

2. For the purposes of standings, positions will be decided by winning percentage. In the case of a tie, head to head results between two tied teams is the first tiebreaker. Next, the team that came from behind to forge a tie is the winner.

3. Rained out games will be cancelled on the hotline. Rained out games will be made up as a one pitch double header the next time the two teams meet. Since there may be youth games following, in the interest of time, a 10 run rule is in effect after 4 1/2 innings. Unlike full length games, this is not optional. If the teams do not meet again, the games will not be made up.

4. Tie games will use the ASA tiebreaker. That is, the last batter of the previous inning will start the inning at second base.

Rule VI Pitching

1. Pitching arc is 5 - 18 feet. The pitcher must pitch from the rubber.

Rule VII Batting

1. There is a limit of three home runs per team hit over the fence. Home Runs touched by the defense do not count against the limit. After three home runs, all home runs are automatic outs and a dead ball. Runners may not advance. On the plateau field, batted balls into the trees to the right of the marker are ground rule doubles. To the left is all the bases you can get.

2. The batter starts with no balls and no strikes. Four balls is a walk and three strikes is an out. A foul ball hit with two strikes on the batter is a strikeout.

Rule VIII Running

1. Sliding is permitted but never required. Any intentional bumping of a fielder by a runner is an automatic out. In the case of a potential double play at second base, the runner has two options; slide or run outside the base path to allow an unobstructed throw from second base. There is no warning for failure to avoid the throw. This is a double play.

2. Once a runner passes the halfway point between third and home, the runner must continue home and the play becomes a force play. The catcher may tag the runner or home plate. The runner may touch the mat or home plate. The catcher should position himself to take throws without blocking the mat. In the case where the catcher blocks both the mat and plate, the runner is safe and does not have to make an attempt to touch either to be declared safe.

3. An unlimited number of courtesy runners are allowed. The runner will be the last batted out or in the interest of game speedup, the nearest base coach.

4. The infield fly rule is in effect. The first base coach determines if the popup has sufficient height and can be caught with ordinary effort. The third base coach makes the call for balls left of second base.