PLAYERS AND ATTIRE
- Must have four (4) players to start game. Six (6) can play at a time. Maximum of nine (9) on the roster.
- Jewelry is not allowed. All jewelry must be removed before playing, no exceptions. Jewelry includes gold, silver, bracelets, necklaces, religious jewelry, Livestrong/rubber bracelets, rubber bands, and braided jewelry.

RULES

GAME, FIELD, AND EQUIPMENT
- The use of dangerous equipment is prohibited. Shoes or cleats must be worn. All exposed metal on knee braces must be covered.
- Each team bats all six (6) players but only fields 4 players including the pitcher. Bats and balls will be provided.
- Players may not wear fielding gloves.

TIMING AND SCORING
- Games will be six (6) innings.
  - For all games, no new inning will start 25 minutes after the game begins.
- 3 outs per inning
- Mercy Rule
  - The game ends if a team is winning by 15 or more runs after three (3) innings.
  - The game ends if a team is winning by 10 or more runs after five (5) innings.

BALL IN PLAY
- Field
  - Bases are 30’ apart.
  - Pitcher’s mound is 27’ from home plate.
  - The pitching chair is 6’ from home plate.
  - The strike zone is the home plate mat.
  - A home run is a ball that reaches the grass in the air.
- Pitching
  - All counts start 1-1.
  - The pitcher must pitch from behind the 27’ line.
**Legal pitch:** The ball must travel over the top of the pitching chair. Any pitch that does not meet this requirement is a ball unless the batter swings. If the batter swings, play continues as normal.

If the pitch hits the pitching chair, the play is dead and does not count.

**Hitting**
- If a batted ball hits the pitching chair, the play is dead and does not count.
- A bunt attempt is an out.
- If a fielder catches the ball in the air, it is an out.
- A fly ball that lands in the grass is a home run. A ball that lands in the infield and bounces into the grass is live. A ball caught while defender is standing in the grass is considered a home run.
- The batting order must remain the same for the entire game. Baserunners can be replaced to preserve the batting order.
  - Ex: There are four people on team. Batter A hits a single. Batter B hits a single. Batter C gets out. Batter D hits a single. The bases are now loaded, and Batter C is the only one not on base. Runner A, currently on third, must bat. Runner B advances to third. Runner C goes to second to replace Batter B. No out is recorded.

**Fielding**
- The defense consists of 1 pitcher and 3 fielders.
- Pitcher’s Hand
  - To record an out at FIRST BASE, the pitcher must possess the ball before the runner gets to 1st.
  - Pitcher’s Hand only applies to the batter running to 1st base.
  - Pitcher’s Hand does not apply to the lead runner or to tag ups.

**Baserunning**
- All runners must have at least one foot touching the base until the ball is contacted.
- Leading off and stealing is illegal.
- A runner who is tagged with the ball while not occupying a base is out.

**PLAYER CONDUCT**
Abusive or insulting language, acts of unfair play, or managers, coaches, or substitutes on the field of play without permission will result in ejection, a suspension and/or forfeit.