

Indoor Winter LEAGUE RULES

- 7 innings OR 75 minute games
- Drop dead (revert back to last inning)
- Air horn will be used to determine beginning and end to games
- Ties permitted in regular season play
- Mercy rule: 12 runs/3rd inning; 10 runs/4th inning: 8 runs/5th inning
- 10U & 12U: 6 runs per inning run limit
- 10U & 12U will have 4 fields in field-house, Live games
- 14U & HS will have 2 fields in field-house, Live games
- \$20 per game umpire fee must be paid to umpire prior to first pitch
- Teams each bring one game ball per game
- Homerun bracelet awarded for every homerun to player
- Lineup and Substitution Rules:
 - Unlimited substitutions permitted
 - Teams may play game with 8 players
 - Teams may begin games with less than 8 players if players are on the way and running late for start of first game
 - A player may come out of the game at any time for an injury without penalty. We ask that you only use this for an injury and not as a game situation advantage - player may not re-enter game
 - Open Rosters - Option to bat up to entire roster
- Last batted out may run for pitcher and catcher at any time
- Normal Counts: 3 Strikes, 4 Balls
- 10U ~ 36', 12U ~ 40', 14U & HS 43' pitching Bases ~ 60'
- Regular steals permitted on base path. No steals to home. (Once the catcher attempts to throw the ball back to a fielder, it is no longer considered a steal home. It is live play.)

- **If games start late, they will still end at the scheduled time, drop dead. It is everyone's responsibility to start games on time
- **** USSSA rules apply if not addressed

DROP DEAD - SCORE "REVERTS BACK" EXPLANATION

score reverts back to last completed inning

- if time expires with away team up, score reverts back
- if time expires with home team up to bat and score is tied or home team is behind, score reverts back. If home team was down in last inning in the event the score is tied, game ends in a tie.
- if time expires with home team up to bat and home team is ahead, home team wins the game.

BRACKET PLAY FOR PLAYOFFS ~ RULES TO DETERMINE A WINNER

High seed has choice of being the home or visitor team.

For any new inning that starts after 65 minutes of play with a *tied* score, each team will begin the inning with a runner on second base (ITB rules). The runner will be the last batted out of the previous inning (unless it is the pitcher or catcher, then two prior batted outs of the previous inning).

The will be a long blast to begin the game ~ There will be a short blast at 65 minutes (to signify the use of ITB rules if necessary) ~ There will be a final long blast at 75 minutes for the finish of the game.

- Playoff Games still have a 75 minute drop dead
- Must use a courtesy runner for catcher at all times (sub or last batted out).
- A player who does not play in 50% of your league games is not eligible to play in bracket play - no ringers.
- Remaining Rules are the same as regular league play.