

League Rules and Regulations

Preamble: The rules and regulations follow A.S.A. guidelines except as modified below. The modifications are specifically designed to minimize opportunities for physical injury and maximize sportsmanship and enjoyment. Players are expected to behave and play in a manner consistent with the recreational purposes of the league. Captains are responsible for informing their players of all rules and regulations and for supervising team conduct. The league commissioner(s) wish all participants an enjoyable and healthy season.

Eligibility: All members of the Purdue community (undergraduate students, graduate students, faculty, staff, and alumni), their spouses and their children (direct descendants) are eligible. High school students are not eligible unless they can be classified as a member of the Purdue community as described above. A player must play in a minimum of six regular season games to be eligible for the end of season tournament.

Game Regulations

1. Each team must field at least eight, but no more than ten, players. Games are scheduled for 6:00 PM; a forfeit will be declared for teams with less than eight players by 6:15 PM.
2. Games consist of seven regulation innings plus extra innings in case of a tie score. Games shortened by weather or darkness shall constitute an official game if five regulation innings have been completed; incomplete games must be scheduled and played in full.
3. Each team should provide home plate and base umpires during each half inning the team is at bat.
4. For each game, the team designated as “home team” shall provide a game ball.
5. Each batter will begin his/her at bat with a count of 1-1 (i.e., one ball and one strike).
6. There are unlimited substitutions. Each substitute must play in the field before batting. Captains must notify the opposing captain/scorekeeper of all substitutions prior to the substitute entering play. No player may bat more than once in rotation (10 at bats, 11 if using an extra-hitter).
7. All scores should be reported to the commissioner(s) on the day of play or as soon as possible thereafter. Standings will be posted on the league’s web site.
8. A player may not play for more than one team during the season (including the tournament). If a player is identified to be playing for a team other than his/her own, a forfeit will be declared for that team. Exception: a player may change teams once during

the season, if the following conditions are met: the change must (1) occur before half of the season games (tournament excluded) have been played, and (2) be approved by the league commissioner.

9. The “home team” for all position rounds, and all tournament games, will be determined by coin flip.

10. For teams that have the same overall record (W-L) at the end of the season, “seeding” for the tournament will be determined by the “head-to-head” play between those teams during the regular season, i.e., the team having the better W-L record will earn the higher seed. For a tie in “head-to head” play between two teams having the same overall record, seeding for the tournament will be based on the results of a tie-breaker game, which must be played before the tournament begins.

Ground Rules

1. "Out of Bounds": For any field that is bordered by light poles on one side, and a backstop from an adjacent field on the other side (e.g., G-4, G-5, G-7, G-10, and G-11), foul territory is defined to be that area between the first/third base foul lines, and the lines formed by the closest light pole(s) and the closest backstop fence from the adjacent field. The “out of bounds” areas are therefore any areas outside of foul territory. For field G-9 (only), the captains should agree on the out of bounds area for the left side of the field before the start of the game (light poles will define foul territory on the right side of the field).

If a thrown ball lands in the out of bounds area, touches a spectator, or hits equipment on the sideline, the ball is dead and baserunners are awarded 2 bases from the last base touched at the time the ball was thrown. If an overthrow occurs while the batter-baserunner is approaching first base, the batter-baserunner shall be awarded second base (no more).

2. A marker should be placed midway between third base and home plate at the beginning of the game. Once passed this marker, a baserunner must proceed toward home plate. The play at home plate is then a force-out situation (tagging the runner is not necessary).

3. First base for batter-baserunners: a second (preferably of a different color) base should be placed in foul ground but contiguous with the regulation first base to serve as an enlarged first-base landing area for batter-baserunners. The regulation first base marks the limit of fair ground for a batted ball. Batter-baserunners should avoid all contact with fielders at first base; failure to do so shall be grounds for interference rulings by umpires.

4. Strike mat and batter's box: the mat located contiguously behind home plate delimits the landing area of all legally pitched balls. The strike mat may also serve as a safe-landing area for runners attempting to avoid contact with a fielder (analogous to the first base situation above).

5. Pitching rubber: a pitching rubber should be placed approximately halfway between home plate and second base at the beginning of the game (the team captains should agree on its exact placement). During a game, the pitcher must have one foot in contact with the pitching rubber when he/she starts his/her motion toward home plate. If a pitcher pitches a ball without having one foot initially in contact with the pitching rubber, then the pitch shall immediately be called a “ball”; however, the ball is not declared “dead”, and the batter may still swing at the pitch.

Note 1: it is acceptable not to use a pitching rubber as long as both team captains agree before the start of a game.

Note 2: it is acceptable to implement a pitching rubber during a game (e.g., for safety reasons) only if both team captains agree.

6. No metal spikes/cleats are allowed. Any player wearing metal spikes/cleats shall not be allowed to play until the footwear is replaced with acceptable footwear. If a player is observed to be wearing metal spikes/cleats while a batter-baserunner, the player shall immediately be called out.

7. All bats must be ASA approved; balls (12”) must have a COR less than or equal to 0.47. Any player observed during play to be using an illegal (non-ASA approved) bat shall immediately be called out, and the illegal bat removed from play.

Playing Rules

1. A legal pitch must carry the ball above 6 feet, but not above 12 feet from the ground at the top of the arc.

2. A batter will be called out on the second foul ball hit after two strikes have been called.

3. All outs at home plate are force-outs. In order to secure the out, the catcher must have the ball in his/her possession and touch home plate. A catcher may tag the baserunner if an attempt to touch home plate would lead to a collision between the catcher and baserunner. Catchers should not block the plate and baserunners are not allowed to contact a fielder in an attempt to dislodge the ball. The baserunner should make every attempt to avoid a collision with the catcher. The baserunner can score by making contact with the strike mat before the catcher has caught the ball, or in order to avoid a collision with the catcher, the baserunner may touch home plate. Failure to observe these rules shall be grounds for obstruction/interference rulings by umpires.

4. Baserunners are not allowed to physically contact, scream at, or otherwise interfere with fielders. Sliding into a base is legal. Baserunners are not allowed to "break-up a play" by sliding into a fielder or interfere in any way with a fielder's ability to make a subsequent play. Failure to observe proper baserunning conduct and sportsmanship shall be grounds for interference rulings by umpires.

5. Fielders are not allowed to fake tags or otherwise deceive baserunners during the course of play. Failure to observe proper conduct shall be grounds for obstruction rulings by umpires.

The above rules and regulations were created to provide guidelines for fair and accurate rulings on play. In any situation, sportsmanship should dictate the fair and correct application of these rules. Remember, this league is for the recreation and enjoyment of all participants. Competitive and aggressive play should be kept within the boundaries set by the rules, regulations, and objectives of the league.