

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. When a strike is thrown, the batter is no longer protected during this at bat. The defensive team may walk the batter intentionally or continue pitching. The batter, if walked during this at bat, must comply. The count does not start over.
7. **Pitching Screen:** If a batted ball hits the screen on the third strike, it is a dead ball. If the batter hits the screen again, it is a strike and the batter is out. Sun Division pitchers can pitch from anywhere in the pitcher's box. Lakes Division pitchers must start from the pitcher's plate. Pitchers in both the Sun and Lakes Divisions may pitch over the screen or around the screen. Six-foot minimum and twelve-foot maximum heights are at the discretion of the umpire. After the pitch is delivered and before the ball is contacted by the bat, the pitcher must be behind the protective screen. Whether or not the pitcher chooses to wear protective equipment, he must return behind the screen before the batter makes contact with the ball. After the ball is contacted, the pitcher is allowed to move anywhere on the field. If the umpire determines that the pitcher is not returning to safety behind the screen, the pitcher shall receive a warning that another infraction of not returning to safety behind the screen will result in the pitcher being removed from the pitching position for the remainder of the game. He can play another position for the remainder of the game. If a pitcher stays outside the safety of the screen and fields a ball, the umpire should call "dead

ball” and award the batter first base. Any runners forced to move up will advance on base.

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 with 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 from the Lakes Division is eligible to play defensively and also allowed to bat. A Sun Division player is allowed to play catcher in a Lakes Division game, but not allowed to bat.
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. (See rules 8.6 and 8.7 in SSUSA Rule Book). If the base runner chooses to slide, he must slide into the base, not over the base initiating contact with a fielder.
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, a bobbled ball or a batted ball which caroms into foul territory, both the defensive and offensive player may use either the white or orange base in order to avoid collision.
13. **Obtaining Subs for Sun Division - Regular Session.** First, check the Sun Division SUB LIST. Next check the Sun Division rosters for players not playing that day. Last, if necessary, check the Lakes Division players; but please look to add from the rosters of the two teams not playing that day.
14. **Obtaining Subs for the Sun Division During Conflicts with Outside Tournaments** – When there are fewer than nine players on one or both teams

and all eligible subs have been contacted: First, if the managers can agree on each other's rosters, the game can be played with any combination of rated players. Second, all players on teams' rosters that are available to play, must play. Next, Lakes Division players are eligible to play. This is for emergency use only. Both managers have to be in agreement regarding the subs. Together they need to strive to keep the teams as evenly matched as possible. If this does not remedy the situation, an attempt will be made to reschedule the games. If this does not remedy the situation, the games will be cancelled.

15. **Injured Players** – With managers' approval, any player removed from the game due to injury may be allowed to re-enter the game or subsequent game without penalty.
16. **Courtesy Runner Needed for Walked Batter** – The batter does not need to go to first base. Courtesy runner can immediately take possession of first base.
17. **Players Leading Off into Foul Territory** – Runners are allowed to be in foul territory at 1st and 3rd base to try to avoid being hit by a batted ball. Before a runner may attempt to advance, they must return and touch the base that they have earned. However, these runners assume all responsibility of being off the base when the defense makes a play.