

This is a recreational league. Comport yourself accordingly!

For almost every rule, we will be using the NFHS Rulebook. However, there are a few notes/differences we want to draw your attention to for our league:

Game Clock:

We allot 120 minutes for a full game. Any inning started after 1hr 30min will be the designated last inning



🍌 🍌 Bananafications 🍌 🍌:



- Win the inning, Get the Point! Every Inning = One point. The team with the most run in an inning gets a point. (Except for the final inning where every run counts)
- Two foot Rule You step both feet out of the box, that's a strike
- Golden Batter One time a game a team may send any hitter in the lineup to bat in any spot
 - Example: Batters 6, 7, 8 are due up. 6 & 7 make outs. With two outs and #8 due up but the team decides to bat hitter #3 in this slot. Batter #8 stays in the lineup. The next hitter is batter #9. Should batter #3 be on base and their original spot be due up to bat, batter #8 assumes base running and batter #3 hits in their original spot. (this can also mean a batter could hit twice in a row)

Rosters:

- Rosters are capped at a maximum of 14 players unless expressly approved of by league management
- Teams may utilize subs from within the league player pool freely. Subs from outside of the league will may only be utilized after approval from league management
- **NO** subs are permitted during the playoff period of the season
- Teams are permitted to play short in the event of not having a full roster of players provided they field at least 6 players from their team otherwise it's considered a forfeit
- Official rosters need to be submitted to league management before or at the first game.

Hitting Line-Ups:

Teams will bat through their entire game day roster

If a player leaves or is unable to take their designated at-bat teams may;

- Remove that player from the playing roster for the remainder of the game for no penalty
- Take an out and skip to the next batter

Bats:

We are a wood bat league. Not metal bats are permitted in league games Composite/metal handle bats are not allowed

Pitching:

A pitcher may throw a maximum of 3 IP in any one game

*** If a team is scheduled a double header the pitcher could pitch up to 3 IP in each scheduled game

Footwear:

Metal cleats are not permitted! Plastic or molded are fine

- First offense asked to change footwear, may re-enter once changed
- Second offense removed from play at team's penalty (taking outs)
- Third offense one game suspension
- ** Any further offenses and a player may be barred from participating in the league
- ** Shoes are required no open toed options

In Play Substitutions:

Fielding & Batting

A player may come in and out of the game defensively as much as a team desires. However, the player must remain in the same spot in the hitting order that was set at the beginning of the game.

Pitchers

A pitcher may only be subbed off the mound and then take the mound again if they have not hit the inning cap for the game AND have not been removed from the game day lineup for any reason. A pitcher must face at least one batter before being subbed again.

Injuries:

In the event that a player is injured and cannot continue play teams may remove them from the game day lineup at no penalty but they become ineligible to return to the lineup for that game. If this would cause a team to be short defensively (i.e. fewer than 9 players) they may sub in an otherwise ineligible player in their lineup for the remainder of the game. We ask that teams do not abuse this, as it is meant as a player safety measure. Further, this rule does NOT apply if a player leaves the game for any other reason (ejection, inability to remain at the game, etc.)

Pitch/Catch Courtesy Runners:

Teams may use a courtesy runner for the pitcher or catcher AT ANY TIME. The courtesy runner can be any player, provided that if the courtesy runner is due up to bat prior to that runner scoring, they shall be called out, and the next hitter will come up to bat. To qualify as the pitcher or catcher, that player must have been the catcher or pitcher in the previous defensive half-inning.

Please DO NOT use fake tags!

This is a recipe for disaster and injury. Similarly, please don't try and hurdle people, or run over the catcher. We don't want people to get hurt!