

### 1. LOCAL PLAYING RULES

#### A. PLAYING FIELD

1. 60 ft. base paths
2. 42ft. pitching rubber
3. There will be an arc in front of home plate, the ball must cross the arc to be considered a fair ball. (25' from back tip of home plate.)
4. There will be an arc drawn to designate the outfield. 160' from home plate.
5. Defensive Alignment:
  - A. Teams cannot have more than 6 players in the infield at the time of the pitch.
  - B. All infielders must be behind the base line, and all outfielders must be behind the outfield arc at the time of the pitch.
  - C. Catchers must remain behind Home Plate until ball is kicked.

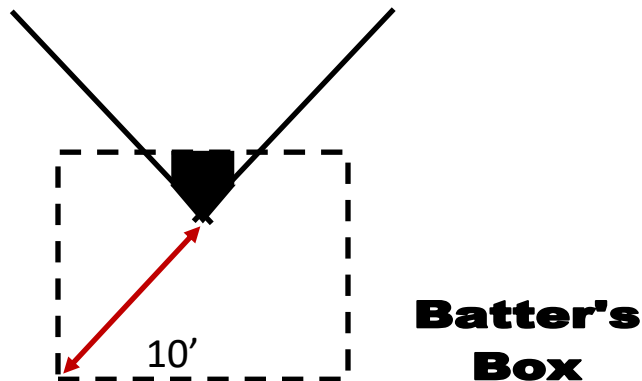
#### B. THE GAME

1. All games will have a 50-minute time limit, or 7 innings.
2. The game clock will begin at the scheduled game time, any team without the minimum number of players on the field after 5 minutes will receive a forfeit.
3. Greenville Parks and Recreation will provide game balls.
4. No metal cleats, no crocs, must have closed toed shoes with backs.
5. Games may start with 9 with an out in the 10th batters' position (teams must compete with either 5 women & 5 men or 5 women & 4 men- No Exceptions)
6. Line up Cards must be turned into the umpire at the manager meeting prior to the start of the game. - (FIRST NAMES, LAST NAMES, and NUMBERS). Line up must alternate sexes.
7. All teams must have shirts alike in color with *affixed, (2024)* legal numbers on the back.
8. In the event extra innings are needed or time expires, the batters will begin with a 3-2 count. One pitch only (This rule will only be used at the beginning of the next full inning)

9. Mercy Run Rules will be 20 run difference after 3 innings, 15 run difference after 4 innings and 10 run difference after 5 innings.
10. Flip Flop will be in effect and is defined as: Flip/Flop Rule—All Programs: In the inning when the run rule for that program is exceeded and the home team is losing, the home team will remain at bat and become the visiting team. If the team (new visiting team) does not score enough runs to reduce the run difference below the run rule, the game is over. If they reduce the run difference to below the run rule, then the new home team will bat. If they subsequently score enough runs to exceed the run rule, the game will be over; if they do not, the game will continue under that format. If the situation reverses, the teams would flip/flop again.

### C. OFFENSE

1. All levels will be able to bat up to 10 batters. If mixed, batting order must alternate sexes (out in 10<sup>th</sup> spot if short a player)
2. Each batter will start with a count of 1 ball / 1 strike.
3. Each batter will be allowed 3 strikes (No courtesy foul)
4. Offensive player must start both feet inside the batter's box.



5. Offensive players must contact the ball with at least one foot inside the box.
6. The ball must be kicked with the foot.
7. A strike shall be called when a legally pitched ball passes through the Strike Zone which shall be defined as 1ft on all sides of home plate and above.
8. Bunts are not allowed. We will have a bunt zone. If the ball stops in this zone, it is considered a bunt and an automatic out.

9. On any walk to a male batter (intentional or not), he will be awarded first and second bases. The female batter behind him has the option of 1<sup>st</sup> base or hitting.

**D. DEFENSE**

1. Defensive Alignment: Teams cannot have more than 6 players in the infield at the time of the pitch.
2. All infielders must be behind the base line, and all outfielders must be behind the outfield arc at the time of the pitch. (Excludes pitcher & catcher)
3. The ball must be delivered in an underhand motion and released BEFORE the pitcher crosses the pitching rubber. If released after the rubber it will be considered an illegal roll.
4. For an illegal roll a ball will be awarded to the kicker.
5. Any pitch that has excessive speed (umpire judgement) will be considered an illegal roll. (A ball will be awarded to the batter)
6. No “bouncies” allowed, ball must be rolling to be considered a legal pitch.
7. Max of 10 defensive players in the field at a time.

**E. OUTS - (player shall be ruled out)**

1. 3 strikes (No courtesy foul)
2. When a player is hit with a thrown ball from the shoulders down while off the base it will be considered an out.
3. Hitting a player above the shoulders with a thrown ball constitutes a penalty to the defense. The player is not out and will be awarded the base attempting to acquire. Any player that intentionally throws at the head will be subject to automatic ejection. “Intentional” will be determined by the umpire.
4. Forced outs, tagged outs, flyballs, tag up plays, timing plays are all also legal ways to produce outs.