

RULES ADDENDUM

1. **7 Inning Games:** Games will end after 7 innings. If the game is tied at the end of the 7th inning, the visitor will be considered the winner by a half run.
2. **Pitch Count:** 1 & 1 with none to waste.
3. **Mercy Rule:** 12 or more runs after 6 innings.
4. **Flip Flop Rule:** 10 or more runs after 6 innings.
5. **Home Run Limit:** Sun Division: 5 home runs followed by outs. Lakes Division: 2 home runs then 1 up or a single. Once a team gets to 2, they can't be more than 1 up
6. **Walk Rule:** After a batter is walked the first time with no strikes pitched, the batter has the option not to take a walk until a strike is pitched on subsequent at bats. (Sun Division only)
7. **Pitching Screen:** If a batted ball hits the screen on the third strike, it's a dead ball. If the batter hits the screen again, it is a strike and the batter is out. Lakes Division pitchers must start from the pitcher's rubber. Pitchers must stay behind the screen until the ball is hit unless they wear a mask and shin guards. One reminder will be given. The second time, the pitcher will be required to wear the protective gear the remainder of the game while pitching.
8. **Pickup Players:** No restriction on where pickup players bat in the order.
9. **Shorthanded Team:** If one team is short a player, an automatic out will be given at the end of the batting order one time only. The opponent will supply a catcher for the shorthanded team. If both teams are shorthanded, both teams will supply a catcher (no automatic out). If an eligible player becomes available after the game has begun, he will be added in at the end of the batting order. Note: Any player available (Sun or Lakes) is eligible to catch.
10. **Veering Off:** When there is a force play at second or third base, the runner must veer off or slide to avoid a collision or interference will be called. Umpires will enforce this.

11. **Runners at the Commitment Line:** This rule affects runners who hesitate near the commitment line and then slide a foot across the line just before being tagged, thus allowing the runner to be called safe since a runner could not be tagged after crossing the line. Under the new rule, the runner is still committed to going home after touching or crossing the commitment line; however, defensive players may now tag the runner until BOTH of the runner's feet have touched or crossed the line.
12. **Plays Made on Batter-Runner at First Base** – On an errant throw or bobbled ball that causes the defensive player to go into foul territory, the defensive and offensive players may use either the white or orange portion of the base in order to avoid a collision.
13. **Obtaining Subs for the Sun Division During Conflicts with Outside Tournaments** – For the Sun Division only on Thursdays or Fridays when there are fewer than nine players on one or both teams and all eligible subs have been contacted.,
 - a. If one or both teams are missing one player, the manager can pick up a 2 for a 3 or a 1 for a 2.
 - b. If both teams are missing a 3, both managers can pick up a 1.
 - c. If both teams have exhausted the above and both teams have 8 players, then both managers could recruit a Lakes pitcher who isn't playing that day (assuming he agrees to play) and the pitchers would not bat. Lakes would still have priority for subbing purposes that day.
 - d. This is for emergency use only and both managers have to be in agreement regarding the subs and together they need to strive to keep the teams as evenly matched as possible.
 - e. If the above doesn't remedy the situation, the games will be canceled and not made up.