

Player Pitch League Game Play Rules

The Mission Statement for your League Play is to: Prepare your Team for the Post Season Tournament (PST). All League Play games are meant to compile a seeding roster for the PST (double elimination). All League Play rules are meant to aide you in this Mission Statement.

All regular baseball rules will apply with the exception of the following:

- All teams will bat their entire roster (all players present at the game).
- All teams will play 10 fielders (a 4th outfielder) unless they only have 9 players present at the game.
- Free player substitution.
- Time Limit – No new inning after 1 hour and 40 minutes.
- The beginning of a new inning is defined as the moment the last out is recorded for the previous inning.
- Once an inning is started it must be completed.
- Regardless of the number of innings played the score at the end of the last inning will become the official score.
- Game length is 6 innings.
- If after 4 innings (3 ½ if the home team) a team is ahead by at least 10 runs then the game is complete and no new inning may start.
- Any game ending in a tie due to the time limit will be recorded as ½ win and ½ loss for each team.
- Any game called or suspended because of weather conditions, before it has become an official game (3 ½ - 4 innings) shall be scheduled for completion at the earliest possible date. Due to limited field access most rainout games are not rescheduled. If the game is not rescheduled, each team will be credited with ½ win and ½ loss to their record.
- If a game is suspended it will resume from the point of suspension.
- Subsequent games will start within 10 minutes after the completion of the preceding game or the scheduled start time, whichever is later.
- Infield practice will only be allowed if time permits prior to the scheduled start time.
- Only legal bats may be used. All bats must be 2 ¼ inch diameter barrels and marked BPF 1.15. League Officials or umpires may check bats before, during, or after games to ensure only legal bats are in use. Coaches are responsible for checking their player's bats and ensuring only legal bats are used. **This is a safety issue.**
- Runners may not steal home on a past pitched ball.
- All Offensive Teams (up to bat) will retire after 5 runs have been scored or 3 outs are recorded by the Defensive Team during the first 4 innings of the game. The 5th and 6th innings will be played until 3 outs are recorded by the Defensive Team (in the field).
- All teams with less than 6 of their own players will forfeit the game. Both Teams will then play the game as a practice game with the umpire staying to call the game (they may share players to fill all defensive positions).

- Teams with 7 of their own players may choose to borrow players from other teams within their own League to fill the batting order up to 9 players (including members from the opposing Team).
- All borrowed players "WILL" play in the outfield and bat at the end of the batting order.
- If the Team with less than 7 of their own players chooses not to borrow players they will place a blank spot in the lineup to represent the missing player/s prior to the start of the game.
- Each time the blank spot comes up in the batting order an out will be recorded in the score book even if this results in the inning coming to an end.
- The team may place the blank spot anywhere in the lineup they choose. Once the lineup is set the blank spot will not move and can only be replaced by an arriving player.
- All players "WILL" play a minimum of 2 defensive innings or a total of 6 recorded outs during the game.