Men’s Indoor rules:

All players must wear masks while playing until the area drops to yellow.

Game one clear the field and bench areas as soon as your game is over so the next one can start.

The plate/Mat is a strike.

Each player starts with a 1-1 count.

No inning can start after 50 minutes into the game.

Mercy rule

20 after 3
15 after 4
12 after 5
10 after 6

If a team falls behind by 30 at ANY point in the game it’s a forfeit the game is over.

There is a no contact rule on all of the bases. If you don’t have the ball the defensive player cannot be in the base paths.

You can bat 11 – there is no DH players must bat.

Home Runs

if a batted ball hits the wall ABOVE THE BLUE LINE it is a home run – umpires discretion.

A ball can be caught off the wall for an out.

Co- ed

All players must wear masks while playing until the area drops to yellow.

6 guys / 4 girls

A girl must play in the outfield and 1 in the infield.

If a girl pitches a guy must catch.

If you bat an extra guy you must bat an extra girl.

At no time during the game can **3 guys bat in a row**.

A girl batter gets a courtesy 3rrd foul strike – if a girl fouls off a 3 strike pitch she gets another chance.

If a guy walks with a girl scheduled to be on deck the guy goes to second and the girl has a choice of hitting or walking.

Mercy rule

20 after 3
15 after 4
12 after 5
10 after 6

If a team falls behind by 30 at ANY point in the game it's a forfeit the game is over.

Forfeits – all teams need to be ready to play 10 minutes before game time. It goes by the Umpires watch not yours. You must have 9 players to start – you take an out once in your line-up at the 10th spot. You cannot borrow a player from another team. Traffic and weather are on you.

Forfeit – If you are the only team ready to play you play the ump $22 in order to get the win. If you don't both teams forfeit. The forfeiting team has to pay $44 in order to continue in the league.

If your team starts with 10 and a player is ejected or injured you can finish with 9 and take an out in the position. If you squad drops below 9 the game is over.

Illegal equipment.

Bats – all bats must be checked by the league and stickered. Any player aught using an illegal bat or metal spikes will be out – be ejected from the game and suspended until a league hearing.

If any rule is not listed the league will make a ruling and their decision is final.

If you need to file a protest you need to TEXT the league at the **time of the rule infraction** – 553-3839. DO NOT CALL!! If you call the protest is moot.

No argument Rule.

You can question a call at the time of of the play. After the next play starts the talking is over – no exceptions. If a player continues discussing the play in a less than calm way to the Umpire or OTHER PLAYERS the player is to be ejected.

If a player is ejected they have 60 seconds to leave the arena or their team forfeits.

553-3839