

General Rules and Regulations

1. The time limit of the game is 60. Once the time-limit has been reached, the inning will be played in full (unless the home team is winning; then the bottom half will not be played). If the game is tied after the time limit has been reached, the game will end in a tie.
2. There is a 5-run limit per inning. A mercy rule is implemented of the winning team being up by 15 runs at the completion of 3 innings, or up by 10 runs at the completion of 5 innings. Spirit of the rule: If both coaches agree, the remainder of the game time can be used for play.
3. The field shall have 60-foot baselines, with the distance from home plate to the pitching rubber as 43 feet.
4. If a team is below 9 baseball players/10 softball players, the coaches may agree for the lending of players in defensive positions. The purpose of this rule is for the encouragement of play. There are no standings for this division, and we want to limit forfeitures when we can prevent it.
5. Parks & Recreation has the ability to modify these rules throughout the course of the season to provide for circumstances that may come up that have questionable effects on the league and game play.

Batting

1. Teams may bat 9 baseball/10 softball or may bat continuous with free defensive substitutions. Spirit of the rule: Teams may bat continuous, batting the full roster. If a team bats continuous, and if a player is sick/injured, their spot may be skipped without penalty.
2. Infield fly applies to this division. (This applies only when player(s) are on base.)
3. An uncaught third strike does not apply to this division.

Base Running

1. Infielders cannot purposely block the path of the base runner. Any intentional interference, the runner will be awarded the base in which they were advancing.
2. Slide Feet First.
3. No stealing will apply. Spirit of the Rule for baseball: If by game 4 both coaches agree, stealing can apply only after the ball leaves the pitcher's hand.
4. No advancement on a passed ball when a coach is pitching. If by game 4 both coaches agree, runners can advance.

Defense

1. A baseball team is allowed to have 9 defensive players (pitcher, catcher, 4 infield positions, 3 outfield positions; catcher must be equipped at all times).
2. A softball team is allowed to have 10 defensive players (pitcher, catcher, 4 infield positions, 4 outfield positions; catcher must be equipped at all times).

3. Coaches must have players representing the outfield positions stand in the outfield grass and there should be no more than 6 infielders.
4. All players must be rotated out and not sit out more than 1 inning per game.

Pitching

1. A pitcher once removed from pitching, is not allowed to pitch for the remainder of the game.
2. A coach is allowed one mound visit per inning per pitching. If a second visit is made to the pitcher in the inning, that pitcher must be removed from the game as a pitcher.
3. Pitchers shall be allowed a maximum of 1 minute of warm-up time, or 8 warm-up pitches between innings. This rule is the same for returning and for new pitchers.
4. No balks will be called.
5. Players will start with a 0-0 count.
 - a. 4-0 count: Coach will pitch 3 pitches. If the player is unable to hit the ball fair after the 3rd pitch, they are out.
 - b. 4-1 count: Player will walk.
 - c. 4-2 count: Player will walk.
6. A batter hit by the player pitcher will be awarded first base. A batter hit by the coach pitcher will not and the ball will become dead.

Participation and Role of Coaches

1. Two offensive base coaches are allowed to be positioned in foul territory at a distance no closer than the base to home plate. The nearest base coach to the dugout is responsible for ensuring that players are not swinging bats while inside the dugout.
2. No defensive coaches allowed on the field.
3. No judgement calls are to be discussed. Any questions regarding rules can be discussed with the complex manager or recreation specialist.