to a game who truly have an injury or other situation where base running would be detrimental to them